

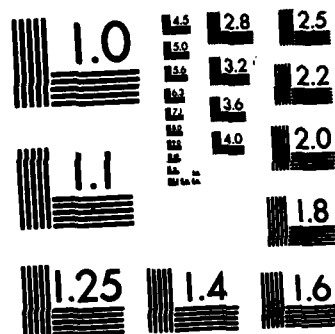
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MANEUVER TACTICAL TERMS AND GRAPHICS (HANDOUTS)(U) ARMY 1/1
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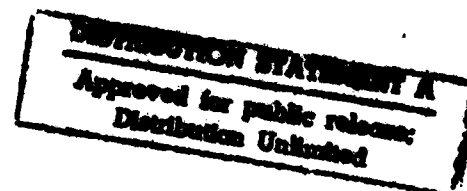
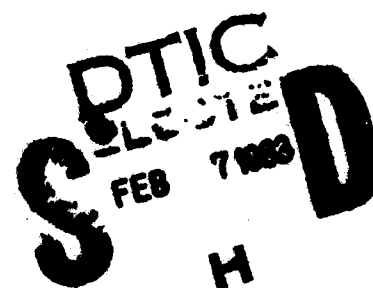
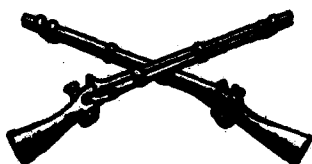
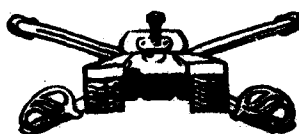
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MANEUVER TACTICAL TERMS AND GRAPHICS

HANDOUT

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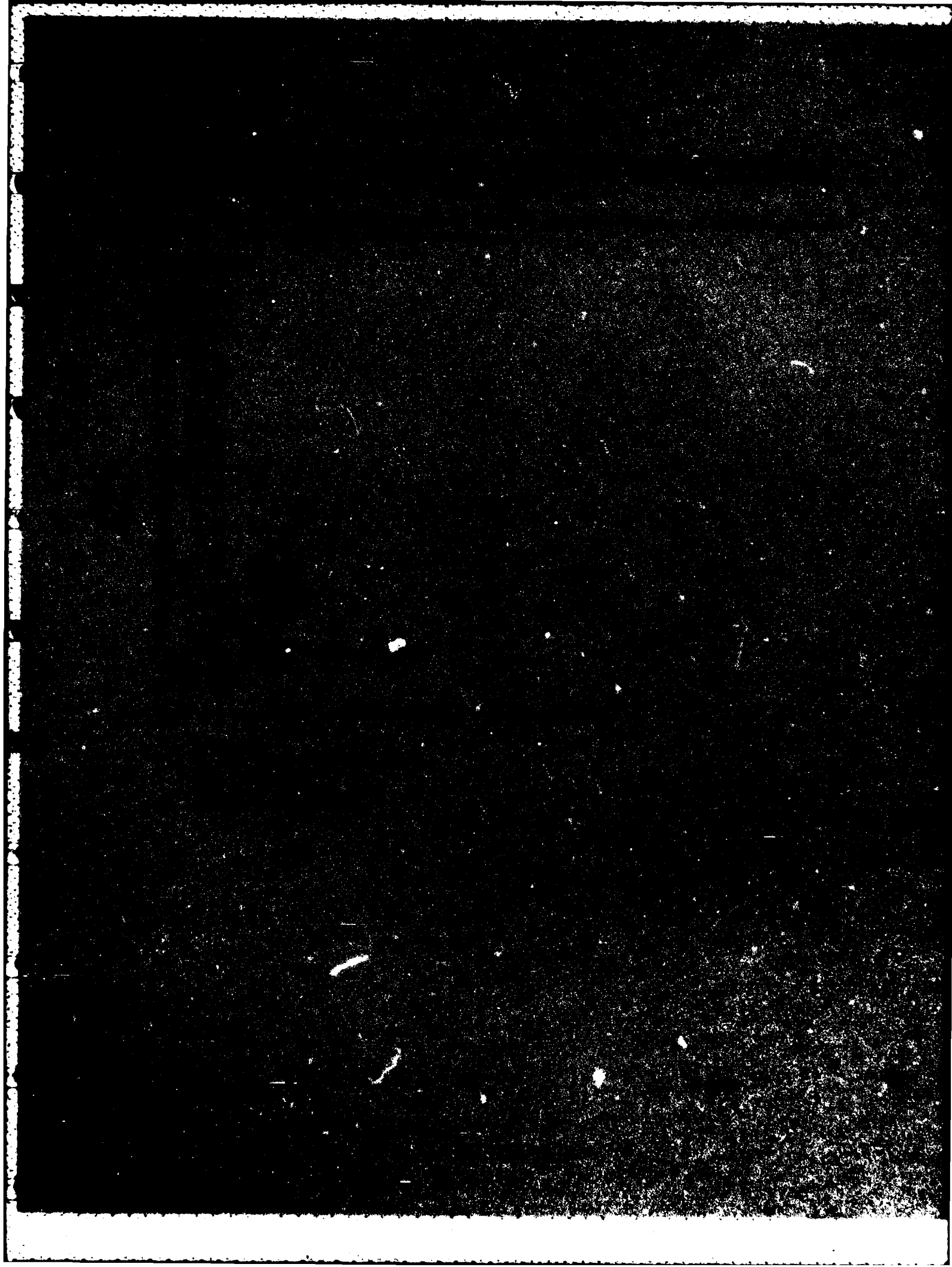
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**U.S. ARMY
FIELD ARTILLERY SCHOOL
Tactics, Combined Arms, and Doctrine Department
Fort Sill, Oklahoma**

*Supersedes HO TI01VO, TI06VO, TI02QT, TI09QV, SORC. Aug 80.

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Abatis (FM 90-7) - An antivehicular obstacle constructed by felling trees on both sides of a roadway in such a manner that they fall, interlocked, at a 45-degree angle to the roadway.

Active Defense (FM 71-1) - The system of flexible and elastic defense on the modern mechanized battlefield designed to fight successfully against greatly superior attacking armored formations. The principle of active defense is to wear down the attacker by confronting him aggressively and continually from successive positions with strong combined arms teams and task forces fighting from mutually supporting battle positions in depth throughout the battle area.

ADAPM (FM 90-7) - Artillery Delivered AntiPersonnel Mines.

ADATM (FM 90-7) - Artillery Delivered AntiTank Mines.

ADM (FM 90-7) - Atomic Demolition Munitions.

Advance Guard (FM 17-95, RB-100-7) - A detachment sent ahead of a larger force to insure its uninterrupted advance; to protect the main body against surprise; to facilitate the advance by removing obstacles and repairing roads and bridges, and to cover the deployment of the main body if it is committed to action.

Advance to Contact - See Movement to Contact.

Aerial Reconnaissance (RB 101-5-1) - Operations conducted from aircraft to obtain, by visual observation or other detection methods, information about the activities and resources of an enemy or potential enemy; or to secure data concerning the meteorological, hydrographic, or geographic characteristics of a particular area.

Aimpoint (FM 6-20) - A point on the ground where the employment of a nuclear weapon will achieve the desired effects against the enemy without violating the commander's guidance.

Air Assault (ST 57-35) - An operation in which ground combat forces maneuver about the battlefield in helicopters (under the control of a ground force commander) for the purpose of engaging in ground contact, using firepower, mobility, and flexibility of helicopters to defeat the enemy.

Airborne (ST 7-153) - 1. Applied to personnel, equipment etc., delivered by parachute, e.g., airborne infantry. 2. Applied to material being or designed to be transported by aircraft, as distinguished from weapons and equipment installed in and remaining a part of the aircraft.

Airborne Force (RB 101-5-1) - A force composed primarily of ground and air units organized, equipped, and trained for delivery by airlanding or airdrop into an area to conduct combat operations.

Airborne Operation (RB 101-5-1) - An operation involving movement and delivery by air of combat forces and their logistic support into an area for tactical or strategic purposes. The means employed may be any combination of airborne units, air transportable units, and type of transport aircraft. Airborne operations are executed in four phases: mounting phase, air movement phase, assault phase, and subsequent operations phase. See also: airmobile operation, ground tactical plan, landing plan, air movement plan.

Air Corridor (RB 100-7) - Restricted air routes of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces.

Air Defense Weapons Control Status (RB 101-5-1) - Three degrees of weapons fire control used by a commander to control the fires of his organic air defense weapons. Categories include:

Weapons free - An air defense weapons control status normally used in the combat zone under which fire at any aircraft not positively identified as friendly is authorized. Under this status, aircraft of unknown or doubtful identification may be engaged.

Weapons tight - An air defense weapons control status normally used in the combat zone under which fire is restricted to aircraft positively identified as hostile according to the prevailing hostile criteria. Under this status, aircraft of unknown or doubtful identification may not be engaged.

Weapons hold - An air defense WPNS control status normally used in the CBT zone to restrict fire at aircraft except in self-defense.

Air-Ground Operations System (AGOS) (RB 100-7) - An Army-Air Force system providing the ground commander with the means for receiving, processing, and forwarding the requests of subordinate ground commanders for air support missions and for the rapid dissemination of information and intelligence.

Airhead, (ST 7-153) - 1. A designated area in a hostile or threatened territory which, when seized and held, insures the continuous air landing of troops and material and provides maneuver space necessary for projected operation. Normally, it is the area seized in the assault phase of an airborne operation. 2. A designated location in an area of operations used as a base for supply and evacuation by air.

Air Liaison Officer (ALO). (RB 101-5-1) The senior Air Force officer at each Tactical Air Control Party (TACP). He advises the Army commander on all aspects of the employment of tactical air power to include tactical airlift, tactical reconnaissance, battlefield air interdiction, and close air support. He serves as the focal point for Air Force coordination in joint air/ground operations and assists in the planning for tactical air support of ground operations. The ALO supervises the activities of TACP personnel and is responsible for all subordinate TACPs.

Air Maneuver Forces (RB 101-5-1) - Air cavalry and attack helicopter units that operate in the ground environment. They engage targets by fire from covered and concealed positions. Their operations are similar to ground combat operations in that they tailor their movement to the terrain and use suppressive fires. These units are integrated into the tactical plan of the ground force commander. They can dominate terrain by denying the enemy its use by direct aerial fire for limited periods of time.

Airmobile (ST 57-35) - Utilization of organic or supporting helicopter assets to transport forces on the battlefield.

Air Movement Plan (ST 57-35) - One part of the reverse planning sequence for air assault operations. The air movement plan provides for the coordinated air movement of the force into the objective areas in the proper time and sequence to support the landing plan.

Air Movement Phase (RB 101-5-1) - The second phase of an airborne or airmobile operation which begins with the takeoff of loaded aircraft from departure areas and ends with the delivery of units to their drop or landing zones. See also: airborne operations, airmobile operations.

Airspace Coordination Area (ACA) (FM 6-20) - A three-dimensional block of airspace that is reasonably safe to friendly aircraft from surface-to-surface fires while the aircraft attack surface targets.

Alternate Command Post (RB 101-5-1) - A location designated by a commander to assume command post functions in the event the primary command post becomes inoperative. It may be partially or fully equipped and manned, or it may be the command post of a subordinate unit.

Alternate Position (AR 310-25) - The position given to a weapon, unit, or individual to be occupied when the primary position becomes untenable or unsuitable for carrying out its tasks. The alternate position is so located that the weapon can continue to fulfill its original task.

Alternate Position Overlay Technique (FM71-1) - Basic symbol shown by dashed lines.

Example: ALTERNATE TEAM BATTLE POSITION

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Ambush (RB 100-7) - A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.

Ammunition Supply Point (ASP) (RB 101-5-1) - A point at which ammunition is available for distribution to using units on an area basis. It is normally operated by an ordnance unit organic to the corps.

AP (FM 90-7) - Antipersonnel Mine.

APB (FM 90-7) - Antipersonnel Blast Mine.

Area of Operations (RB 100-7) - That portion of an area of conflict necessary for military operations, either offensive or defensive, pursuant to an assigned mission, and for the administration incident to such military operations.

Area of Responsibility (RB 101-5-1) - That land area assigned to a force commander for the development of installations, control of movement, and the conduct of tactical operations of his command.

Area Reconnaissance (FM 17-95) - Area reconnaissance is conducted to obtain information concerning a specified area. An area reconnaissance mission is assigned when the commander desires information about a town, ridge line, woods, or other feature that may be critical to operations. An area reconnaissance, with the exception of movement to and from the area, is conducted the same as a zone reconnaissance.

Assault (RB 101-5-1)

1. The culmination of an attack which closes with the enemy.
2. In an amphibious operation, the period of time from the crossing of the line of departure by the first scheduled wave to the seizure of the initial objectives.
3. A phase of an airborne and airmobile operation beginning with delivery of the assault force into the objective area and extending through the attack of objectives and consolidation of the initial airhead.
4. In river crossings, the period of time from the launching of the first crossing effort until the bridgehead has been secured and responsibility passed to the crossing area commander.

Assault Breach (FM 90-7) - The breach of an obstacle or obstacles characterized by the rapid employment of breaching techniques to take advantage of a situation. Will normally be conducted by combat elements without engineer aid or assistance.

Assault Echelon (RB 101-5-1)

1. Those forces required in the initial stages of an airborne or river crossing operation to secure the assault objectives.
2. One or more units of an attacking force used to begin and lead the attack.

Assault Force (RB 101-5-1)

1. In an amphibious or airborne operation, those units charged with the seizure of the lodgment area.

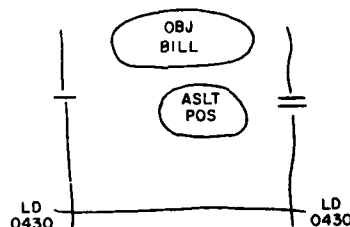
2. In offensive river crossing operations, the major subordinate units conducting the assault to, across, and beyond the water obstacle. Assault forces lead, making the initial assault of the river and continuing the advance from the exit bank to the final objectives. See also: airhead, bridgehead.

Assault Phase (RB 100-7) - 1. In ground action, that period during an attack which begins when the assault forces advance from their assault positions and ends when the objective has been seized and consolidated. 2. In airborne operations, begins with the delivery of the assault forces into the objective area and ends when all assault objectives have been seized.

Assault Position (RB 100-7) - That position between the line of departure and the objective in an attack at which the assault force completes final deployment and prepares to close with the enemy. Normally used by light infantry.

Assault Position Overlay Technique (RB 100-7) - Shown graphically by an enclosed area with ASLT POS written inside.

Example:



Assembly area (FM 71-1) - Area in which the command is assembled to prepare for operations. The following activities normally occur in assembly areas:

1. Issuance of Orders
2. Organization for Combat
3. Maintenance
4. Supply
5. Rest

Assembly Area Overlay Technique (FM 71-1) - Assembly areas are inclosed with a line, and the unit symbol is placed within the symbol. The closed line indicates the outer limits of troop disposition. An occupied assembly area is shown with a solid line. The unit CP symbol may be used if the CP location is known.

Example:



Assembly area, 2d Bn (Mech), 91st Inf.

Assign (RB 100-7) - 1. The placement of units or personnel in an organization where such placement is relatively permanent and/or where such organization controls and administers the units or personnel for the primary function, or greater portion of the functions, of the unit or personnel.

ATGM (Antitank Guided Missile) (FM 71-1) - The term ATGM refers to man portable or vehicle launched antitank missiles. ATGM includes Dragon, TOW, Sagger, Shillelagh, Milan, or HOT.

Attach (RB 100-7) - The placement of units or personnel in an organization where such placement is relatively temporary. Subject to limitations imposed by the attachment order, the commander of the formation, unit, or organization receiving the attachment will exercise the same degree of command and control thereover as he does over units and persons organic to his command. However, the responsibility for transfer and promotion of personnel will normally be retained by the parent formation, unit, or organization.

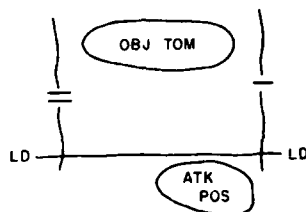
Attack (RB 100-7) - A combat action characterized by fire and maneuver, culminating in a violent assault. Its purpose is to direct a decisive blow at the enemy to hold him, destroy him, destroy him in place, or force him to capitulate.

Attack by Fire (FM 71-1) - A mission frequently assigned to a unit conducting an active defense. It requires the unit to destroy as much of the attacking enemy force as possible. This mission does not necessarily require the unit to hold or retain specific terrain.

Attack Position (FM 71-1) - Area behind the line of departure where units leading the attack deploy. An attack position, if used, is occupied for the shortest possible time. Without halting if possible, units move through and deploy using the movement technique ordered for crossing the departure line. Normally used at company level.

Attack Position Overlay Technique (FM 71-1) - Enclosed area with ATK POS written inside. The position may be further defined with a number, letter or unit symbol.

Example:



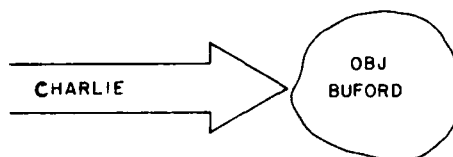
Attrition (RB 100-7) - The reduction of the effectiveness of a force caused by loss of personnel and material due to enemy action.

Avenue of Approach (RB 100-7) - An air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path.

Axis of Advance (RB 100-7) - A line of advance assigned for the purpose of control; often a road or a group of roads or a designated series of locations extending in the direction of the enemy. A commander assigned an axis of advance may maneuver his force freely to either side of the axis provided the unit remains oriented on the objective; however, he must insure that a deviation in movement or fires from the assigned axis will not interfere with maneuver of adjacent units.

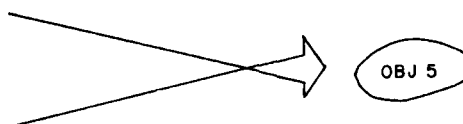
Axis of Advance Overlay Technique (RB 100-7) - An open arrow extending only as far as this form of control is essential to the overall plan. It indicates that the commander may maneuver his forces and place his fires freely to either side of the axis to avoid obstacles, to engage the enemy, or to bypass enemy forces that could not threaten his security or jeopardize the accomplishment of his mission. The axis of advance is labeled with a code name or unit designation.

Example:



To differentiate between a ground axis of advance and an air assault axis of advance, a twist is placed in the shaft of the open arrow symbolic of a propeller.

Example:



Barrier (ATP-35) - A coordinated series of obstacles designed or employed to canalize, direct, restrict, delay or stop the movement of an opposing force and to impose additional losses in personnel, time and equipment on the opposing force. This term is normally used at corps and theater army levels only.

Barrier Plan (FM 90-7) - That part of an operation plan or order which is concerned with the employment of coordinated obstacle systems to canalize, direct, restrict, delay, or stop the movement of an opposing force. Theater Army (Combined) Headquarters may publish the barrier plan or policy to provide guidance to subordinate corps.

Base of Fire (RB 101-5-1) - Fire placed on an enemy force or position to reduce or eliminate its capability to interfere by fire and/or maneuver with the movement of friendly maneuver element(s). It may be provided by a single weapon or a grouping of weapon systems.

Basic Load (Ammunition) (RB 101-5-1) - That quantity of nonnuclear ammunition authorized to be on hand in a unit to meet combat needs until resupply can be accomplished. Size of the basic load is normally determined by corps or the major overseas commander.

Battalion Task Force (RB 101-5-1) - A force generally organized by combining tank and mechanized infantry elements under a single battalion commander to conduct specific operations. A battalion task force may be tank-heavy, mechanized infantry-heavy, or balanced, depending on the concept and plan of operation.

Battle Position (RB 100-7) - A defensive location selected as a result of terrain and weapon analysis for occupation by battalion through squad sized units, from which a unit can defend, delay, block, screen, reinforce, or counterattack by fire. Where possible, battle positions are selected to provide mutual support and add depth to the defense. Battle positions may be developed as strongpoints if they are vital to the overall defense. A battle position is a positioning technique for location and orientation, and does not constitute a fire control measure.

Battle Position Graphic Technique (RB 100-7) - An enclosed area open at one end. Principal direction of fire is shown opposite open area and unit size symbol.

Example:



Beaten Zone (FM 23-65) - The beaten zone is an elliptical pattern formed by the cone of fire as it strikes the ground.

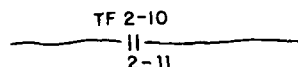
Block (FM 71-1) - A mission assigned to a unit which requires it to stop the attacking enemy from advancing through a specified location, usually for a specified time. Units assigned this mission may have to retain specified terrain and accept decisive engagement, even if time is not available to fully develop a strongpoint.

BMNT/BMCT (TC 30-28) - The beginning of morning nautical twilight (BMNT) is the start of that period, under ideal conditions, when enough light is available to permit close coordination between individuals, conduct limited military operations, and to engage in most types of ground movement without difficulty. That period between BMNT and beginning morning civil twilight (BMCT) is known as morning nautical twilight. During the period of morning nautical twilight, visibility gradually increases to about 400 meters. Between BMCT and sunrise, sufficient light becomes available for visible adjustment of close in artillery fires and air strikes. At BMCT enough light is available to conduct large-scale military operations. For practical purposes, full daylight exists at BMCT.

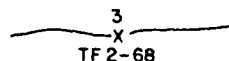
Boundary (ST 101-5-1) - A control measure used to delineate areas of tactical responsibility for subordinate units; within their boundaries, units may fire and maneuver in accordance with the overall plan without close coordination with neighboring units unless otherwise restricted. In the offense these areas are referred to as zones of action; in the defense and retrograde they are referred to as sectors of responsibility. Boundaries may be used in conjunction with other directional control measures such as axes of advance or directions of attack to define clearly the control and responsibility in areas where confusion may occur.

Boundary Overlay Technique (ST 101-5-1) - Shown graphically by a line. A symbol is placed on the boundary to show size and designation of the highest echelons that have the boundary in common. If the units are of equal size, the symbol of the higher unit is shown, and the designation of the lower unit is given completely. Additional information may be listed to preclude confusion; e.g., the arm or branch.

Example: Between TF 2-10 Armor, and 2-11 Mech Inf.



Example: Between 3d Brigade and TF 2-68.



Bounding Overwatch (RB 100-7) - A tactical movement technique used when contact with enemy ground forces is expected. The unit moves by bounds using covered and concealed routes if possible. One element is in position to overwatch the other elements move. The overwatch element is always positioned to support the moving unit by fire or by fire and maneuver. The decision to use bounding overwatch is based on likelihood of contact, speed, and terrain.

Breaching (FM 90-7) - The act of clearing a lane or gap through an obstacle or obstacle system.

Breaching force - A group of personnel or a unit which is engaged in breaching operations.

Breakthrough (RB 101-5-1) - An offensive action which has the purpose of rupturing the enemy's forward defenses to permit the passage of an exploitation force.

Brigade Support Area (FM 71-100) - A term synonymous with Brigade trains. A grouping of personnel, vehicles and equipment which provides combat service support to the brigade.

Brigehead Area (FM 90-13) - A term applied in river crossing operations, once selected, is graphically depicted by a brigehead line that defines the outer limits of the area. Normally this line is located along identifiable terrain features, including crossing force objectives and is connected to the river bank on the left and right flank of the crossing front. Usually, terrain or communications center objectives assigned by higher headquarters are within the bridgehead.

Built-up area (RB 101-5-1) - A concentration of structures, facilities, and population.

Bypass (FM 20-32) - Maneuvering around an obstacle or position in order to maintain the momentum of advance and avoid dissipating or diverting combat power. All bypassed enemy units must be reported to the next higher commander.

Canalize (RB 100-7) - To restrict operations to a narrow zone or sector by natural or artificial obstacles or by fire support.

Carrier Team (FM 71-1) - The mechanized infantry squad of 11 soldiers is organized into a carrier team and a maneuver team. The carrier team is made up of the men and equipment employed on or near the carrier, while the maneuver team operates away from the APC on missions requiring dismounted infantry.

Checkpoint (FM 71-1) - Point on the ground designated to provide a reference for rapidly reporting specific locations and information about the control of units. Designated on identifiable terrain features or man-made objects. Can be used to control fire or maneuver. Should not be used to report enemy locations.

Checkpoint Overlay Technique (FM 71-1) - Circle with number or letter inside.

Example:



(The letter X is never used in checkpoints.)

Classes of Supplies (RB 101-5-1) - The grouping of supplies, by type, into ten categories to facilitate supply management and planning. Major classes are:

Class I. Rations and gratuitous issue of health, morale, and welfare items.

Class II. Clothing, individual equipment, tentage, tool sets, administrative and house-keeping supplies and equipment.

Class III. Petroleum, oil, and lubricants.

Class IV. Construction materials.

Class V. Ammunition.

Class VI. Personal demand items sold through post exchanges.

Class VII. Major end items such as tanks, armored personnel carriers, and attack helicopters.

Class VIII. Medical.

Class IX. Repair parts and components for equipment maintenance.

Class X. Nonstandard items to support nonmilitary programs such as agriculture and economic development.

Clear enemy in zone (RB 100-7) - A requirement to eliminate organized resistance from an assigned zone by destroying, capturing, or forcing the withdrawal of enemy forces that could interfere with the unit's ability to accomplish its mission. During an exploitation or pursuit operation, this is normally the mission of the follow and support force. The term "clear enemy in zone" should not be included in a mission statement as either a "specified" or "implied" task since the commander has the inherent responsibility to eliminate organized enemy resistance from an assigned zone. A directed mission of exploitation or pursuit, or the authority to bypass relieves the attacking commander of clearing mission. The timing, as well as the size or nature of enemy forces which can interfere with his mission, is a matter of the commander's judgment. See Destroy enemy in zone and zone of attack.

Close Air Support (RB 100-7) - Air attacks against hostile targets that are in close proximity to friendly forces and require detailed integration of each air mission with the fire and movement of those forces.

Collection point (RB 101-5-1) - A facility established within the corps and division for the purpose of performing limited classification, inspection, segregation, and disposition of serviceable and unserviceable material or for the control of civilians, prisoners, or military stragglers.

Combat Information (FM 71-1) - Raw data which can be used for fire or maneuver decisions as received, with no interpretation or integration with other data. Once the combat engagement begins, nearly all of the intelligence acquired by modern armies is a byproduct of combat information. Much of the data can be used immediately to bring combat power against the enemy.

Combat Intelligence (TC 30-28) - That knowledge of the enemy, weather, and geographical features required by a commander in planning and conducting combat operations. Combat intelligence results from the collection, evaluation, and interpretation of information.

Combat Power (ATP-35) - The total means of destructive and/or disruptive force which a military unit/formation can apply against the opponent at a given time.

Combat Multipliers (RB 100-7) - Supporting and subsidiary means that significantly increase the relative combat strength of a force while actual force ratios remain constant; for example, economizing in one area to mass in another, surprise, deception, camouflage, electronic warfare, psychological operations, and obstacle development. The combination of resources available to a commander and the ability of his command to employ them.

Combat Service Support (ST 29-50-1) - Assistance provided operating forces primarily in the fields of supply, transportation, maintenance, medical service, civil affairs, replacements, administrative services, military police, chaplain, legal service, finance, and other logistical services.

Combat Support (RB 100-7) - Operational assistance furnished combat elements (ground gaining arms) by other designated units (artillery, air defense, engineer, signal, military police, or military intelligence).

Combat Trains (ST 29-50-1) - Combat trains with the mission of providing immediate responsive logistical support, are tailored to meet the requirements of the battalion situation or mission. Controlled by the S4, combat trains normally consist of the battalion aid station and a variable number of class III, IV, and V vehicles and maintenance support.

Combined Arms Team (RB 100-7) - A team of two or more arms, each supplementing the other's capabilities, to accomplish an assigned mission.

Command (ATP-35)

- a. The authority vested in an individual of the armed forces for the direction, coordination, and control of military forces.
- b. An order given by a commander; that is the will of the commander expressed for the purpose of bringing about a particular action.
- c. A unit, or units, an organization, or an area under the command of one individual.

Commander's Estimate (RB 101-5-1) - The thinking of the commander on how best to accomplish a mission. Includes consideration of all elements and aspects of the situation that influence operations to formulate tactical courses of action and facilitate analysis of such courses of action. See also: Staff appraisal.

Command Post (CP) (RB 101-5-1) - The headquarters of a force from which the staff and sometimes the command group operates. The functions performed in the command post are grouped into those which relate to directing the battle and those required for sustaining the force. Usually, three CPs are established: main, rear, and tactical.

Main command post (Main CP). The major headquarters of a unit which is concerned with planning, preparing, and sustaining elements of the command, control, and communications function and with collating and integrating information and intelligence. Those staff elements necessary to develop current and future plans and to acquire and coordinate combat support and combat service support for the force are represented. It is normally located in an area beyond the range of enemy medium artillery.

Rear command post. That command post concerned with sustaining a tactical force. It usually consists of personnel, logistic, and special staff sections and certain other staff elements not required at the main or tactical command posts.

Tactical command post (TAC CP). The location from which brigade and higher commanders and a small supporting staff normally direct the battle. Its size and electronic signature should be no larger than its next subordinate element. Ideally it would look more like a headquarters two echelons below.

Communications Security (COMSEC) (FM 90-2) - The protection resulting from all measures designed to deny to unauthorized persons information of value that might be denied from the possession and study of telecommunications, or to mislead unauthorized persons in their interpretations of the results of such study. COMSEC includes cryptosecurity, physical security, and transmission security.

Company Team (RB 101-5-1) - A team formed by attachment of one or more non-organic tank, mechanized or infantry platoons to a tank, mechanized or infantry company either in exchange for or in addition to organic platoons.

Compartment, Terrain (FM 90-7) - An area bounded on at least two opposite sides by terrain features, such as woods, ridges, or villages, that limit observation and observed fire into the area from points outside the area.

Concealment (FM 90-7) - Protection from observation. Does not by itself provide protection from fire.

Concentration (FM 71-2) - The movement or allocation of maneuver units, fires and other elements of combat power in an attempt to gain an advantage over the enemy.

Concept of Operations (FM 71-2) - A verbal and/or graphic statement of a commander's intent in regard to an operation or series of operations. The concept of operations is designed to give an overall picture of the operation. It is frequently included in campaign plans, operation plans, and OPORDs primarily to describe how the commander intends to accomplish his assigned mission. It contains as much detail as possible and is frequently referred to as "commander's concept."

Concept of Operation (FM 71-2) - The first subparagraph of the execution paragraph of an operation. It is derived by the S3 from the commander's decision and concept. The concept of operation states the tactical plan, including scheme of maneuver and plan of fire support.

Cone of Fire (FM 23-65) - Variation of individual round trajectories in a single burst of machinegun fire.

Consolidation (FM 71-1) - Covers all measures taken to clear the enemy from a position and to defend against possible counterattack. These measures include choosing defensive positions; positioning forces and security elements; and physically improving the defensive positions.

Contact Point (RB 100-7) - A designated, easily identifiable point on the terrain where two or more units are required to make physical contact.

Contact Point Overlay Technique (RB 100-7) - Shown graphically by a square with a number inside.

Example:



Contain (RB 100-7) - To stop, hold, or surround forces of the enemy or to cause him to center his activity on a given front and to prevent his withdrawing any part of his forces to use elsewhere.

Control Measures (RB 100-7) - Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and maneuver, and to manage combat operation. Each control measure can be portrayed graphically. The commander uses the minimum number necessary to ensure that the operation progresses according to his concepts. He uses the least restrictive control measures possible, thus permitting subordinate commanders maximum freedom of action in executing their assigned mission. In general, all control measures should have the characteristic of being identified easily on the ground. Examples of control measures include boundaries, objectives, coordinating points, contact points, line of departure, and assembly areas.

Controlled Supply Rate (CSR) (FM 6-20) - The number of rounds per day per weapon system made available by the commander for expenditure for a specific time period.

Coordinated Attack - See Deliberate Attack. The term coordinated attack is no longer used.

Coordinated Fire Line (CFL) (FM 6-20) - A line beyond which mortars, field artillery, and naval gunfire ships may deliver surface-to-surface fires at anytime without coordination within the zone of the establishing headquarters.

Coordinating Instructions (FM 71-2) - The final subparagraph of the execution paragraph of an operations order is titled "Coordinating Instructions" and contains tactical instructions and details of coordination applicable to two or more units of the command.

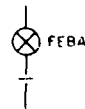
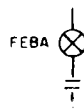
Coordinating Points (ST 101-5-1) - Coordinating points are specific points for the coordination of fires and maneuver between adjacent units in defense (including retrograde and security operations). They are located on easily identifiable and accessible terrain features.

Coordinating Point Overlay Technique (ST 101-5-1)

Example:



Example:



Corridors (FM 90-7) - The longer dimension of terrain compartment which lies generally in the desired direction of movement or leads toward the objectives.

Countermobility Operations (FM 90-7) - Obstacle construction. Reinforcement of terrain to delay, disrupt and kill the enemy. Increases time for target acquisition and enhances the effectiveness of our weapons.

Countersurveillance (FM 90-2) - The active and passive measures taken to prevent hostile surveillance of a force, area, or place.

Counterambush (FM 7-20) - Actions taken by a force to overcome or avoid the effects of an ambush.

Counterattack (RB 101-5-1) - Attack by fire or by fire and maneuver conducted in the course of defensive combat to destroy enemy units, relieve pressure on an engaged unit, or regain terrain so defenders can retain freedom of maneuver and regain the initiative.

Counterfire (FM 6-20) - Fire intended to destroy, neutralize, or suppress enemy indirect fire systems.

Counterpreparation Fires (RB 101-5-1) - Intensive prearranged fires delivered when the imminence of the enemy attack is discovered. It is intended to break up enemy formations; disorganize the enemy's command, control, communication, and observation systems; decrease the effectiveness of his artillery preparation; and impair his offensive spirit.

Course of Action (RB 100-7) - 1. Any sequence of acts which an individual or a unit may follow. 2. A possible plan open to an individual or commander that would accomplish or is related to accomplishment of his mission...3. A feasible way to accomplish a task or mission which follows any guidance given and will not result in undue damage/risk to the command.

Cover (FM 90-7) - Protection from the effects of enemy fire.

Covering Force (RB 100-7) - A force that provides security for a larger force by observation, reconnaissance, attack or defense, or any combination of these methods. In offensive operations a covering force is assigned the mission to develop the enemy situation and prevent unnecessary delay of the main body. Its operations may include attacking to destroy enemy resistance, securing or controlling key terrain, or containing large enemy units. In the defense the covering force performs the four basic tasks of forcing the enemy into revealing the strength, location, and direction of his main attack, deceiving the enemy as to the dispositions, strengths, and locations of friendly units in the MBA, divesting the enemy of his air defense umbrella, and gaining time for the main body, enabling it to deploy, move, or prepare defenses within the MBA.

Covering Force Area (CFA) (FM 71-100) - In defensive operations, the covering force area starts at the line of contact and ends at the forward edge of the main battle area. Forces in the CFA are deployed to find the enemy and fight him with sufficient force to cause him to reveal the location of his main thrust. There is no specially delineated covering force area for offensive operations.

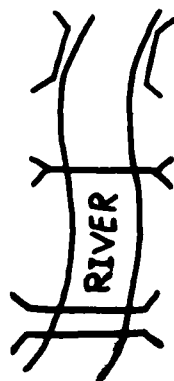
Covering Obstacles (FM 90-7) - Obstacles employed in the covering force area.

Cross Compartment (FM 90-7) - A terrain compartment, the longer axis of which is perpendicular to the direction of movement of a force.

Crossing Area Commander (RM 90-13) - The officer responsible for all actions within a river crossing area from the completion of the assault phase until relieved by the appointing commander.

Crossing Site (FM 90-13) - The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.

Graphical Representation:



Assault crossing.

Raft site.

Float bridge, existing bridge site, or viaduct.

Cultural Obstacle (FM 90-7) - A man-made feature or series of connected man-made features that disrupt or impede the movement of a combat force.

Dead Space (RB 100-7) - 1. An area within the maximum effective range of a weapon, surveillance device, or observer that cannot be covered from a given position because of intervening obstacles, the nature of the ground, the characteristics of the trajectory, or the limitations of the pointing capabilities of the weapon.

Deception (RB 100-7) - Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce him to react in a manner prejudicial to his interests. Misleading the enemy as to friendly dispositions, capabilities, and intentions in order to put him at a disadvantage.

Decisive Engagement (RB 101-5-1) - An engagement in which a unit is considered fully committed and cannot or is not free to maneuver or disengage. In the absence of outside assistance, the action must be fought to a conclusion and either won or lost with the forces at hand.

Decisive Objective (RB 100-7) - The single objective whose capture, control, or seizure contributes most to the accomplishment of the mission.

Dedicated Battery (RB 101-5-1) - An extension of the direct support artillery mission to increase responsiveness of fire support for a specific maneuver unit; normally a company or company team. Dedication is normally used only during a movement-to-contact condition when the enemy situation is vague.

Defend (RB 100-7) - A mission that requires a defending unit to destroy, contain, or force the withdrawal of an attacker. The mission may also direct a unit to retain a specific line, locale, sector, or terrain feature.

Defend in Sector (RB 101-5-1) - A mission, normally nonrestrictive in nature, that requires a defending unit to destroy, contain, or force the withdrawal of an attacker anywhere forward of the defending unit's rear boundary. The mission may become restrictive if directed to retain a specific line, locale, zone, or terrain feature. See also: defend, retain.

Defend to Retain - (See Block).

Defensive Fires (RB 100-7) - Fires planned to support the defensive scheme of maneuver, including fires delivered before the enemy forms for the attack (which may include harassing and interdiction fires), fires delivered after he forms for the attack (counterpreparation), fires planned during the attack (protective fires), and fires in fire traps.

Defense in Depth (RB 100-7) - The siting of mutually supporting defense positions designed to absorb and progressively weaken an attack, prevent initial observations of the whole position by the enemy, and to allow the commander to maneuver any uncommitted forces.

Defilade (RB 100-7) - Protection from hostile observation and fire provided by a terrain feature such as a hill, ridge, or bank. To shield from enemy observation by using natural or artificial obstacles.

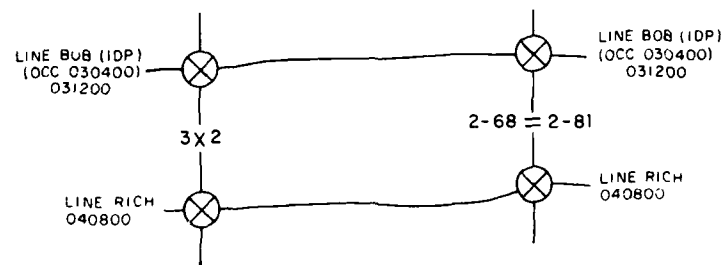
Defile (RB 101-5-1) - A narrow passage that tends to constrict the movement of troops.

Delay (FM 100-5) - Mission or degree of resistance used in which a force applies sufficient combat power to inflict maximum losses on the enemy, trading space for time and/or risk for time. Delay can be under conditions of high or low risk. The concept of the delay is to force the enemy to take the time to concentrate enough combat power again and again, against successive battle positions to overcome each in turn.

Delay Line (ST 101-5-1) - This is a line forward of which friendly forces will effect maximum delay and attrition on an advancing enemy force. Delay lines are generally selected on defensible terrain. A date/time group on a delay line indicates a high risk delay in that the enemy shall not cross that line until the specified time.

Delay Line Overlay Technique (ST 101-5-1) - Delay lines are shown graphically by solid lines on the selected terrain. These lines are labeled with the word LINE, a code word, and are marked with coordinating points of the intersection of lateral boundaries. The delay line from which the delay starts is also labeled with IDP, the abbreviation for initial delay position. Time of occupation may also be noted on the IDP.

Example:



Delay on Alternate Positions (RB 100-7) - The conduct of a delaying action by deploying a force, one element behind the other, and--after holding forward as long as possible or for a specified time--passing the forward element through the rearward element to another position.

Delay on Successive Positions (RB 100-7) - The conduct of a delaying action by fighting backward from one position to another, holding each as long as possible or for a specified time.

Deliberate Attack (FM 100-5) - Attack characterized by greater and widely distributed knowledge of enemy positions, by more extensive preparation, by greater volumes of more effectively delivered supporting fire, by more extensive deception, by full exploitation of EW, and by other measures beyond those possible in hasty attack. Replaces Coordinated Attack.

Deliberate Breach (FM 90-7) - The breach of an obstacle or obstacles characterized by detailed planning and preparation. Will normally be accomplished by engineers.

Deliberate Protective Minefield (FM 20-32) - 1. Close in protection around an installation or camp. 2. A large hasty protective field that stays in place for an extended period.

Demonstration (RB 100-7) - A deception operation portraying an attack or show of force in an area where a decision is not sought, made with the aim of deceiving the enemy (contact with the enemy is not intended).

Denial Objects/Areas (AR 310-25) - Areas directed by the corps commander in the obstacle and denial plan as items that subordinate units will deny to the enemy.

Denial Target (RB 100-7) - Facilities, areas, or installations to be destroyed or denied to the enemy. Because of political implications, denial targets are only directed at the corps or theater level; however, they will be executed by the unit in whose sector the denial target is located. Examples of denial targets include water towers, power plants, railroad facilities, POL storage tanks, etc.

Destroy (RB 100-7) - To render an enemy force or equipment incapable of performing its assigned mission or function.

Detached unit (RB 101-5-1) - A unit that is serving away from the organization to which it is organic and to which it remains assigned. A detached unit may function as an independent organization, or it may be attached to or serve with or under another organization. See also: assign, attach, operational control.

Direct Pressure Force (FM 71-2) - In pursuit operations a direct pressure force is designated to deny enemy units any chance to rest, regroup, or resupply, by keeping them in flight.

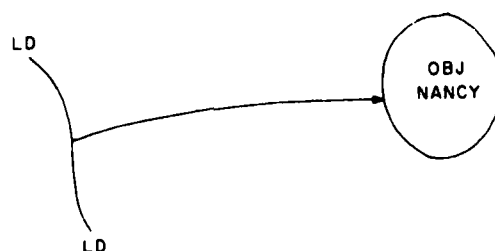
Direct Support (DS) (RB 100-7) - A mission requiring a force to support another specific force and authorizing it to answer directly the supported force's request for assistance.

Direct Support (DS) Field Artillery (FM 6-20) - A tactical mission requiring a field artillery element to support a maneuver force and authorizing it to answer directly to the supported force's requests for FA support.

Direction of Attack (RB 100-7) - A specific direction or route that the main attack of the main body of the force will follow. If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance. Usually associated with infantry units conducting night attacks or counterattacks.

Direction of Attack Overlay Technique (RB 100-7) - Shown graphically as an arrow extending from the line of departure (LD) to the objective. The arrow is not normally labeled.

Example:



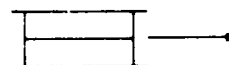
Direction of Fire (FM 23-67) - A fixed line of fire is represented by a solid arrow. To prevent confusion with similar symbols, the symbol representing a fixed line of fire is always shown together with the appropriate weapons symbol.

Example:



Machine gun primary sector of fire

Example:



Principle direction of fire, M60 tank



Field of fire and final protective fire line of an M60 machinegun. Heavily shaded portions along fixed line of fire indicate areas of grazing fire.

Disengagement (RB 100-7) - Breaking contact with the enemy and withdrawing the engaged force beyond the range of enemy observation and direct fires.

Dispersion (RB 100-7) - The spreading or separating of a force and its installation to reduce their vulnerability to enemy action.

Display (RB 100-7) - A deceptive technique to deceive the enemy's visual senses, including his observation by radar, camera, infrared device, or the human eye.

Disposition (RB 100-7) - The location of elements of a force, usually the exact location of each unit headquarters and the deployment of the forces subordinate to it.

Division Support Area (FM 71-100) - A term synonymous with Division Trains. The location of the Discom elements normally located in the Division Rear. It contains the combat service support elements not attached to the brigades. It provides general support to the division.

Doctrinal Templating (RB 101-5-1) - An analytical intelligence technique used to assist a commander in predicting an enemy course of action based upon a comparison of enemy force composition, frontage, depth, echelon spacing, and disposition of supporting units with known enemy tactical doctrine.

Double Envelopment (ST 7-153) - A form of enveloping maneuver executed by three principal tactical groups; a secondary attack force which attacks the enemy position frontally, and two enveloping attack forces which move around the flanks of the enemy position to attack the flanks or objectives in rear of the enemy front line.

Drop Zone (DZ) (RB 101-5-1) - A specified area upon which airborne troops, equipment, and supplies are dropped by parachute or on which supplies and equipment may be delivered by free fall.

Dynamic Obstacle (FM 90-7) - Obstacles created suddenly during battle in response to the tactical situation, principally scatterable mines delivered by TACAIR, artillery and/or rocket.

Economy of Force (RB 100-7) - 1. The allocation of minimum forces to accomplish a mission that may require acceptance of additional risk. 2. A mission assigned to a force conducting a secondary effort. This term is not used in operation orders.

EENT/EECT (FM 30-28) - Between sunset and end of evening civil twilight (EECT) there is sufficient light for visual artillery and air strike adjustment and for the conduct of normal daylight operations. End of evening nautical twilight (EENT) is the time of last available daylight for the visual control of limited ground operations. During evening nautical twilight, visibility and close coordination between individuals is limited to about 400 meters. At EENT, there is no further sunlight available.

Encircling Force (FM 71-2) - In pursuit operations an encircling force is designated to envelop the fleeing force, cut its escape route, and in conjunction with the direct pressure force, attack to destroy the enemy force.

Enfilade Fire (FM 23-67) - The long axis of the beaten zone coincides or nearly coincides with the long axis of the target.

Engagement Area (Killing Area/Zone) (FM 71-1) - An area in which a commander concentrates fire on an enemy force.

Envelopment (RB 100-7) - A form of offensive maneuver in which the main effort is directed against the flank or rear of an enemy force. The attack is directed toward an objective behind enemy frontlines. It usually involves a holding attack directed against the enemy's front. Vertical envelopments may be conducted by airborne or airmobile assaults.

Essential Elements of Information (EEI) (TC 30-28) - The critical items of information regarding the enemy and the environment required to make timely decisions.

Essential Task (RB 100-7) - A task which the overall success of the mission hinges. Essential tasks are derived from specified and implied tasks as a part of mission analysis and are used as the basis for writing the mission statement.

Estimate of the Situation (RB 100-7) - A logical process or reasoning by which a commander (or staff officer) considers the circumstances affecting the military situation and arrives at a decision as to the course of action to be taken to accomplish his mission.

Existing Obstacle (FM 90-7) - Either natural or cultural obstacle already in existence when battle planning begins.

Exploitation (FM 71-2) - Exploitation is the followup of gains to take full advantage of success in battle. It is initiated when the enemy force is having recognizable difficulty in maintaining his position. Opportunities for exploitation are indicated by a decrease in enemy resistance, an increase in the number of prisoners captured, an increase in abandoned materiel, and the overrunning of artillery positions, command facilities, signal installations, and supply dumps. Exploitation is a decisive phase of the offensive intended to destroy the enemy's ability to reconstitute and conduct an organized defense or to withdraw in an orderly manner. It facilitates maximum destruction of the enemy and his resources at minimum cost to the attacker.

FARP (FM 17-50) - Forward area replenishing point. Applies to attack helicopter operations.

FASCAM (FM 90-7) - Family of Scatterable Mines.

FEBA (Forward Edge of the Battle Area) (ST 101-5-1) - See page 16.

FEBA Overlay Technique (ST 101-5-1) - The FEBA is graphically depicted by a series of coordinating points on unit boundaries. The word FEBA is placed on either side of the parent unit boundaries and coordinating points.

Example:

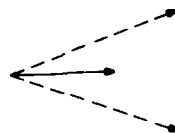


Feint (RB 100-7) - A deceptive maneuver intended to draw the enemy's attention away from the area of the main attack, inducing the enemy to move his reserves or shift his fire support in reaction to the feint. Feints must necessarily appear real; therefore, some contact with the enemy is required.

Field of Fire (RB 100-7) - The area that a weapon or group of weapons may effectively cover with fire from a given position.

Field of Fire Overlay Technique (FM 23-67) - Representation of a field of fire (arc of fire) of a direct fire weapon is shown by two broken arrows. A weapon symbol can be used in conjunction with the symbol for a field of fire. The base of the symbol represents the weapon's position.

Example:



Field of fire for a M60 machinegun

Field Trains (ST 29-50-1) - Field trains consist of those combat service support elements not included in the combat trains and not required for the immediate support of combat operations. In maneuver units the support platoon leader is in charge of battalion field trains. Battalion field trains normally are located in the brigade trains area.

Final Protective Fire (FPF) (RM 101-5-1) - An immediately available preplanned barrier of direct and indirect fire designed to provide close protection to defensive positions and installations by impeding enemy movement into defensive areas. Indirect fires are normally allocated from the brigade to maneuver battalions and further allocated to company level. The authority to call the fires is vested in the maneuver commander in whose sector they are located.

Final Protective Line (FPL) (EM 23-67) - A line selected where an enemy assault is to be checked by interlocking fire from all available weapons.

Final Protective Line Overlay/Range Card Technique (FM 23-67) - Shown as an extension to the basic weapon symbol by a solid line with arrow head. Grazing fire is shown by shaded area with breaks showing dead space.

Example:

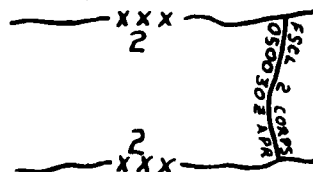


FPF with deadspace on right limit of M60 field of fire

Fire and Maneuver (ST 7-153) - Method of attack in which one element of a command moves while being supported by the fire of another element or elements. The attacking forces maneuver to gain an advantage over the enemy and to close with and destroy him. The fires are used to support the maneuver and to fix, interdict, or destroy enemy forces. The term "fire and maneuver" is preferred over the term "fire and movement."

Fire Support Coordination Line (FSCL) (RB 101-5-1) - A line, normally placed on terrain identifiable from the air, beyond which all targets may be attacked by any weapon system (including aircraft and special weapons) without endangering friendly troops or requiring additional coordination with the establishing headquarters so long as the effects of the weapon do not fall short of this line. Its purpose is to expedite the attack of targets beyond the line. It is normally established by corps or independent division.

Graphical Representation:



Designated by a black line extending across the affected sector.

Fire Support Coordinator (FSCOORD) (RB 101-5-1) - The senior field artillery officer at each echelon above platoon level who serves as the principal advisor to the commander for the coordination of all fire support within the unit's area of responsibility.

Fire Support Element (FSE) (RB 101-5-1) - That portion of the force tactical operations center at every echelon above company/troop which is responsible for targeting, coordination, and integration of fires delivered on surface targets by fire support means under the control of or in support of the force.

Fire Support Plan (RB 101-5-1) - A plan containing the information necessary for understanding how fire support will be used to support an operation. The fire support plan should include a portion of each fire support means involved in the operation.

Fire Support Team (FIST) (FM 6-20) - A team comprised of a team chief (FA lieutenant) and the necessary additional personnel and equipment required to request, coordinate, plan, and direct fire support efforts for company size units.

Fire Trap (RB 100-7) - An area chosen to attrite or destroy the enemy by preplanned or impromptu maneuver and fire. A fire trap is selected based on the effective range of antitank weapon systems, the opposing enemy forces, availability of desirable defensive terrain, and the probable enemy intentions. Once the enemy force enters the fire trap, direct and indirect fires, supplemented with close air support and dynamic mines, are placed on the enemy. Fire traps are not intended to cause operations to become static or fixed. Formerly called kill zone.

Flank Guard (FB 100-7) - A security element operating to the flank of a moving or stationary force to protect it.

Flanking Obstacles (FM 90-7) - Obstacles located to protect the flanks of a division or higher unit and to prevent or slow enemy penetrations and envelopments.

Follow and support (RB 100-2) - The mission of a force that is committed to hold and/or widen the shoulders of a penetration, secure lines of communication behind an exploiting force, relieve elements of the exploiting force left behind to contain bypassed enemy forces, and subsequently to eliminate bypassed enemy forces. The follow and support force may be required to provide limited combat service support to the exploiting force. It is a fully committed unit and not the commander's reserve.

Follow-On Echelon (ST 7-153) - In air assault operations, elements moved into the objective area after the assault echelon.

Fortification Symbols (FM 21-30) - Weapons position, fighting position, or emplacement. Other symbols may be added.

Example:



2 emplacements of light machineguns

Three fighting positions for 2 men



Dugout



Underground Shelter



Pillbox or Bunker



Strongpoint



Unit Size Designator

Fortified Area



Any Trench System



Forward Edge of the Battle Area (FEBA) (RB 100-7) - The forward limit of the main battle area (MBA).

Forward Obstacles (FM 90-7) - Obstacles located generally along the initial and successive defense areas of the forward units. They consist of natural and cultural obstacles employed in depth for close-in protection.

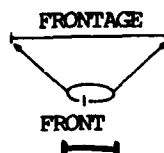
Fragmentary Order (frag order) (RB 100-7) - An abbreviated form of an operation order, usually issued on a day-to-day basis, which eliminates the need for restating information contained in a basic operation order. It may be issued in sections.

Free Fire Area (FFA) (FM 6-20) - An area into which any fire support means may fire without coordination with the agency establishing the FFA.

Front (FM 71-2) - The lateral space occupied by an element.

Frontage (FM 71-2) - The space from side to side that is covered by fire by a unit in combat.

Example:



Frontal Attack (FM 61-100) - Used at levels above divisions. The frontal attack strikes the enemy all along his front. It is employed to overrun and destroy or capture a weaker enemy in position or to fix an enemy force in position to support another form of maneuver.

Gap (FM 90-7) - A portion of a barrier or obstacle system in which no obstacles have been constructed. It is wide enough to enable a friendly force to pass through in tactical formation. It is seldom less than 100 meters wide.

Gap Overlay Technique (FM 90-7)

Example:



Gator (FM 90-7) - Mine system, high performance aircraft delivered.

GEMSS (FM 90-7) - Ground Emplaced Mine Scattering System

General Support (GS) (RB 100-7) - Support that is given to the supported force as a whole and not to any particular subdivision thereof. (A mission frequently assigned to combat support and combat service support units.)

General Support-Reinforcing (GSR) (RB 101-5-1) - Artillery mission requiring the unit assigned the mission to support the force as a whole and provide reinforcing fires for another artillery unit as second priority. See also: direct support (DS), general support (GS), reinforcing (R).

Grazing Fire (FM 23-67) - Fire in which the center of the cone of machinegun fire does not rise more than one meter above the ground.

Ground Surveillance Radar (GSR) TC 30-28) - Ground surveillance radars (AN/PPS-4A or 5A) provide 24 hour, near all weather battlefield surveillance, early warning and limited target acquisition. GSR missions fall into two major areas: search and monitor.

Ground Tactical Plan (ST 57-35) - Part of the reverse planning sequence for air assault operations. Prepared essentially the same as a plan of attack for any light infantry operation, it should also capitalize on the speed and flexibility afforded by airmobility to gain maximum tactical surprise.

Group of Targets (RB 101-5-1) - Two or more targets on which simultaneous fires may be desired. They are designated by the letters assigned to the maneuver brigade or the division artillery TOC with a number inserted between the letters. Example: A1G.

Guard Operations (FM 17-95) - The purpose of a guard operation is to obtain early warning, reaction time, and maneuver space to the front, flank, or rear of a moving or stationary force. A guard operation is usually conducted within range of artillery with the main body. A guard force reconnoiters, screens, attacks, and defends as required for mission accomplishment. A guard operation provides a protect degree of security.

Handoff (RB 100-7) - To transfer the responsibility for fighting the battle from one unit or force to another or from one control element to another.

Hasty Attack (RB 100-7) - An attack, usually conducted as a result of a movement to contact, for which a unit has not made extensive preparations because of lack of time or information concerning the enemy. It is conducted with resources immediately available in order to maintain momentum and to strike quickly into the enemy's rear before his defenses become organized.

Hasty Crossing (RB 101-5-1) - The crossing of a water obstacle using crossing means at hand or readily available without pausing to make elaborate preparation.

Hasty Defense (ST 7-153) - A defense normally organized while in contact with the enemy or when contact is imminent and time available for the organization is limited.

Hasty Minefield Breach (FM 20-32) - 1. A combat breach of an enemy mine field covered by enemy fire. 2. A rapid breach that maintains the momentum of the assault.

Hasty Protective Minefield (FM 20-32) - Close in temporary protection for a unit area. Mines are taken from basic load, used temporarily, and put back into basic load when unit departs area.

HAW (FM 71-1) - Heavy anti-tank weapon, correctly the TOW ATGM. TOW has a maximum range of 3000 meters and minimum range of 65 meters.

HEAT (FM 17-12) - High Explosive Anti-Tank rounds use the shaped charge effect to defeat armor plate. Used by tanks and ATGMs.

HEP (FM 17-12) - High Explosive Plastic is a round of ammunition used by M60A1/3 tanks against bunkers and other fortified positions. Uses spalling effect to defeat armor or concrete.

Hide (RB 101-5-1) - The positioning of a vehicle, individual, or unit in such a manner that no part is exposed to observation or direct fire. See also: turret-down, hull-down, defilade.

Holding Attack (RB 100-7) - An attack designed to hold the enemy in position, to deceive him as to where the main attack is being made, to prevent him from reinforcing the elements opposing the main effort, and/or to cause him to commit his reserves prematurely at an undecisive location. (Synonymous with supporting attack.)

Hull Down (FM 71-1) - An armored fighting vehicle is said to be hull down when the hull is in defilade. Any weapons that are mounted on the vehicle can be fired to the front. This is the basic firing position.

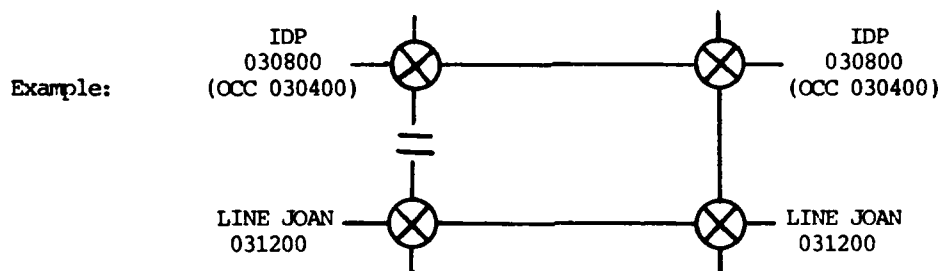
Implied Tasks (RB 100-7) - Those additional tasks that the commander identified as essential to insure accomplishment of his mission. When identifying implied tasks, the commander should exercise caution not to include tasks that are routine or inherent in his mission.

Infantry Fighting Position (FM 71-1) - The infantry fighting position provides the soldier a protected place from which to fight. The fighting position is selected as a result of terrain and weapons analysis. The fighting position must protect the soldier yet allow him to observe and engage the enemy.

Infiltration (RB 100-7) - The movement through or into an area or territory occupied by either friends or enemy troops or organizations. The movement is made, either by small groups or by individuals, at extended or irregular intervals. When used in connection with the enemy, it infers that contact is avoided.

Initial Delay Position (IDP) (FM 7-20) - The IDP designates the general disposition of troops in a high risk or low risk delay. The IDP should be selected on generally defensible terrain. The IDP may not make the exact forward location of troops as local security forces may position 400-1000 meters forward of the IDP initially.

Initial Delay Position Overlay Technique (FM 7-20)



Note: Time of occupation indicated by (OCC 030400)

Immediate Mission Request (RB 101-5-1) - A request for an airstrike or reconnaissance mission that by its nature could not be identified sufficiently in advance to permit detailed mission consideration and planning.

Intermediate Objective (ST 101-5-1) - Intermediate objectives are designated objectives between the line of departure and a final objective. Intermediate objectives are assigned when the securing of a particular piece of key terrain is essential to the accomplishment of the mission. Intermediate objectives tend to slow the attack, restrict maneuver, and cause massing.

Insertion (RB 101-5)

1. Placement of troops and equipment into an operational area in airmobile operations.
2. The placement of observation post, patrols, or raiding parties either by helicopter or parachute.

Interdiction Fire (RB 101-5-1) - Fire delivered on selected terrain to deny the enemy unrestricted use of that area.

Intermediate Obstacles (FM 90-7) - Obstacles located between the forward and rear area obstacles. They are designed to assist in limiting enemy penetrations of the defense area, canalize enemy forces into select target areas and to impede the lateral movement of enemy forces in the defense area.

Jamming (FM 90-2) - The deliberate radiation, reradiation, or reflection of electromagnetic energy to impair the use of electronic devices, equipment, or systems used by an enemy.

Joint Operations (RB 100-7) - Military operations conducted by more than one military service under a unified command.

Key Terrain (FM 90-7) - Any location or area that, when secured or controlled, affords a marked advantage to either opposing force. Designation of key terrain may be level dependent.

Landing Plan (ST 57-35) - One part of the reverse planning sequence for air assault operations. The landing plan brings the combat power of the air assault force into the objective area at the proper time, place and sequence to support the ground tactical plan.

Landing Zone (ST 57-35) - Designated area for landing or unloading of troops or equipment for airmobile operations.

Landing Zone Overlay Technique (ST 57-35)

Example:



Lane (FM 90-7) - A clear route through an obstacle, intended to accommodate the passage of lines of personnel or vehicles. Personnel lanes are two meters wide and vehicular lanes are 8-16 meters wide.

Lane Overlay Technique (FM 90-7)

Example:



Lateral Control Measures (ST 101-5-1) - There are three lateral control measures used to direct the attack toward the objective: axis of advance, direction of attack, and boundaries (zone of action).

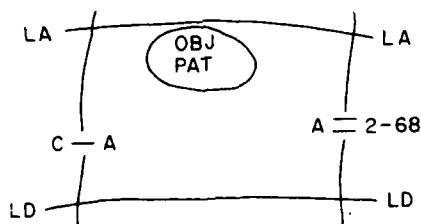
Law (FM 71-1) - Light Anti-Tank Weapon (concurrently the M72A2).

Liaison (FB 100-7) - That contact or communication maintained between elements of military forces to insure mutual understanding and unit of purpose and action.

Limit of Advance (FM 71-1) - The limit of advance is used during limited visibility attacks to keep control and prevent assaulting elements from being hit by friendly fire. This limit should be easy to recognize during poor visibility; it should be far enough beyond and to the flanks of the objective to give security elements space to perform their mission. Fire support elements can engage enemy forces beyond this line without clearance from the support unit.

Limit of Advance Overlay Technique (FM 71-1)

Example:



Limited Visibility Operations (RB 101-5-1) - Operations conducted at night and during other periods of reduced visibility.

Linear Position Defense (FM 7-20) - One of four types of defense for light infantry. Emphasizes the gaining of interlocking and overlapping observation and fields of fire along the FEBA to preclude penetration and to insure the unit's retention or control of specific terrain. The defender employs the bulk of his combat power well forward in the MBA to stop enemy forces as far forward of the FEBA as possible.

Line of Contract (LC) (RB 101-5-1) - A general trace delineating the location where two opposing forces are engaged.

Line of Departure (LD) (RB 100-7) - A line designated to coordinate the departure of attack or scouting elements; a jumpoff line.

Line of Departure Overlay Technique (ST 101-5-1) - The line of departure (LD) is shown as a solid line with the letters LD at either end.

Example:

LD ————— LD

Line of Departure is Line of Contact (LD/LC) (RB 100-7) - When opposing forces are in contact, the forward friendly positions may be designated as the line of departure.

Line of Departure/Line of Contact Overlay Technique (ST 101-5-1) - If the line of contact (LC) is intended to also be the line of departure (LD), the solid half-circle technique of designating the line of contact is used with the letters LD/LC at either end of the line of departure/line of contact.

Example:

LD/LC () () () () () () LD/LC

Lines of Communication (LOC) (RB 100-7) - All the routes (land, water, and air) that connect an operating military force with a base of operations and along which supplies and military forces move.

Linkup (RB 100-7) - A meeting of ground units; e.g., when an advancing armored force reaches an objective area previously seized by an airborne force or when an encircled element breaks out to rejoin friendly forces.

Linkup Point Overlay Technique (RB 100-7) - Linkup points show where forces linking up are to make contact. Show as a dot within a circle.

Example:

Linkup Point 3



Loading Plan (ST 57-35) - One part of the reverse planning sequence for air assault operations. The loading plan includes pickup zone selection, organization, establishment and control; establishes the priority of loading for troops, supplies, and equipment to insure mission accomplishment and support for the orderly conduct of the air movement plan.

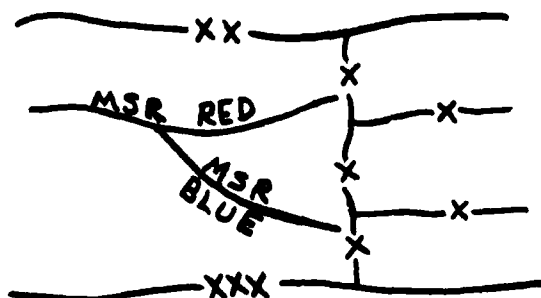
Local Security (RB 101-5-1) - Those security elements established in the proximity of a unit to prevent surprise by the enemy.

Main Attack (RB 100-7) - The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal. An attack directed against the chief objective of the campaign or battle.

Main Battle Area (MBA) (RB 100-7) - The area in which the main defensive battle will be fought. It is behind the covering force area and is bounded by the forward edge of the battle area (FEBA) at the front, lateral boundaries on the sides, and a rear boundary.

Main Supply Route (RB 101-5-1) - The route or routes designated within an area of operations upon which the bulk of traffic flows in support of military operations.

Graphical Representation:



A route labeled "MSR" and assigned a code name. Proposed main supply routes are depicted using dashed lines.

Maneuver (RB 100-7) - A movement to place troops or fire in a more advantageous location with respect to the enemy.

March Column (RB 101-5-1) - All elements of a force using the same route for a single movement under the control of a single commander. Whenever possible, a force marches over multiple routes to reduce closing time. A large column may be composed of a number of subdivisions, each under the control of a subordinate commander. March columns, regardless of size, are composed of three elements: a head, a main body, and a trail element.

The head refers to the first vehicles of the column which normally set the pace.

The main body is made up of the major elements of column serials and march units.

A serial is a major subdivision of a march column. A serial is organized as a single unit under one commander for planning regulation, and control. A battalion task force usually forms into a serial.

A march unit is a subdivision of a serial and is normally a squad, section, platoon, company, troop, or battery. It moves and halts under the control of a single commander using voice, visual signals, or radio when no other means of communication can be used.

The trail party follows the march column and includes personnel and equipment necessary for emergency vehicle repair and recovery, medical aid and evacuation, and unscheduled refueling.

Marking Fire (FM 6-40) - In fire support operations, fires placed on, above, or in the vicinity of a surface target for the purpose of identification.

Mask Clearance (FM 23-65) - A direct fire weapon is said to have mask clearance when the cone of the machinegun fire or main weapon fire will clear obstructions to the immediate front.

Mass (RB 100-7) - The concentration of combat power. To concentrate combat strength by timely maneuver of forces and their fire support to a decisive place on the battlefield.

MAW (FM 71-1) - Medium Anti-tank Weapon (currently the M47 Dragon ATGM). Maximum effective range of Dragon is 1000 meters.

Meeting Engagement (RB 100-7) - Combat action occurring when a moving force, incompletely deployed for battle, engages an enemy force about which it has inadequate intelligence. The enemy force may be either static or in motion.

METT (FM 71-2) - An abbreviated term representing the factors considered in formulating a scheme of maneuver (mission, enemy situation, terrain, and weather, and troops available).

Military Crest (TC 30-28) - A fixed line on the forward slope of a hill or ridge from which maximum observation covering the slope down to the base of the hill or ridge can be obtained.

Military Operations in Urbanized Terrain (MOUT) (RB 101-5-1) - All military actions planned and conducted on a topographical complex and its adjacent natural terrain where manmade construction is the dominant feature. It includes combat in cities (CIC), which is that portion of MOUT involving house-to-house and street-by-street fighting in towns and cities. See also: built up areas.

Minefield (FM 90-7) - An area of ground containing mines, laid with or without pattern. The five types of minefields are: protective, tactical, point, interdiction, and phony.

Minefield Symbol Overlay Technique (FM 90-7)

Mines, type unknown



Mines, antipersonnel



Mines, antitank

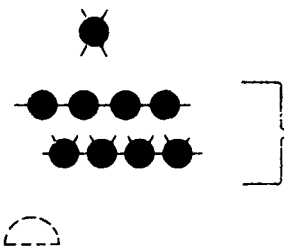


Mines, antitank,
antihandling devices

Row of antitank mines

Row of antipersonnel mines

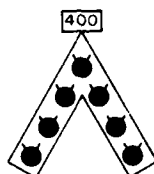
Cluster of mines



Used when mines are
laid in a definite row

Minefield

Minefield of 400 mixed
antitank and antipersonnel
mines



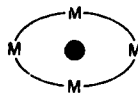
Minefield of 600
antitank mines



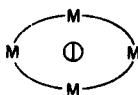
Used when a series of rows are
combined in a definite pattern
to form a minefield. Boundaries
are drawn to scale to indicate
the actual extent of the field.
The number in the rectangle
indicates the actual total number of
mines. Type of mine is indi-
cated by appropriate symbol.

Boundaries

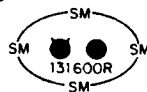
Unfenced antitank
minefield



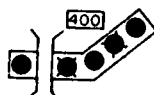
Unfenced with type
of mines unknown



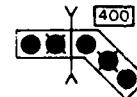
Scatterable minefield with
AT and AP (AH) mines, Date
time group designates time
of self-destruction



A belt of 400 antitank
mines, some of which are
rigged with antihandling
devices. A gap traverses
this belt.



A belt of 400 antitank
mines some of which are
boobytrapped. A lane
traverses this belt.



Gap-A portion of a barrier in
which no obstacles have been
constructed. It is wide enough
to enable a friendly force to
pass through in tactical forma-
tion: it is in excess of 16
and seldom less than 100 meters
wide.

Lane-A clear route through an
obstacle. Single lane normally
8 meters wide and suitable
marked. Double lane is 16
meters wide.

Mission (RB 100-7) - A specific task, with the purpose, the action to be taken, and the reason therefor. (It is usually the elements of who, what, where, and why; but seldom specifies how.)

Mission-Oriented Protective Posture (MOPP) (RB 101-5-1) - A flexible system for protection against a chemical attack devised to maximize the unit's ability to accomplish its mission in a toxic environment. This posture requires personnel to wear individual protective clothing and equipment consistent with the chemical threat, work rate imposed by their mission, temperature, and humidity without excessive mission degradation.

Mission Statement (FM 71-2) - As used in an operations order, the mission (paragraph 2), is a clear, concise statement of the task to be accomplished by the command and will include those tasks specified by the higher headquarters directing the operation and may include implied tasks determined by the commander as a result of his mission analysis. It normally includes the elements of who, what, when, and as appropriate, why and where.

Mobility (RB 100-7) - A quality or capability of military forces to move from place to place while retaining the ability to fulfill their primary mission.

Mobility Operations (RB 101-5-1) - Obstacle reduction by engineer units to reduce or negate the effects of existing or reinforcing obstacles. The objectives are to improve movement of maneuver/weapon systems and critical supplies and to construct covered and concealed routes to and from battle positions. See also: survivability operations, countermobility operations, terrain reinforcement.

Movement to Contact (RB 100-7) - An offensive operation of a force out of contact with the enemy but required to advance and reestablish or make contact with the enemy to develop the situation. Sometimes called advance to contact.

Movement Technique (RB 101-5-1) - Manner of traversing terrain (e.g., terrain traveling, traveling overwatch, and bounding overwatch). The likelihood of enemy contact determines which technique is used.

Traveling. A movement technique used when speed is necessary and contact with enemy forces is not likely. All elements of the unit move simultaneously with the unit leader located where he can best control.

Traveling overwatch. A movement technique used when contact with enemy forces is possible. The lead element and trailing element are separated by a short distance which varies with the terrain. The trailing element moves at variable speeds and may pause for short periods to overwatch the lead element. It keys its movement to terrain and the lead element. It overwatches at a distance such that enemy engagement of the lead element will not prevent the trailing element from firing or moving to support the lead element.

Bounding overwatch. A movement technique used when contact with enemy forces is expected. The unit moves by bounds. One element is always halted in position to overwatch another element while it moves. The overwatching element is positioned to support the moving unit by fire or fire and maneuver.

Mutual Support (RB 100-7) - Support that units render to each other, against an enemy, because of their assigned tasks, their relative positions (to each other and to the enemy), and their capabilities. (Normally associated with support rendered through fire and maneuver.)

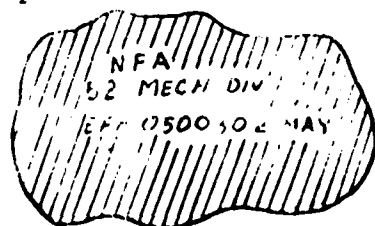
Nap-of-the-Earth Flight. See terrain flying.

Natural Obstacle (FM 90-7) - Any terrain feature or area created by nature that disrupts or impedes the movements of a combat force.

Neutralize (RB 100-7) - To render an enemy force or equipment ineffective or unusable.

No Fire Area (NFA) (FM 6-20) - A specific, designated area into which no fires will be delivered or into which no effects from fires will penetrate. Exceptions are when establishing headquarters approves on mission to mission basis or when a friendly force is attacked by enemy elements from within the NFA.

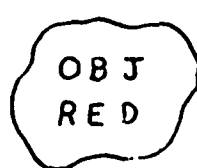
Graphical Representation:



Designated area outlined in red with red diagonal lines within area. Date-Time-Group indicates the time the No-Fire area becomes effective.

Objective (RB 101-5-1) - The physical object of the action taken (e.g., a definite tactical feature, the securing, seizure, or holding of which is essential to the commander's plan).

Graphical Representation:



Depicted by a line enclosing the abbreviation "OBJ" and a letter, name, or number designation.

Objective Overlay Technique (RB 100-7) - Shown graphically by a line enclosing the abbreviation "OBJ" and a number, letter, or name designation.

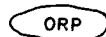
Example:



Objective Rally Point (ORP) (FM 7-20) - The objective rally point is designated to provide control for infiltration or patrols. The objective rally point is used to reassemble or halt temporarily to reorganize before actions on the objective. The ORP is located as close as possible to the objective without compromising security.

Objective Rally Point Overlay Technique (FM 7-20)

Example:



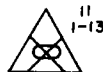
Oblique Fire (FM 23-67) - Fire with respect to the target is oblique when the long axis of the beaten zone is at the oblique to the long axis of the target.

Obscuration Smoke (RB 101-5-1) - Smoke employed on or near the enemy with the primary purpose of minimizing his vision both within and beyond his position area, or to cause an enemy force to vary speed, inadvertently change direction, deploy prematurely, or rely on nonoptical means of communication. See also: screening smoke.

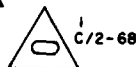
Observation Post Overlay Technique (FM 21-30)

Example:

OP 1-13 Mech Inf



OP C Company, 2-68 Armor



(Top of triangle designates location on ground)

Observed Fire (RB 101-5-1) - Fire for which the points of impact or burst can be seen by an observer. The fire can be controlled and adjusted on the basis of observation.

Observer-Target Line (OT line) (RB 101-5-1) - An imaginary straight line from the observer or spotter to the target.

Obstacle (FM 90-7) - Any obstruction which stops, delays, or diverts movements. They may be either natural or artificial.

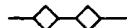
Obstacle Plan (FM 90-7) - That part of an operation plan or order which is concerned with the use of obstacles to enhance friendly fires to canalize, direct, restrict, delay, or stop the movement of an opposing force. Obstacle plans are used at corps level and below.

Obstacle Symbol Overlay Technique (FM 90-7)

Demolished Area



Tank, obstacle, type unspecified



Used if the type of obstacle is unknown or cannot be classified under the other obstacles given in this table.

Tank Ditch
Road block, craters, and blown bridges:



Proposed

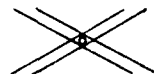


The center of the symbol indicates the position of the block, e.g..

Prepared but passable



Completed



Wire:

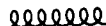
Type unspecified



Low wire fence



Concertina, single



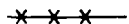
High wire fence



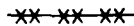
Concertina, multiple



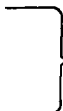
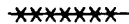
Single



Double fence



Double apron fence



These symbols cannot be confused with boundaries if GREEN is used. If no green color is available, they should be labeled "wire" to avoid possible confusion.

Obstacle System (FM 90-7) - A coordinated series of related obstacles designed to canalize and disorganize enemy forces, to delay or stop enemy movement, and otherwise aid in the accomplishment of the unit mission.

OCCA (FM 71-1) - An acronym used to represent the elements considered in analysis of the military aspects of terrain.

- O - Obstacles
- C - Cover and concealment
- O - Observation and fields of fire
- K - Key terrain
- A - Avenues of approach

Offense (RB 100-7) - A combat operation designed to carry the fight to the enemy. Offensive operations are undertaken to destroy enemy forces, secure key terrain, deprive the enemy of resources, deceive and divert the enemy, develop intelligence, and/or destroy the enemy's will to continue the battle.

On-Call Target (RB 101-5-1) - A planned target to be fired on request rather than in accordance with a time schedule. The purpose of an on-call target is to reduce the reaction time required to initiate fires on a target. The degree of prearrangement for an on-call target will influence the reaction time from request to execution (the greater the prearrangement, the less the reaction time). See also: scheduled target.

On-Order Objective (ST 101-5-1) - Designated objective between the line of departure and a final objective. Designated on some terrain feature or area that may on order, as the situation demands, be secured as an objective.

On-Order Objective Overlay Technique (ST 101-5-1)

Example:



Operational Command (OPCOM) (RB 100-7) - A term synonymous with operation control applied uniquely to the operational control exercised by commanders of unified or specified commands.

Operation control (OPCON) (RB 100-7) - Unless otherwise specified, operational control includes the tasking authority of command, less administration, logistical responsibility, discipline, internal organization, and unit training. Term used with regard to the degree of authority by all commanders other than unified or specified commands.

Operation Annexes (RB 101-5-1) - Those amplifying instructions which are of such a nature or which are so voluminous or technical as to make their inclusion in the body of the plan or order undesirable.

Operation Order (OPORD) (RB 100-7) - A directive issued by a commander to subordinate commanders for the purpose of effecting the coordinated execution of an operation.

Operation Overlay (RB 101-5-1) - Overlay showing the location, size, and scheme of maneuver/fires of friendly forces involved in an operation. As an exception, it may indicate predicted movements and locations of enemy forces. See also: overlay.

Operation Plan (OPLAN) (RB 100-7) - 1. A plan for a single action or series of connected operations to be carried out simultaneously or in succession. It is usually based upon stated assumptions and is the form of directive employed by higher authority to permit subordinate commanders to prepare supporting plans and orders. 2. The designation "plan" is usually used instead of "order" in preparing for operations well in advance. An operation plan may be put into effect at a prescribed time or on signal and then becomes the operation order.

Operations Security (OPSEC) (FM 90-2) - The protection afforded military operations and activities resulting from the identification and subsequent elimination or control of indicators which can be exploited by hostile intelligence organizations.

Order of Battle (RB 101-5-1) - Intelligence pertaining to identification, strength, command structure, and disposition of personnel, units, and equipment of any enemy force.

Organic (RB 100-7) - Assigned to and forming an essential part of a military organization; an element normally shown in the unit's table of organization.

Overlay (RB 101-5-1) - A printing or drawing on a transparent or translucent medium at the same scale as a map or chart to show details not appearing or requiring special emphasis on the original. See also: operation overlay.

Overwatch (RB 100-7) - The tactical role of an element positioned to observe the movement of another element and to support it with fires.

Package (Nuclear) - In nuclear operations, a discrete grouping of nuclear weapons by specific yields planned for employment in a specified area during a short period of time.

Passage of Lines (RB 100-7) - Passing one unit through the positions of another, as when elements of a covering force withdraw through the FEBA or when an exploiting force moves through elements of the force in contact with the enemy.

Passage Point(s) (RB 100-7) - Places where units will pass through one another in either the advance or withdrawal.

Passage Point Overlay Technique (RB 100-7) - Shown graphically by a square with the abbreviation "PP" and the number or letter designation within the square. The passage point(s) will be located where the commander desires subordinate units to physically execute a passage of lines.

Example:



Patrol (FM 7-7) - A patrol is a unit sent out by a larger unit for the purpose of carrying out a combat or reconnaissance mission.

Penetration (RB 100-7) - A form of offensive maneuver that seeks to break through the enemy's defensive position, widen the gap created, and destroy the continuity of his positions.

Perimeter Defense (FM 7-20) - One of the four forms of defense for light infantry. The perimeter defense should be without an exposed flank, with troops deployed around the perimeter of the defended area. The perimeter is established when the unit must hold critical terrain in areas where there are no immediately adjacent units. The unit may also form a perimeter when it has been bypassed and isolated by the enemy and must defend in place.

Phase (RB 100-7) - A specific part of an operation that is different from those that precede or follow. Phasing aids in planning and controlling and may be indicated in terms of time (preparatory fire phase), distance (intermediate objective or phase line), terrain (crossing of an obstacle), or occurrence of an event (commitment of a reserve). Not to be confused with a phase line (report line). Normally associated with operations of larger units and with special operations; e.g., river crossings and airborne operations.

Phase Line (ST 101-5-1) - Phase lines are utilized for control and coordination of units. Phase lines provide linear reference on the battlefield. Unless directed otherwise, units will report arrival and clearance of phase lines without halting. Phase lines should be extended across the entire zone or sector, preferable along a prominent terrain feature or man-made object that is readily identifiable on the ground and on the map.

Phase Line Overlay Technique (ST 101-5-1) - A phase line is shown with a solid line labeled on each end with the abbreviation PL and a code name, letter, or number for identification. Can be used in offense, defense, or retrograde.

Example:

PL DON ————— PL DON

Pickup Zone (ST 57-35) - Designated area for pickup or loading of troops or equipment for air-mobile operations.

Example:



Piecemeal Commitment (RM 100-7) - Committing elements of a unit to action in increments.

Planned target (RB 101-5-1) - A target on which fire is prearranged. The degree of prearrangement will vary but some prior arrangement has been made. Individually planned targets may be further subdivided into either scheduled or on-call targets. See also: On-call target, scheduled target.

Plunging Fire (FM 23-67) - Fire in which the angle of fall of the rounds, with reference to the slope of the ground, is such that the danger zone is practically confined to the beaten zone, and the length of the beaten zone is materially shortened. Plunging fire is obtained when firing from high ground into low ground, when firing from low ground into high ground, and when firing at long range.

Point of Departure (FM 71-1) - Used in operations during period of limited visibility. The point of departure is the exact point where attacking platoons physically cross the line of departure.

Point of departure Overlay Technique (FM 71-1) - Shown graphically by a box with POD and number inside.

Example:



Position Defense in Depth (FM 7-20) - One of four types of defense for light infantry. Used to defend on armor avenues of approach. The position defense in depth contains a series of mutually supporting anti-armor battle positions on armor restrictive terrain, protected by infantry, and strengthened by obstacles.

Preparation Fires (RB 101-5-1) - An intense volume of prearranged ground air and/or naval fire delivered to soften enemy defenses before an attack.

Pre-Positioned Supplies (RB 101-5-1) - Supplies located at or near the point of planned use or at other designated locations to reduce reaction time and insure resupply.

Prescribed Load (RB 101-5-1) - That quantity of combat essential supplies and repair parts (other than ammunition) authorized by major commanders to be on hand in units and which is carried by individuals or on unit vehicles to enable a unit to sustain itself until resupply can be effected. It is normally 15 day's level. The prescribed load is continuously reconstituted as used.

Priority of Fires (RB 100-7) - Direction to a fire support planner to organize and employ fire support means in accordance with the relative importance of the maneuver units' mission.

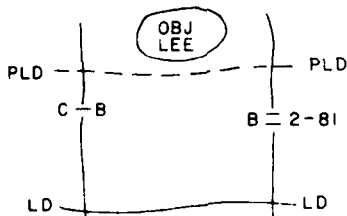
Priority of Support (RB 100-7) - Priorities set by the commander in his concept of the operation and during execution to insure that combat support and combat service support are provided to subordinate elements in accordance with their relative importance to accomplishing the mission.

Priority Target (RB 101-5-1) - A target on which the delivery of fires takes precedence over all the fires for the designated firing unit/element. The firing unit/element will prepare, to the extent possible, for the engagement of such targets. A firing unit/element may be assigned only one priority target on final protective fires (FPF) at a time.

Probable Line of Deployment (PLD) (FM 71-1) - A designated line where attacking units deploy prior to beginning an assault under conditions of limited visibility.

Probable Line of Deployment Overlay Technique (FM 71-1) - Graphically depicted by a dashed line labeled with PLD on either end.

Example:



Program of Targets (FM 6-20) - A program of targets is a number of planned targets of similar nature. A program is usually designated by its nature (e.g., counterfire).

Protect (RB 100-7) - 1. A covering force or guard force mission requiring a unit to fight a significant battle to weaken the enemy, develop the situation, and gain time without loss of the tactical integrity of the force. 2. A mission given to a force to preclude enemy ground observation, direct fire, and surprise attack.

Protect Operation (RB 100-7) - A mission undertaken to obtain early warning, reaction time, and maneuver space to front, flank, or rear of a moving or stationary force. A protecting force reconnoiters, screens, attacks, and defends as required for mission accomplishment without becoming decisively engaged.

Pursuit (RB 100-7) - An offensive operation against a retreating enemy force. It follows a deliberate attack or exploitation and is ordered when the enemy cannot conduct an organized defense and attempts to disengage. Its object is to maintain relentless pressure on the enemy force and completely destroy him.

Quartering Party (RB 101-5-1) - A group of unit representatives dispatched to a probable new site of operations in advance of the main body for the purpose of securing, reconnoitering, and organizing an area prior to the main body's arrival and occupation.

Raid (RB 100-7) - An operation, usually small scale, involving swift movement into hostile territory to secure information, confuse the enemy, or destroy his installations and ending with a planned withdrawal.

Rally Point (FM 7-20) - Rally points are designated to provide control for patrols, infiltration, or raids. Rally points are predetermined areas in which the unit can reassemble or halt temporarily to reorganize. Rally points should be easily found, defensible, and provide cover and concealment.

Rally Point Overlay Technique (FM 71-1)

Example:

RP

Rear Area (RB 100-7) - The area in the rear of the combat and forward areas. The area in which supply, maintenance support, communication centers, and administrative echelons are located. A division's rear area extends from brigade rear boundaries (rear of the main battle area) to the division's rear boundary. A corps rear area extends from division rear boundaries to the corps' rear boundary.

Rear Area Security (RB 100-7) - The measure taken prior to, during, and/or after an enemy airborne attack, sabotage action, infiltration, guerrilla action, and/or initiation of psychological or propaganda warfare, to minimize the effects thereof. See Security Operations.

Rear Guard (RB 100-7) - Security detachment that protects the rear of a column from hostile forces.

Rear Obstacles (FM 90-7) - Obstacles used by corps or division in the rear area to limit deep penetrations or to protect critical terrain.

Reconnaissance (RB 100-7) - A mission undertaken to obtain, by visual observation or other detection methods, information about the activities and resources of an enemy (or about the meteorologic, hydrographic, or geographic characteristics of a given area).

Reconnaissance by Fire (RB 100-7) - A method of reconnaissance in which fire is placed on a suspected enemy position to cause the enemy to disclose his presence by movement or return of fire.

Reconnaissance in Force (RB 100-7) - A limited objective operation by a strong force to discover or test the enemy's dispositions, strengths, and weaknesses and to develop other intelligence. (The commander ordering the mission is prepared to extricate the force or exploit its success.)

Recovery Operations (RB 101-5-1) - Extricating damaged or disabled equipment and moving it to locations where repairs can be made.

Reentrant (RB 100-7) - Inward bend in the trace of the force's FEBA or the course of a river.

Registration Fire (RB 101-5-1) - Fires used to obtain accurate firing data corrections.

Reinforce (RB 100-7) - To strengthen a force by committing additional forces, supporting elements, or supporting fires. Attachment of like type units to a force, such as a rifle company to an infantry battalion or a rifle platoon to a rifle company, is considered reinforcement. Attachments to a force of combat units two echelons below the receiving units, such as a tank platoon to an infantry battalion or a rifle squad to a tank company, are considered reinforcements.

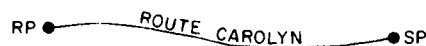
Reinforcing (R) (RB 101-5-1) - An artillery mission requiring one artillery unit to augment the fires of another artillery unit. See also: Direct support (DS), general support (GS), general support reinforcing (GSR).

Reinforcing Obstacles (FM 90-7) - Obstacles specifically constructed, emplaced, or detonated to serve the purpose of an anticipated military action or one already in progress.

Release Point (RB 100-7) - A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, and then each continues its movement towards its own appropriate destination.

Release Point Overlay Technique (RB 100-7) - Shown graphically as a dot with the abbreviation "RP". A line or arrow will normally join the start point and release point.

Example:



Relief in Place (RB 100-7) - An operation in which a unit is replaced in combat by another unit. Responsibilities for the combat mission and the assigned sector or zone of action of the replaced unit are assumed by the incoming unit.

Remote Sensors (REMS) (TC 30-28) - Ground sensors monitored from a remote location for surveillance of an area or activity. REMS fall into four main categories based on their sensing means: seismic, magnetic, acoustic, and electromagnetic.

Remotely Piloted Vehicle (RPV) (RB 101-5-1) - A remotely piloted airborne reconnaissance, surveillance, and target-acquisition and designation device. RPVs provide timely and accurate intelligence and locate targets behind enemy lines.

Graphical Representation:



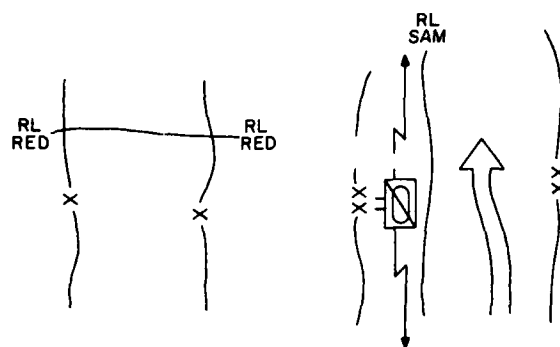
General Symbol.

Reorganize (ST 7-153) - Restore order in a unit after combat, by replacing casualties, reassigning men if necessary, replenishing the ammunition supply, and performing whatever other actions are necessary or possible in order to prepare the unit for further attack or pursuit of the enemy.

Report Line (RL) (RB 100-7) - A line utilized for control and coordination of military operations, usually drawn along terrain features extending across the zone of action. Also called a phase line.

Report Line Overlay Technique (RB 100-7) - Shown graphically by solid lines drawn approximately parallel to an axis of advance or direction of attack to indicate the general line to be screened by ground or air security forces or to indicate a general line along which a security force is to operate. They should be labeled "RL" and given a letter, number, or code name designation.

Example:



Required Supply Rate (RSR) (FM 6-20) - The required supply rate is the amount of ammunition expressed in terms of rounds per day estimated to be required to sustain operations of any designated force without restriction for a specified period. Tactical commanders use this rate to state their requirements for ammunition to support planned tactical operations at specified intervals.

Reserve (RB 100-7) - Portion of a force withheld from action at the beginning of an engagement so as to be available for commitment at a decisive moment. Any force not engaged or lightly engaged may also be designated or employed as a reserve.

Restrictive Fire Line (RFL) (FM 6-20) - A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force.

Graphical Representation:

RFL 3d CORPS
101100

Graphically depicted in red with the identification of the establishing command and the effective date-time group denoted.

Restrictive Fire Area (RFA) (FM 6-20) - An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without coordination with the establishing headquarters.

Retain - In the conduct of the active defense a retain mission indicates an essential task which must be accomplished in order to accomplish the overall mission. A retain task makes the overall mission restrictive in nature. The feature to be retained may include a line, an area or locale, a terrain feature, or a defensive position.

Retrograde Movement (RG 100-7) - Any movement of a command to the rear or away from the enemy. It may be forced by the enemy or may be made voluntarily. Such movements may be classified as withdrawal, retirement, or delaying action.

Reverse Planning Sequence (ST 57-35) - The sequence of planning for offensive air assault operations is accomplished in reverse of the order of execution and consists of the ground tactical plan, landing plan, air movement plan, loading plan, and staging plan.

River Crossing (RB 101-5-1) - An operation conducted as a part of and in conjunction with other operations to rapidly overcome a water obstacle. Tactical objectives assigned by higher headquarters may or may not include terrain objectives within the bridgehead; however, terrain objectives and/or space are required to insure the security of the force and crossing sites.

Route (RB 101-5-1) - The prescribed course to be traveled from a specific point of origin to a specific destination.

Graphical Representation:



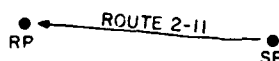
Depicted by a line which indicates specific course of travel. Often begins with a start point and ends at a release point. Designated by a code name or letter.

Route Classification (RB 101-5-1) - Classification assigned to a route indicating the heaviest vehicle that can be accepted. It is based on the weakest bridge or portion of the route.

Route of March (FM 71-1) - The specific route of a unit conducting a road march.

Route of March Overlay Technique (ST 101-5) - Routes of march are shown with a solid line arrow and are labeled with the word ROUTE and a unit designation, letter, number, or code name. The arrow follows a specific route.

Example:



Note: At battalion level, start point and release points are often used in conjunction with routes. They are shown as shaded dots labeled with the abbreviations SP and RP. Brigade and higher normally establish priority times that units may use the routes and do not use the SP and RP.

Route Reconnaissance (RB 100-7) - A directed effort to obtain detailed information of a specified route and all terrain from which the enemy could influence movement along that route.

Rules of engagement (RB 100-7) - Directives of the force headquarters that delineate the circumstances and limitations under which US forces will initiate and/or continue combat engagement with other forces encountered.

Ruse (FM 90-2) A trick of some sort designed to deceive the enemy. A ruse may range from a simple tactical trick employed by soldiers on the battlefield to an elaborate trick planned at the strategic level. The ruse is aimed at a known enemy intelligence effort such as specific collector.

Salient (ST 7-153) - The terms salient and reentrant are used to describe a significant variation from a generally straight line. The term is generally applied to the trace of a FEBA and to the course of a river. When used without qualification salient is an outward bend in the trace described whereas a reentrant is an inward bend in the trace. The same two cases indicated above can be described as they apply to the enemy, the former being a reentrant for the enemy; and the latter a salient for the enemy.

Scatterable Mine (FM 20-32) - Mines dispensed rapidly from artillery fire, aircraft, or ground vehicles. Scatterable mines are not buried.

Scheduled Target (RB 101-5-1) - A planned target on which fire is to be delivered in accordance with a time sequence. The time sequence may be related to H-hour or any other time reference; however, once this reference has been established, the scheduled target will have a definite time sequence. See also: on-call target, planned target.

Scheme of Maneuver (RB 100-7) - The tactical plan to be executed by a force in order to secure its assigned objectives or hold its assigned area.

Screen (RB 100-7) - A security mission that maintains surveillance for a larger force to provide early warning and a means of controlling fires, guiding reaction forces, and destroying or repelling enemy units, within the capability of the screening force. See Security Operations.

Screening Operations (RB 101-5-1) - See security operations.

Screening Smoke (USAFAS Smoke Paper) - Smoke placed on the battlefield to deceive or confuse the enemy as to the activities of friendly elements.

Sector (RB 100-7) - A defense area designated by boundaries within which a unit operates and for which it is responsible.

Secure (RB 100-7) - To control or gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, its destruction or loss by enemy action. The term secure is used in offensive mission statements in preference to seize.

Security (RB 100-7) - Measures taken by a force to prevent surprise, attack, annoyance, espionage, sabotage, or observation by the enemy.

Security Operations (RB 100-7) - Those operations designed to provide reaction time, maneuver space, and information about the enemy to the main body. While primarily a cavalry-type operation, other combat units; e.g., armor, mechanized infantry, and attack helicopters, may be used. Security operations include area security operations, screening operations, guard operations, and covering force operations. The type of operation generally identifies the kinds of tasks that the force must accomplish. Area security operations are normally associated with rear area. The other types of security operations may be oriented in any direction from the main body based on the operational situation. A screening operation tasks a unit to maintain surveillance and provide early warning by maintaining contact with enemy forces encountered. A screening force must impede and harass the enemy by organic and supporting fires and, within its capability, must destroy or repel enemy patrols. A unit assigned a guard operation or mission (synonymous with protect mission) must prevent enemy ground observation, direct fire, and surprise attack. A guard force destroys, stops, or delays the enemy within its capability. A unit engaged in covering force operations operates apart from the main body to intercept, engage, deceive, disorganize, and destroy enemy forces before they can attack or halt the main body.

Seize (RB 100-7) - To take possession of. The term secure is used in preference to the term seize in offensive mission statements.

Series of Targets (RB 101-5-1) - A number of targets or groups of targets planned to support a maneuver phase on which fire is delivered in a predetermined sequence.

Signal Intelligence (SIGINT) (FM 90-2) - Final product resulting from collection, evaluation, analysis, integration, and interpretation of information gathered from hostile electronic emitters. It includes communications intelligence (COMINT) and electronic intelligence (ELINT) and is used in determining enemy order of battle and in planning future operations.

Signature (RB 100-7) - The visible or audible effects produced when a weapon is fired, such as noise, smoke, flame, or debris; also, an electronic emission capable of detection and traceable to the equipment producing it.

Single Envelopment (ST 7-153) - Maneuver made against one flank, or around one flank against the rear, of the initial dispositions of the enemy.

Shock Effect (ST 7-153) - The combined destructive physical and psychological effect on the enemy produced by the violent impact of mounted and mobile armor protected firepower of tanks and supporting troops.

Slope (FM 90-7) - Slope is the inclined surface of a hill, mountain, ridge, or any other part of the earth's land surface. The amount of slope is usually expressed in a percentage, which is the number of meters or feet elevation difference per hundred meters of feet of horizontal distance. In evaluating terrain for cross country movement, 45 percent (about 24 degrees) is commonly used as the reasonable upper limit for tanks and 30 percent (about 17 degrees) for trucks.

SLUFAE (FM 90-7) - Surface Launched Unit Fuel Air Explosive

Specified Tasks (RB 100-7) - Those tasks delineated in the mission received from higher headquarters.

Spoiling Attack (RB 100-7) - A limited objective attack forward of the line of contact made to delay, disrupt, or destroy the enemy's capability to launch an attack.

Spot Report (TC 30-28) - One time reports used by all echelons to transmit intelligence or information of immediate value.

Staff Appraisal (RB 101-5-1) - The staff officer's expert evaluation of how factors in his particular field of interest will influence the courses of action under consideration by the commander. See also: commander's estimate.

Staging Plan (ST 57-35) - One part of the reverse planning sequence or air assault operations. A staging plan is prepared when a major repositioning of forces is necessary for the conduct of large-scale air mobile operations.

Standard Obstacles (RB 100-7) - A guide normally prepared by the division engineer as an inclosure to the division SOP. It lists all the types of obstacles of materials, and any pertinent special instructions. Standard obstacles are designed specifically, e.g., a 7-hole relief face road crater or a 20-tree abatis; however, they will be employed in multiples as necessary to conform to a specific target site.

Start Point (RB 100-7) - A well-defined point on a route at which movement of vehicles begins to be under the control of the commander having responsibility for the movement.

Start Point Overlay Technique (RB 100-7) - Shown graphically as a dot with the abbreviation "SP". A line or arrow will normally join the start point and release point.

Example:



Strongpoint (SP) (RB 101-5-1) - A defensive position fortified as extensively as time and materials permit. It is essentially an antitank nest which cannot be quickly overrun or bypassed by tanks and which can be reduced by enemy infantry only with the expenditure of much time and overwhelming forces. A strongpoint is located on a terrain feature critical to the defense, or one which must be denied to the enemy. All weapons should be dug in with overhead cover provided in both primary and alternate positions. The force assigned to establish a strongpoint must be given adequate time to construct the position. See also: battle position.

Strongpoint Graphic Technique (RB 100-7) - An enclosed area with the letters "SP" and identifying number. Direction/orientation of defense is opposite the open area and unit size symbol.

Example:



Supplementary Position (FM 71-1) - Predesignated firing position that covers target areas or enemy routes of advance that cannot be engaged from the primary or alternate position.

Supplementary Position Overlay Technique (FM 71-1)

Example:



Supply Point Distribution (RB 101-5-1) - A method of distributing supplies in which the receiving unit obtains supplies at a supply point, railhead, or truckhead and moves the supplies to its own area using its own transportation.

Supply Route Overlay Technique (ST 101-5-1) - Supply routes are shown with a solid line. Arrows parallel to the solid line indicate if the route is capable of sustaining one-way or two-way traffic. The abbreviation DIV MSR is shown in the division main supply route. Below division, the unit designation or size, in abbreviated form, and the term supply route (SR) is shown.

Example:

← DIV MSR

A division main supply route capable of sustaining one-way traffic.

← 2-10 SR
→

2d Bn, 10th Armor supply route sustaining two-way traffic.

Support (RB 100-7) - The action of a force that aids, protects, complements, or sustains another force is accomplishing its mission.

Supporting Attack (ST 7-153) - An attack which is planned to assist the main attack. The commander allocates the minimum necessary combat power to the supporting attack. See Holding Attack.

Supporting Distance (RB 100-7) - Distance between two units that can be traveled in time for one to come to the aid of the other. Also, for small units, the distance between two units that can be covered effectively by their fires.

Suppression (RB 100-7) - Direct and indirect fires or electronic warfare brought to bear on enemy weapons and equipment to prevent effective fire on friendly forces. Limited visibility can be a form of suppression.

Suppression of Enemy Air Defense (SEAD) (RB 101-5-1) - An action which destroys, degrades, or obscures enemy surface air defenses for a period of time to enhance the effectiveness of friendly air operations. See also: suppression.

Suppressive Fires (RB 100-7) - Fires, direct and indirect, brought to bear on known or likely enemy locations to degrade the enemy's ability to place effective fires on friendly elements.

Surveillance (RB 100-7) - A systematic observation of airspace or surface areas by visual, aural, electronic, photographic, or other means.

Survivability Operations (Engineer) (RB 101-5-1) - The development and construction of protective positions such as earth berms, dug-in positions, overhead protection, and countersurveillance measures to reduce the effectiveness of enemy weapon systems.

Sustained Rate of Fire (RB 101-5-1) - Actual rate of fire that a weapon can continue to deliver for an indefinite length of time without seriously overheating.

Symbols (RB 100-7) - A sign, composed of a diagram, number, abbreviation, color or combination thereof, which is used to identify and distinguish a particular military unit, activity or installation. Military symbols are graphic aids which accurately identify items of operational interest. See control measures.

Tactical air support (RB 100-7) - Close air support, tactical air reconnaissance, battlefield interdiction, and tactical airlift in support of ground forces.

Tactical Command Post (TAC CP) - See command post.

Tactical counterintelligence (RG 100-7) Actions designed to thwart the enemy's intelligence collection by denying and shielding our intentions and actions.

Tactical Operations Center (TOC) (TC 30-28) - A physical groupment of those elements of a coordinating and special staff concerned with current tactical operations and the tactical support thereof.

Tactics (RB 100-7) - 1. The employment of units in combat. 2. The ordered arrangement and maneuver of units in relation to each other and/or to the enemy in order to utilize their full combat capabilities.

Tank Ditch (FM 90-7) - Obstacle used to slow, impede, or stop tanks. Ditch should be at least 4 meters wide and have sides (step) at least 1-2 meters high.

Tank Ditch Overlay Technique (FM 90-7)

Example:



Tank Sweep (RB 100-7) - An offensive operation by armor forces designed to deliver a rapid, violent attack against an enemy force to inflict maximum casualties, disrupt control, and destroy equipment. It is associated with spoiling attacks, reconnaissance in force, or counterattack.

Target acquisition (RG 100-7) - The detection, identification, and location of a target in sufficient detail to permit the effective employment of weapons.

Target List (RB 101-5-1) - A compilation of targeting data planned to support an operation. It contains only targeting data required for computation of technical fire data.

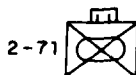
Target Reference Point (FM 71-2) - An easily recognizable point on the ground, either natural or man-made. It is used as a reference point for controlling direct fires.

Target Servicing (RB 101-5-1) - The capability of a force to acquire, engage, and neutralize or destroy Threat firepower systems (tanks, combat vehicles, ATGM, etc.) within the central battle. It includes the tasks of employing and coordinating supporting weapons such as mortars, field artillery, and tactical air, as well as countermobility and electronic warfare assets which enhance the target servicing effort.

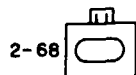
Task Force (RB 100-7) - A task force is a temporary grouping of units under one commander, formed for the purpose of carrying out a specific operation or mission or a semi-permanent organization of units under one commander for the purpose of carrying out a continuing specific task. Units, regardless of attachments, may be designated as "task force" whenever they are on a semi-independent mission. Brigade and higher units are not designated as task forces except when the operation or mission dictates; e.g., joint airborne, amphibious and other special types of operations. A battalion size unit of the combat arms is called a "task force" when it has one or more company size units from another combat or from a combat support unit attached. **EXAMPLE:** A mechanized infantry battalion which retains at least one of its organic companies and is augmented by a tank company, or an engineer company, or an armored cavalry troop, or an artillery battery, is a battalion task force.

Task Force Overlay Technique (FM 71-2)

Example: Task Force Built on Mech Inf Bn base



Task Force Built on Tank Bn base



Note: For exact composition of a task force, the task organization of the operations order must be consulted.

Task Organization (RB 100-7) - An organization for combat designed to accomplish a particular mission.

Team (FM 71-1) - The company team is a combination of tank and mechanized infantry platoons under command of a tank or mech infantry company headquarters. The team is tailored to provide the proper amount and type of combat power to accomplish a specific mission. A team may be mech infantry heavy, tank heavy, or balanced.

Team Overlay Technique (FM 71-1)

Example: Team built on a mech infantry company base



Team built on a tank company base



Note: For exact composition of a team, the task organization of the operations order must be consulted.

Terrain Compartment (FM 90-7) - An area bounded on at least two opposite sides by terrain features, such as woods, ridges, or villages, that limit observation and observed fire into the area from points outside.

Terrain Driving (FM 71-1) - Moving vehicles by which terrain is used to its best advantage to provide cover and concealment from the enemy.

Terrain Flying (FM 71-2) - The tactic of employing aircraft in such a manner as to utilize the terrain, vegetation, and man-made objects to degrade the enemy's ability to visually, optically, or electronically detect or locate the aircraft. This tactic involves a constant awareness of the capabilities and positions of the enemy weapons and detection means in relations to available masking terrain features and flight routes. Terrain flying involves flight close to the earth's surface and includes the tactical application of low level, contour, and nap-of-the-earth flight techniques.

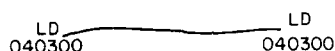
Terrain reinforcement (RB 100-7) - A combat power element having the following two components: (1) degradation of enemy mobility (countermobility) and (2) enhancement of friendly survivability (construction of fighting positions).

Thickening (RB 100-7) The reinforcing of units in the conduct of the active defense in order to concentrate forces to attain a desired combat ratio. In the thickening of MBA units, thickening forces may come from the covering force, reserve units, or laterally from other forces in the MBA. Thickening may also include the adjusting of boundaries in order to concentrate more forces in a smaller area.

Time of Attack (ST 101-5-1) - Designates time that units will begin attack or cross the line of departure.

Time of Attack Overlay Technique (ST 101-5-1)

Example:



Time on Target (TOT) (RB 101-5-1)

1. The method of firing on a target in which various weapons so time their fire as to assure all projectiles reaching the target simultaneously.
2. The time at which aircraft are scheduled to attack/photograph the target.
3. The actual time at which aircraft attack/photograph the target.

Trafficability (RB 101-5-1) - Capability or extent to which the terrain will bear traffic or permit continued movement of a force.

Traveling (RB 100-7) - A tactical movement technique used when speed is necessary, and contact with enemy ground forces is not likely. All elements of the unit move simultaneously, with the unit leader located where he can best control.

Traveling Overwatch (RB 100-7) - A tactical movement technique used when contact with enemy ground forces is possible. Traveling overwatch is characterized by continuous movement of the lead element. The trailing element moves at variable speeds and may pause for short periods to overwatch the movement of the lead element. It overwatches at a distance such that enemy engagement of the lead element will not prevent the trailing element from firing or moving to support the lead element.

Troop-Leading (FM 71-1) - The process by which a commander issues the necessary instructions to his subordinates so that the unit can accomplish the assigned mission.

Turning Movement (RB 100-7) - An envelopment in which the main attack passes around the enemy force to strike at a deep objective, causing the enemy to fight in several directions. The purpose of this maneuver is to force the enemy to abandon his position or divert major forces to meet the threat. He is then destroyed/captured at a time and place of the attacker's choosing.

Turret Defilade or Turret Down (FM 71-1) - A tank or infantry fighting vehicle is said to be turret down when the primary armament is masked or behind defilade. In a turret down position, the vehicle commander can observe but the primary weapon cannot fire because of obstruction. A turret down position provides partial cover and concealment.

Unit basic load (FM 71-100) - It is the amount of ammunition that a unit requires to sustain itself in combat until it can be resupplied. It is based upon such factors as type and number of weapon systems in the unit.

Unit Distribution (RB 101-5-1) - A method of distributing supplies by which the receiving unit is issued supplies in its own area with transportation furnished by the issuing agency.

Unit Trains (RB 101-5-1) - Combat service support personnel and equipment organic or attached to a force that provides supply, evacuation, and maintenance services. Unit trains, whether or not echeloned, are under unit control with no part of them released to the control of a higher headquarters. They are normally echeloned into combat and field trains. See also: combat trains, field trains.

Unit symbol Overlay Technique (FM 21-30)

Example: 2d Bde, 8 ID



1-13 Mech Inf
2d Bde, 8 ID



Task Force 1-13
2d Bde, 8 ID



Combat Support Company
TF 1-13



A Company, TF 1-13



Tm A, TF 1-13



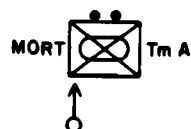
1st Plt, Tm A, TF 1-13



Wpns Plt, Tm A



81-mm Mortar Section, Tm A



AT Section, Tm A



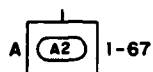
TF 2-68 Armor
2d Bde, 8ID



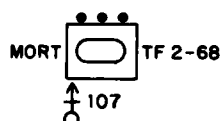
TM C, TF 2-68



Co A, 1-67 Armor (M60A2)



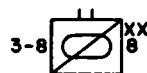
107mm Mortar Plt, TF 2-68



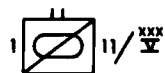
Scout Plt, TF 2-68



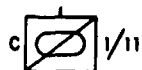
3-8 Cav, 8 ID
(Mech Div Armored Cavalry Squadron)



1-11 Cav, V Corps
(Armored Cavalry Squadron, Armored
Cavalry Regiment)



C trp, 1-11 Cav



3-5 Cav, 9th Inf Div.
(Infantry Div Air Cavalry Squadron)



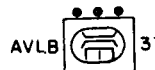
7-17 Cav (ATK)
(Attack Helicopter Battalion, 6 ACCB)



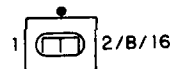
16th Armored Engr Bn,
4th Armored Div



AVLB Plt, Bridge Co,
31st Armored Engr Bn



1st Sqd, 2d Plt, Co B,
16th Armored Engr Bn



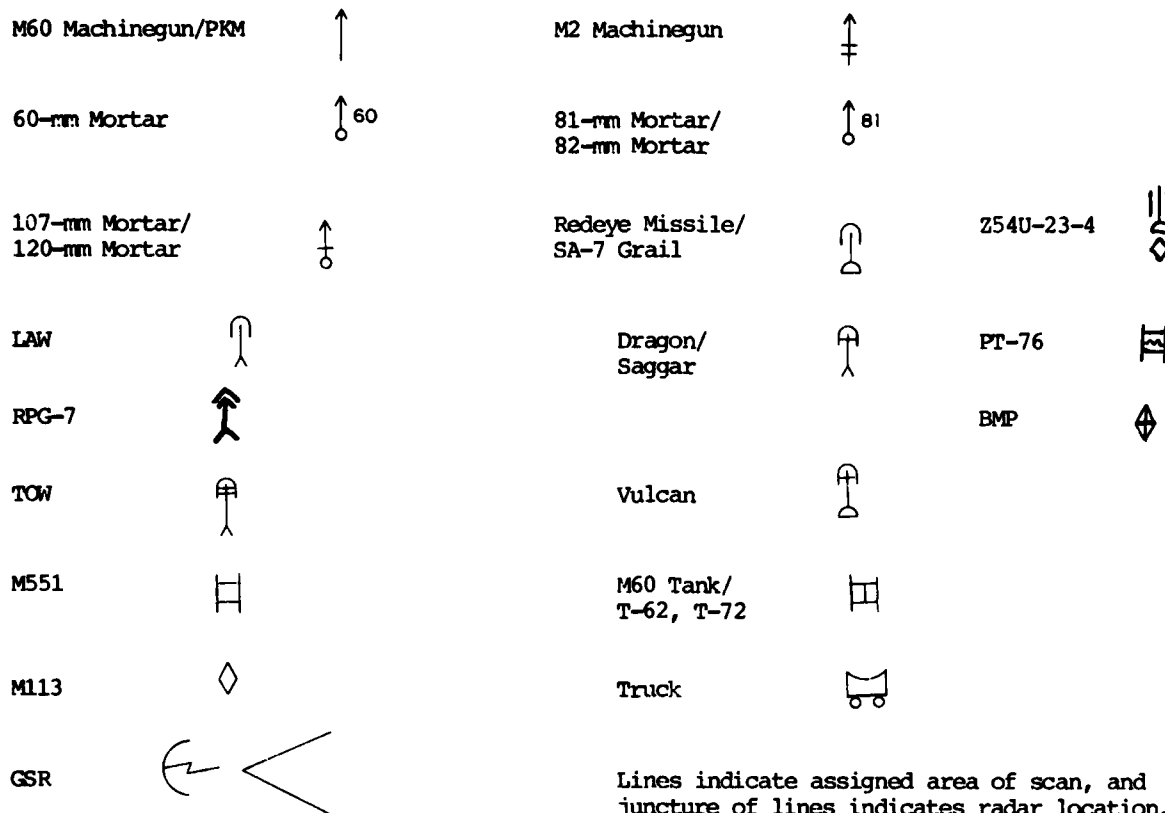
Visual Enhancement (USAFAS Smoke Paper) - Smoke utilized to increase target location capabilities of friendly elements.

Warning Order (RB 100-7) - A preliminary notice of an order or task. It is designed to give subordinates time to make necessary plans and preparations.

Weapon Control Status (RB 100-70) - Three categories of weapon control that the commander uses to control the fires of his organic air defense weapons: weapons tight (fire only at air-craft positively identified as hostile in accordance with the prescribed rules of engagement); weapons free (fire at any aircraft not identified as friendly); weapons hold (do not fire except in self-defense).

Weapons Signature (FM 71-1) - Any smoke, vapor trail, noise, flash, tracer, or flight characteristic, that denotes a specific weapon system, i.e., the smoke trail of a Sagger missile, the distinctive rushing noise of the Shillelagh missile, the sharp crack of an AK-47 rifle.

Weapons Symbols (FM 21-30) - Weapons symbols are used to indicate the type and location of a weapon or group of weapons. When a weapon symbol appears on a map or overlay, the base of the shaft indicates the location of the weapon. Also, when a weapon symbol appears in red or double black lines it is an equivalent enemy weapons system.



Weapons Systems Replacement Operations (FM 71-100) - The object of weapon systems replacement operations is to obtain and distribute fully crewed, ready to fight weapons as rapidly as possible. Procedures should provide crew and weapon replacement for those weapon systems the commander considers critical to his operation.

Weighting (RB 100-7) - Those actions taken by a commander to increase the capabilities of a unit; e.g., allocation of additional organizations, allocation of priorities of fire, and reducing the size of the unit's area of responsibility.

Withdrawal (FM 7-20) - A retrograde operation in which a force in contact disengages from combat and moves to another area. This operation may be conducted with or without enemy pressure.

Withdrawal Through a Rearward Position (ST 7-153) - An operation in which a unit effecting a retrograde movement (withdrawal) passes through the sector of a unit occupying a rearward defensive position.

Zone (RB 100-7) - The area of responsibility assigned to a unit; generally applies to offensive operations; in the aforementioned context, a zone of action.

Zone of action (RB 100-7) - A tactical subdivision of a larger area, the responsibility for which is assigned to a tactical unit; generally applied to offensive action.

Zone of attack (RB100-7) - An area forward of the line of contact assigned to a force having a mission to attack, normally delineated by boundaries extending forward into enemy territory. It delineates an area and direction of movement when close coordination and cooperation is required between adjacent units. The next higher commander assigns a zone of attack and subordinate commanders may further subdivide it for their units. When assigned a zone of attack, units cannot fire or maneuver into an adjacent zone without coordination with the adjacent commander or the next higher commander. Boundaries require a subordinate unit to clear the zone of enemy forces that pose a threat to continued operations of the unit. See clear enemy in zone.

Zone of fire (RB 100-7) - An area within which a designated ground unit or fire support ship delivers, or is prepared to deliver, fire support. Fire may or may not be observed.

Zone Reconnaissance (RB 100-7) - A detailed reconnaissance of all natural and man-made features within specified boundaries. A zone reconnaissance mission is normally assigned when the enemy situation is in doubt or when cross-country trafficability is desired.

Reference - FM 30-102 App. F.

L 5371 Army-Ft. Sill, Okla.