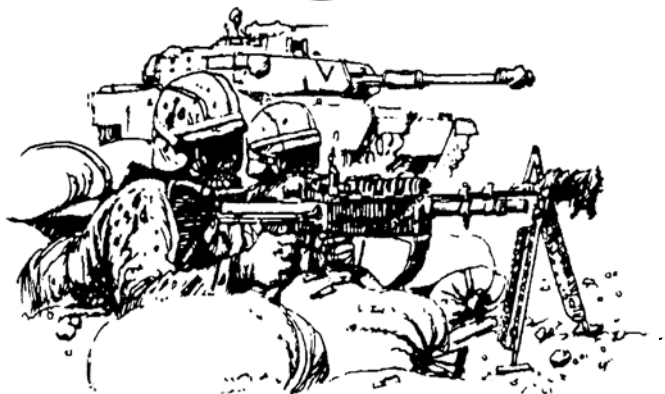


# COMBAT LEADERS' GUIDE (CLG)



## LEADER HANDBOOK

U.S. ARMY RESEARCH INSTITUTE  
FORT BENNING FIELD UNIT

2003

| Report Documentation Page                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                    |                                     |                                            | Form Approved<br>OMB No. 0704-0188          |                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|-------------------------------------|--------------------------------------------|---------------------------------------------|------------------------------------|
| Public reporting burden for the collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington VA 22202-4302. Respondents should be aware that notwithstanding any other provision of law, no person shall be subject to a penalty for failing to comply with a collection of information if it does not display a currently valid OMB control number. |                                    |                                     |                                            |                                             |                                    |
| 1. REPORT DATE<br><b>00 FEB 2004</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                    | 2. REPORT TYPE<br><b>N/A</b>        |                                            | 3. DATES COVERED<br><b>-</b>                |                                    |
| 4. TITLE AND SUBTITLE<br><b>Combat Leaders' Guide (CLG) Leader Handbook 2003</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                    |                                     |                                            | 5a. CONTRACT NUMBER                         |                                    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     |                                            | 5b. GRANT NUMBER                            |                                    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     |                                            | 5c. PROGRAM ELEMENT NUMBER                  |                                    |
| 6. AUTHOR(S)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                    |                                     |                                            | 5d. PROJECT NUMBER                          |                                    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     |                                            | 5e. TASK NUMBER                             |                                    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     |                                            | 5f. WORK UNIT NUMBER                        |                                    |
| 7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)<br><b>U.S. Army Research Institute Fort Benning Field Unit</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                    |                                     |                                            | 8. PERFORMING ORGANIZATION<br>REPORT NUMBER |                                    |
| 9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                    |                                     |                                            | 10. SPONSOR/MONITOR'S ACRONYM(S)            |                                    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     |                                            | 11. SPONSOR/MONITOR'S REPORT<br>NUMBER(S)   |                                    |
| 12. DISTRIBUTION/AVAILABILITY STATEMENT<br><b>Approved for public release, distribution unlimited</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                    |                                     |                                            |                                             |                                    |
| 13. SUPPLEMENTARY NOTES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                    |                                     |                                            |                                             |                                    |
| 14. ABSTRACT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                    |                                     |                                            |                                             |                                    |
| 15. SUBJECT TERMS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                    |                                     |                                            |                                             |                                    |
| 16. SECURITY CLASSIFICATION OF:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                    |                                     | 17. LIMITATION OF<br>ABSTRACT<br><b>UU</b> | 18. NUMBER<br>OF PAGES<br><b>230</b>        | 19a. NAME OF<br>RESPONSIBLE PERSON |
| a. REPORT<br><b>unclassified</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | b. ABSTRACT<br><b>unclassified</b> | c. THIS PAGE<br><b>unclassified</b> |                                            |                                             |                                    |

1 2 3 4 5 6 7 8 9 10

**CENTIMETERS**

3

2

1

0

**INCHES**

## **INTRODUCTION**

**The Combat Leaders' Guide is both an extract of doctrinal publications and a compilation of tactics, techniques and procedures (TTPs). It is principally designed as a pocket reference and memory-jogger.**

**Some TTPs you have learned in training do not appear here. The material in this job aid comes from the doctrinal literature program.**

**Laminate pages to be written on; remove, reorganize or tab pages based on your mission; insert other job aids, TTPs or standing operating procedures (SOPs) as needed.**

# **TABLE OF CONTENTS**

| <b>BASIC COMBAT RULES</b>  | <b>PAGE</b> |
|----------------------------|-------------|
| Leading in combat          | 1-1         |
| Basic rules of combat      | 1-2         |
| <b>PLAN</b>                |             |
| Troop leading procedure    | 2-1         |
| Warning order (WARNO)      | 2-2         |
| Factors of METT-TC         | 2-3         |
| Estimate of the situation  | 2-8         |
| Operation order (OPORD)    | 2-15        |
| Fragmentary order (FRAGO)  | 2-19        |
| Time schedule              | 2-20        |
| Light and weather data     | 2-21        |
| <b>MOVE</b>                |             |
| Actions before march       | 3-1         |
| Duties of quartering party | 3-2         |
| March orders               | 3-3         |
| Actions during march       | 3-4         |
| Actions at halts           | 3-5         |
| Actions at assembly area   | 3-6         |

# **TABLE OF CONTENTS**

## **ATTACK**

|                               |            |
|-------------------------------|------------|
| <b>Preparation for attack</b> | <b>4-1</b> |
| <b>Consolidation</b>          | <b>4-3</b> |
| <b>Reorganization</b>         | <b>4-4</b> |

## **DEFEND**

|                                        |             |
|----------------------------------------|-------------|
| <b>Defensive priority of work</b>      | <b>5-1</b>  |
| <b>Defense planning outline</b>        | <b>5-3</b>  |
| <b>Coordination checklist</b>          | <b>5-5</b>  |
| <b>Establish observation post</b>      | <b>5-7</b>  |
| <b>Fighting position guidelines</b>    | <b>5-8</b>  |
| <b>Building fighting position</b>      | <b>5-9</b>  |
| <b>Range card preparation</b>          | <b>5-11</b> |
| <b>Range card (blank)</b>              | <b>5-13</b> |
| <b>Range card (sample)</b>             | <b>5-14</b> |
| <b>Sector sketch preparation</b>       | <b>5-15</b> |
| <b>Sector sketch (sample)</b>          | <b>5-17</b> |
| <b>Occupation of a battle position</b> | <b>5-18</b> |

# **TABLE OF CONTENTS**

| <b>DEFEND</b>                       | <b>PAGE</b> |
|-------------------------------------|-------------|
| Fighting from a battle position     | 5-19        |
| Fire distribution and control       | 5-20        |
| Camouflage                          | 5-21        |
| Physical security                   | 5-22        |
| Defending during limited visibility | 5-24        |
| <b>DELAY</b>                        |             |
| Fundamentals of delay               | 6-1         |
| <b>WITHDRAW</b>                     |             |
| Disengagement planning              | 7-1         |
| Disengagement actions               | 7-2         |
| Passage of lines coordination       | 7-3         |
| Withdrawal under enemy pressure     | 7-4         |
| Withdrawal not under enemy pressure | 7-7         |
| Relief in place                     | 7-11        |

# **TABLE OF CONTENTS**

## **PATROL/RECON**

## **PAGE**

|                                      |             |
|--------------------------------------|-------------|
| <b>Patrol planning steps</b>         | <b>8-1</b>  |
| <b>Patrol coordination</b>           | <b>8-2</b>  |
| <b>Complete the plan</b>             | <b>8-4</b>  |
| <b>Departure from friendly lines</b> | <b>8-6</b>  |
| <b>Rally points</b>                  | <b>8-7</b>  |
| <b>Patrol report (debriefed)</b>     | <b>8-8</b>  |
| <b>Selection of a patrol base</b>    | <b>8-9</b>  |
| <b>Occupation of a patrol base</b>   | <b>8-10</b> |
| <b>Patrol base activities</b>        | <b>8-11</b> |
| <b>Principles of a raid</b>          | <b>8-12</b> |
| <b>Conduct a raid</b>                | <b>8-13</b> |
| <b>Principles of an ambush</b>       | <b>8-15</b> |
| <b>Organize an ambush</b>            | <b>8-17</b> |
| <b>Conduct an ambush</b>             | <b>8-19</b> |
| <b>Plan a recon mission</b>          | <b>8-21</b> |
| <b>Recon zone</b>                    | <b>8-23</b> |
| <b>Recon area</b>                    | <b>8-25</b> |

# **TABLE OF CONTENTS**

| <b>NBC</b>                                                              | <b>PAGE</b> |
|-------------------------------------------------------------------------|-------------|
| <b>NBC-1 report</b>                                                     | <b>9-1</b>  |
| <b>NBC-4 report</b>                                                     | <b>9-2</b>  |
| <b>NBC-prior to attack</b>                                              | <b>9-3</b>  |
| <b>NBC-during attack</b>                                                | <b>9-4</b>  |
| <b>NBC-after attack</b>                                                 | <b>9-6</b>  |
| <b>Unmasking with chemical agent<br/>detector kit</b>                   | <b>9-8</b>  |
| <b>Unmask without chemical agent<br/>detector kit</b>                   | <b>9-9</b>  |
| <b>MOPP levels</b>                                                      | <b>9-10</b> |
| <b>Detailed troop decontamination</b>                                   | <b>9-11</b> |
| <b>MOPP gear exchange</b>                                               | <b>9-12</b> |
| <b>Mark contaminated area: radio-<br/>logical/biological/chemical</b>   | <b>9-13</b> |
| <b>Prepare for NBC attack/protect<br/>against electromagnetic pulse</b> | <b>9-15</b> |
| <b>Supervise radiation monitoring</b>                                   | <b>9-16</b> |
| <b>Using a dosimeter</b>                                                | <b>9-17</b> |
| <b>Collect/report total radiation dose</b>                              | <b>9-18</b> |

# TABLE OF CONTENTS

| <b>FIRE SUPPORT AND OBSERVATION</b>              | <b>PAGE</b> |
|--------------------------------------------------|-------------|
| Principles of fire support planning/coordination | 10-1        |
| Call for fire                                    | 10-2        |
| Call for fire card                               | 10-4        |
| Target list worksheet                            | 10-5        |
| Mortar/artillery capabilities                    | 10-6        |
| AFV Weapon capabilities                          | 10-7        |
| Target acquisition/signature                     | 10-8        |
| Attack helicopter capabilities                   | 10-9        |
| Artillery counterfire                            | 10-10       |
| <b>SUPPLIES/LOGISTICS</b>                        |             |
| Supplies and logistical services                 | 11-1        |
| Precombat check (mech)                           | 11-2        |
| Precombat check (light)                          | 11-3        |
| Classes of supply                                | 11-4        |
| Integration matrix - Individ. weapons            | 11-5        |
| Integration matrix - crew served weapons         | 11-6        |
| <b>COMMUNICATIONS</b>                            |             |
| Electronic counter-counter measures              | 12-1        |
| Radio troubleshooting                            | 12-2        |

# **TABLE OF CONTENTS**

| <b>COMMUNICATIONS</b>                      | <b>PAGE</b> |
|--------------------------------------------|-------------|
| Messenger briefing                         | 12-3        |
| Phonetic alphabet                          | 12-4        |
| <b>MINES/DEMOLITIONS</b>                   |             |
| Install/remove hasty protective minefield  | 13-1        |
| DA Form 1355-1-R sample                    | 13-3        |
| DA Form 1355-1-R (blank)                   | 13-4        |
| Breaching and clearing minefields          | 13-5        |
| Nonelectric firing system                  | 13-6        |
| Nonelectric/electric priming of demo block | 13-8        |
| Clear nonelectric/electric misfires        | 13-10       |
| Electric firing system                     | 13-11       |
| <b>PEACEKEEPING</b>                        |             |
| Rules of engagement (ROE)                  | 14-1        |
| Area assessment checklist                  | 14-2        |
| Checkpoint/roadblock PIR checklist         | 14-4        |

# **TABLE OF CONTENTS**

| <b>AIR ASSAULT OPERATIONS</b>             | <b>PAGE</b> |
|-------------------------------------------|-------------|
| Aircraft troop commander briefing         | 15-1        |
| Safety briefing checklist                 | 15-2        |
| Reverse planning sequence                 | 15-3        |
| Ground tactical plan considerations       | 15-4        |
| Landing plan considerations               | 15-5        |
| Landing zone selection criteria           | 15-6        |
| Air assault PZ/LZ planning considerations | 15-7        |
| Extraction loading plan requirements      | 15-8        |
| Leader duties in air assault operations   | 15-9        |
| Chalk leader duties/platoon air assault   | 15-10       |
| Set up a helicopter landing site          | 15-11       |
| Night marking of PZs/LZs                  | 15-13       |

# **TABLE OF CONTENTS**

| <b>MEDICAL</b>                       | <b>PAGE</b> |
|--------------------------------------|-------------|
| Evaluate a casualty/first aid        | 16-1        |
| Shock - symptoms/first aid           | 16-2        |
| Heat exhaustion/heat cramps          | 16-3        |
| Heat stroke/sun stroke               | 16-4        |
| Frostbite                            | 16-5        |
| Hypothermia/cold weather injury      | 16-6        |
| Request army air MEDEVAC             | 16-7        |
| Continuous operations planning       | 16-8        |
| Heat precautions                     | 16-10       |
| <b>VEHICLE RECOVERY</b>              |             |
| Vehicle recovery procedure checklist | 17-1        |
| Vehicle recovery fundamentals        | 17-2        |
| <b>AIR DEFENSE</b>                   |             |
| Engaging aircraft                    | 18-1        |
| Weapons control status               | 18-1        |
| Air defense warning                  | 18-2        |
| Local air defense warning            | 18-2        |
| Engagement/lead distances            | 18-3        |
| Passive air defense                  | 18-4        |

# **TABLE OF CONTENTS**

## **COMBAT IN CITIES**

**PAGE**

**Built-up area fighting principles**

**19-1**

**Attack and clear a building**

**19-2**

**Organize building defense**

**19-3**

## **LEGAL ASPECTS OF WAR**

**Principles of the Law of War**

**20-1**

**Handling of enemy prisoners of  
war (EPWs)**

**20-3**

## **MISCELLANEOUS**

**Spot report/SALUTE**

**21-1**

**Find unknown range (WORM)**

**21-2**

**Conversion table: US/metric**

**21-3**

**Converting azimuths**

**21-4**

**Reduce risk of fratricide**

**21-5**

**Risk management**

**21-7**

**Risk management steps**

**21-10**

**Risk management matrix**

**21-12**

# **TABLE OF CONTENTS**

## **MISCELLANEOUS**

**PAGE**

**Personnel records**

**21-13**

## **ACRONYMS**

**Acronyms**

**22-1**

## **LEADING IN COMBAT**

- |          |                                                                            |
|----------|----------------------------------------------------------------------------|
| <b>1</b> | <b>Set the example</b>                                                     |
| <b>2</b> | <b>Lead from as far forward as you can</b>                                 |
| <b>3</b> | <b>Lead from a position where your soldiers can see you/your vehicle</b>   |
| <b>4</b> | <b>Lead from where you can control all elements physically or by radio</b> |
| <b>5</b> | <b>Move to influence the action</b>                                        |
| <b>6</b> | <b>Make sound, quick decisions</b>                                         |
| <b>7</b> | <b>Forcefully execute decisions</b>                                        |
| <b>8</b> | <b>Use reverse planning sequence</b>                                       |

**Notes:**

## **BASIC RULES OF COMBAT**

### **RULE**

- |          |                                                                                                           |
|----------|-----------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>SECURE</b><br>Use cover and concealment<br>Establish local security/recon                              |
| <b>2</b> | <b>MOVE</b><br>Establish moving element/<br>move to position of advantage<br>Gain and maintain initiative |
| <b>3</b> | <b>SHOOT</b><br>Establish base of fire/mutual<br>support<br>Kill/suppress the enemy                       |
| <b>4</b> | <b>COMMUNICATE</b><br>Inform all of what you expect                                                       |
| <b>5</b> | <b>SUSTAIN</b><br>Keep fight going/care for troops                                                        |

| <b>TROOP LEADING PROCEDURE</b> |                                    |          |
|--------------------------------|------------------------------------|----------|
| <b>STEP</b>                    | <b>ACTION</b>                      | <b>✓</b> |
| <b>1</b>                       | <b>Receive mission</b>             |          |
| <b>2</b>                       | <b>Issue warning order (WARNO)</b> |          |
| <b>3</b>                       | <b>Make tentative plan</b>         |          |
| <b>4</b>                       | <b>Initiate necessary movement</b> |          |
| <b>5</b>                       | <b>Conduct reconnaissance</b>      |          |
| <b>6</b>                       | <b>Complete plan</b>               |          |
| <b>7</b>                       | <b>Issue orders</b>                |          |
| <b>8</b>                       | <b>Supervise and refine</b>        |          |
| <b>Notes:</b>                  |                                    |          |

## **WARNING ORDER (WARNO)**

**1. Situation** \_\_\_\_\_

**2. Mission** \_\_\_\_\_

**3. General Instructions**

**a. Special teams/task organization** \_\_\_\_\_

**b. Common uniform/equipment** \_\_\_\_\_

**c. Special weapons, ammo, equipment** \_\_\_\_\_

**d. Tentative time schedule** \_\_\_\_\_

**4. Special Instructions** \_\_\_\_\_

## **FACTORS OF METT-TC**

**(FACTORS APPLY TO FR & EN)**

| <b>ITEM</b> | <b>FACTORS</b>                              | <b>✓</b> |
|-------------|---------------------------------------------|----------|
| <b>1</b>    | <b>MISSION</b>                              |          |
|             | <b>Commanders' intent 1 and 2 levels up</b> |          |
|             | <b>Specified tasks</b>                      |          |
|             | <b>Implied tasks</b>                        |          |
|             | <b>Mission essential tasks</b>              |          |
|             | <b>Limitations/constraints</b>              |          |
|             | <b>Restated mission</b>                     |          |

| <b>FACTORS OF METT-TC</b> |                                                                                   |          |
|---------------------------|-----------------------------------------------------------------------------------|----------|
| <b>ITEM</b>               | <b>FACTORS</b>                                                                    | <b>✓</b> |
| <b>2</b>                  | <b>ENEMY</b>                                                                      |          |
|                           | <b>Disposition/composition</b>                                                    |          |
|                           | <b>Strength</b>                                                                   |          |
|                           | <b>Recent activities</b>                                                          |          |
|                           | <b>Weaknesses</b>                                                                 |          |
|                           | <b>Possible Courses of action (COAs) including identifying the most dangerous</b> |          |
|                           | <b>Probable COAs including identifying the most likely</b>                        |          |
|                           | <b>Reinforcement abilities</b>                                                    |          |

| <b>FACTORS OF METT-TC</b> |                                                                           |          |
|---------------------------|---------------------------------------------------------------------------|----------|
| <b>ITEM</b>               | <b>FACTORS</b>                                                            | <b>✓</b> |
| <b>3</b>                  | <b>TERRAIN &amp; WEATHER<br/>(OAKOC)</b>                                  |          |
|                           | Observation and fields of fire                                            |          |
|                           | Avenues of approach                                                       |          |
|                           | Key terrain                                                               |          |
|                           | Obstacles and movement                                                    |          |
|                           | Cover and concealment                                                     |          |
| <b>4</b>                  | <b>TROOPS &amp; SUPPORT<br/>AVAILABLE</b>                                 |          |
|                           | Quality, training level, and<br>psychological state of<br>friendly troops |          |
|                           | Availability of critical systems<br>and joint support                     |          |
|                           | Availability of combat, CS,<br>and CSS assets                             |          |

| <b>FACTORS OF METT-TC</b> |                                                                                                                       |          |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------|----------|
| <b>ITEM</b>               | <b>FACTORS</b>                                                                                                        | <b>✓</b> |
| <b>5</b>                  | <b>TIME AVAILABLE</b>                                                                                                 |          |
|                           | Time available for planning, preparing, & executing mission (use 1/3-2/3 rule)                                        |          |
|                           | Tasks assigned to unit                                                                                                |          |
|                           | Enemy/adversary capabilities                                                                                          |          |
|                           | NOTE: Planning times include preparation of combat orders, inspections, rehearsals, and movement to line of departure |          |

| <b>FACTORS OF METT-TC</b> |                                                                                          |          |
|---------------------------|------------------------------------------------------------------------------------------|----------|
| <b>ITEM</b>               | <b>FACTORS</b>                                                                           | <b>✓</b> |
| <b>6</b>                  | <b>CIVIL CONSIDERATIONS</b>                                                              |          |
|                           | Civilian populations, culture, organizations, and leaders within area of operations (AO) |          |
|                           | Natural environment                                                                      |          |
|                           | Cultural sites                                                                           |          |
|                           | Civilian political, economic, and information matters                                    |          |
|                           | Civilian activities                                                                      |          |
|                           | Civilian attitudes                                                                       |          |
| <b>Note:</b>              |                                                                                          |          |

## **ESTIMATE OF SITUATION**

### **1. MISSION ANALYSIS**

**a. Mission and intent of commander two levels up**

**b. Mission and intent of immediate commander**

**c. Assigned tasks and purpose (specified and implied tasks)**

**d. Constraints and limitations**

**e. Mission essential tasks**

**f. Restated mission**

**g. Tentative time schedule**

| <b>ESTIMATE OF SITUATION</b> |                                                                      |
|------------------------------|----------------------------------------------------------------------|
| <b>2.</b>                    | <b>ESTIMATE OF SITUATION AND DETERMINE COURSES OF ACTION</b>         |
|                              | <b>a. Terrain and weather - effects on personnel and equipment</b>   |
|                              | <b>Terrain - OAKOC</b>                                               |
|                              | <b>Weather - visibility, trafficability, mobility, survivability</b> |
|                              | <b>b. Enemy situation and most probable course of action</b>         |
|                              | <b>Composition</b>                                                   |
|                              | <b>Disposition</b>                                                   |
|                              | <b>Recent Activities</b>                                             |
|                              | <b>Capabilities</b>                                                  |
|                              | <b>Weaknesses</b>                                                    |
|                              | <b>Most probable COA based on doctrine/situation</b>                 |

## **ESTIMATE OF SITUATION**

**c. Friendly situation**

**Troops available**

**Equipment available**

**Time available**

**d. Friendly COA (repeat for EA COA)**

**Decisive point and time to focus  
your combat power**

**Results that must be achieved**

**Purposes and tasks of main and  
supporting efforts**

**Task organization to accomplish  
the mission**

**Necessary control measures**

**e. Prepare a COA statement and  
sketch**

| <b>ESTIMATE OF SITUATION</b> |                                                                                 |
|------------------------------|---------------------------------------------------------------------------------|
| <b>3.</b>                    | <b>ANALYZE COURSES OF ACTION</b>                                                |
|                              | <b>a. Mission-specific factors</b>                                              |
|                              | <b>Mission essential tasks</b>                                                  |
|                              | <b>Commander's intent</b>                                                       |
|                              | <b>Relative effectiveness</b>                                                   |
|                              | <b>Logistic support</b>                                                         |
|                              | <b>b. General factors</b>                                                       |
|                              | <b>Characteristics of offense and defense (as applicable)</b>                   |
|                              | <b>Factors of METT-TC</b>                                                       |
|                              | <b>Weapon utilization</b>                                                       |
|                              | <b>c. Conduct wargame of most likely &amp; most dangerous courses of action</b> |

## ESTIMATE OF SITUATION

| 4. | COMPARE COURSES OF ACTION CONSIDERING HOW WELL THE COA: | 1 | 2 | 3 |
|----|---------------------------------------------------------|---|---|---|
|    | a. Supports scheme of maneuver                          |   |   |   |
|    | b. Helps command & control (C2)                         |   |   |   |
|    | c. Concentrates combat power at the decisive point      |   |   |   |
|    | d. Has forces providing mutual support                  |   |   |   |
|    | e. Responds to maneuver elements and reserve            |   |   |   |
|    | f. Exploits enemy weaknesses                            |   |   |   |
|    | g. Reduces potential impact of adverse weather          |   |   |   |

| <b>ESTIMATE OF SITUATION</b> |                                                                |          |          |          |
|------------------------------|----------------------------------------------------------------|----------|----------|----------|
| <b>4.</b>                    | <b>COMPARE COURSES OF ACTION CONSIDERING HOW WELL THE COA:</b> | <b>1</b> | <b>2</b> | <b>3</b> |
|                              | <b>h. Uses best avenue of approach</b>                         |          |          |          |
|                              | <b>i. Provides adequate maneuver space</b>                     |          |          |          |
|                              | <b>j. Maximizes observation and ranges of weapon systems</b>   |          |          |          |
|                              | <b>k. Provides cover and concealment</b>                       |          |          |          |
|                              | <b>l. Considers obstacles</b>                                  |          |          |          |
|                              | <b>m. Controls key terrain</b>                                 |          |          |          |
|                              | <b>n. Helps speed of execution</b>                             |          |          |          |
|                              | <b>o. Does not require adjustment of unit positions</b>        |          |          |          |

## **ESTIMATE OF SITUATION**

| <b>4.</b> | <b>COMPARE COURSES OF ACTION CONSIDERING HOW WELL THE COA:</b>      | <b>1</b> | <b>2</b> | <b>3</b> |
|-----------|---------------------------------------------------------------------|----------|----------|----------|
|           | <b>p. Uses all headquarters</b>                                     |          |          |          |
|           | <b>q. Reduces, not expands, normal combat service support (CSS)</b> |          |          |          |
| <b>5.</b> | <b>DECISION</b>                                                     |          |          |          |

|  |
|--|
|  |
|--|

## **OPERATION ORDER**

**Operation order (OPORD) - Directive by commander to his subordinates to coordinate execution of an operation. Stated in 5 paragraphs.**

- 1. SITUATION. Provides overview of general situation. Explains what enemy is doing, what your higher and other friendly units are doing, and what units are attached and detached to and from your unit. Includes enemy's most likely and most dangerous courses of action.**
  - a. Enemy forces:**
  - b. Friendly forces:**
  - c. Attachments and detachments:**

## **OPERATION ORDER**

**2. MISSION.** Mission statement is stated in terms of **WHO** (the unit taking action e.g., 1st PLT), **WHAT** (action e.g., conducts supporting attack), **WHEN** (date/time), **WHERE** (activity location e.g., on Hill 911), and **WHY** (purpose of mission e.g., to prevent the enemy from interfering with the main effort).

**3. EXECUTION.**

**Intent:** Commander's intent is a clear, concise statement of what the force must do to succeed with respect to enemy, terrain, and desired end state.

**a. Concept of operations.** Provides "big picture" or master plan. It is "how" information needed to accomplish the mission.

## **OPERATION ORDER**

**Concept of operation includes the scheme of maneuver and scheme of supporting fires. The scheme of maneuver states the commander's vision of how maneuver plan will unfold, from start to finish. The scheme of fires outlines how indirect fire support will synchronize with scheme of maneuver.**

**b. Tasks to maneuver units. Provides detailed mission statements for each major subordinate maneuver unit and how each supports main effort.**

**c. Tasks to combat support units. Tasks to combat support units only states specific tasks that combat support units must accomplish and that are not specified elsewhere.**

## **OPERATION ORDER**

**d. Coordinating instructions. Common instructions that apply to more than one unit. Includes mission-specific items: NBC troop safety instructions, ADA criteria, passage of lines coordination, and any other item not covered in the unit SOP.**

### **4. COMBAT SERVICE SUPPORT.**

**Addresses concept of logistics support . Includes unique resupply efforts, not normally performed by SOP, and material and services. Also medical evacuation procedures and personnel support.**

### **5. COMMAND AND SIGNAL**

**a. Command. Covers leader and CP locations and command succession.**

**b. Signal. Covers signal instructions such as methods of signal, etc.**

## FRAGMENTARY ORDER

A FRAGO makes changes to an existing order. State paragraphs with changes, Those w/no changes, state "NO CHANGE".

Reference \_\_\_\_\_

\_\_\_\_\_

Task Organization \_\_\_\_\_

\_\_\_\_\_

1. Situation \_\_\_\_\_

\_\_\_\_\_

2. Mission \_\_\_\_\_

\_\_\_\_\_

3. Execution \_\_\_\_\_

\_\_\_\_\_

4. Service Support \_\_\_\_\_

\_\_\_\_\_

5. Command/Signal \_\_\_\_\_

\_\_\_\_\_

## TIME SCHEDULE

| WHEN | WHAT | WHERE | WHO |
|------|------|-------|-----|
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |
|      |      |       |     |

## **LIGHT AND WEATHER DATA**

| <b>ITEM</b>           | <b>FIRST DAY</b> | <b>NEXT DAY</b> |
|-----------------------|------------------|-----------------|
| <b>BMNT/EENT</b>      |                  |                 |
| <b>Sun Rise</b>       |                  |                 |
| <b>Sun Set</b>        |                  |                 |
| <b>Moon Rise</b>      |                  |                 |
| <b>% Illumination</b> |                  |                 |
| <b>Moon Set</b>       |                  |                 |
| <b>NVG Hours</b>      |                  |                 |
| <b>Temp High/Lo</b>   |                  |                 |
| <b>Winds</b>          |                  |                 |
| <b>Precipitation</b>  |                  |                 |

**Effects of light and weather:**

## **ACTIONS BEFORE MARCH**

| <b>STEP</b> | <b>ACTION</b>                                                    | <b>✓</b> |
|-------------|------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Give warning order (WARNO)</b>                                |          |
| <b>2</b>    | <b>Select quartering party NCO and send to team command post</b> |          |
| <b>3</b>    | <b>Recon route from assembly area (AA) to start point (SP)</b>   |          |
| <b>4</b>    | <b>Record time from AA to SP</b>                                 |          |
| <b>5</b>    | <b>Adjust departing time from AA to arrive at SP on time</b>     |          |
| <b>6</b>    | <b>Have crews perform precombat checks</b>                       |          |
| <b>7</b>    | <b>Have vehicle commanders report their status</b>               |          |
| <b>8</b>    | <b>Give march order to vehicle commanders</b>                    |          |

## **DUTIES OF QUARTERING PARTY**

| <b>STEP</b> | <b>ACTION</b>                                                         | <b>✓</b> |
|-------------|-----------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Inspect intended assembly area for enemy NBC/mines</b>             |          |
| <b>2</b>    | <b>Secure PLT area until platoon arrives</b>                          |          |
| <b>3</b>    | <b>Establish and maintain communications</b>                          |          |
| <b>4</b>    | <b>Clear or mark obstacles</b>                                        |          |
| <b>5</b>    | <b>Select general location of vehicle positions; mark places</b>      |          |
| <b>6</b>    | <b>Select covered/concealed route to release point (RP); meet PLT</b> |          |
| <b>7</b>    | <b>Guide platoon into area</b>                                        |          |
| <b>8</b>    | <b>Brief platoon leader</b>                                           |          |

## MARCH ORDERS

1. Destination (map) \_\_\_\_\_  
\_\_\_\_\_
2. Route of march (map) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
3. Location of start point (SP), critical midpoints, and release point (RP) (map) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
4. SP time \_\_\_\_\_
5. March interval (meters) \_\_\_\_\_
6. March speed (mph/kph) \_\_\_\_\_
7. Catch up speed (mph/kph) \_\_\_\_\_
8. Time and location of scheduled halts  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
9. Time unit leaves present position \_\_\_\_\_  
\_\_\_\_\_
10. Order of march \_\_\_\_\_

## **ACTIONS DURING MARCH**

| <b>ITEM</b> | <b>ACTION</b>                                                                            | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Arrive at SP on time at march speed with proper march interval</b>                    |          |
| <b>2</b>    | <b>Maintain ground and air security</b>                                                  |          |
| <b>3</b>    | <b>Observe vehicle sectors of responsibility</b>                                         |          |
| <b>4</b>    | <b>Report SP, critical points, RP (unless under radio listening silence)</b>             |          |
| <b>5</b>    | <b>If under radio listening silence - use hand and arm, flag, or flash-light signals</b> |          |

## **ACTIONS AT HALTS**

| <b>ITEM</b> | <b>ACTION</b>                                                          | <b>✓</b> |
|-------------|------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Pull to side of route - maintain order</b>                          |          |
| <b>2</b>    | <b>Establish/maintain security</b>                                     |          |
| <b>3</b>    | <b>Move disabled vehicles off road - post guides to direct traffic</b> |          |
| <b>4</b>    | <b>Maintain observation/contact with other vehicles</b>                |          |
| <b>5</b>    | <b>Report status</b>                                                   |          |
| <b>6</b>    | <b>Take appropriate actions/repair vehicles if possible</b>            |          |

| <b>ACTIONS AT ASSEMBLY AREA</b> |                                                                           |          |
|---------------------------------|---------------------------------------------------------------------------|----------|
| <b>ITEM</b>                     | <b>ACTION</b>                                                             | <b>√</b> |
| <b>1</b>                        | <b>Follow guides into preselected secure positions</b>                    |          |
| <b>2</b>                        | <b>Clear release point without stopping or bunching vehicles</b>          |          |
| <b>3</b>                        | <b>Emplace/maintain security/OPs</b>                                      |          |
| <b>4</b>                        | <b>Conduct fire planning</b>                                              |          |
| <b>5</b>                        | <b>Notify higher of arrival based on plan/coordinate with other units</b> |          |
| <b>6</b>                        | <b>Check/adjust positions; camouflage positions</b>                       |          |
| <b>7</b>                        | <b>Start maintenance/resupply/rearming</b>                                |          |
| <b>8</b>                        | <b>Prepare/rehearse reaction plan</b>                                     |          |

## **PREPARATION FOR ATTACK**

| <b>TASK</b> | <b>ACTION</b>                                                 | <b>✓</b> |
|-------------|---------------------------------------------------------------|----------|
| <b>1</b>    | <b>Issue warning order</b>                                    |          |
| <b>2</b>    | <b>Move to assembly area</b>                                  |          |
| <b>3</b>    | <b>Perform communications check</b>                           |          |
| <b>4</b>    | <b>Check weapons</b>                                          |          |
| <b>5</b>    | <b>Check key equipment</b>                                    |          |
| <b>6</b>    | <b>Rehearse critical tasks</b>                                |          |
| <b>7</b>    | <b>Recon routes to line of departure (LD)/objective (OBJ)</b> |          |
| <b>8</b>    | <b>Issue operation order</b>                                  |          |
| <b>9</b>    | <b>Resupply, rearm, refuel</b>                                |          |
| <b>10</b>   | <b>Coordinate w/higher, supporting, adjacent units</b>        |          |
| <b>11</b>   | <b>Rehearse</b>                                               |          |
| <b>12</b>   | <b>Conduct PMCS as required</b>                               |          |
| <b>13</b>   | <b>Check/integrate attachments</b>                            |          |

## **PREPARATION FOR ATTACK**

| <b>TASK</b> | <b>ACTION</b>                                  | <b>✓</b> |
|-------------|------------------------------------------------|----------|
| <b>14</b>   | <b>Check NBC situation/confirm MOPP status</b> |          |
| <b>15</b>   | <b>Inspect troops</b>                          |          |
| <b>16</b>   | <b>Inspect vehicles</b>                        |          |
| <b>17</b>   | <b>Feed troops</b>                             |          |
| <b>18</b>   | <b>Rest troops</b>                             |          |
| <b>19</b>   | <b>Move to LD</b>                              |          |

**Notes:**

**Several steps may occur concurrently.**

## **CONSOLIDATION**

| <b>STEP</b> | <b>ACTION</b>                                                | <b>✓</b> |
|-------------|--------------------------------------------------------------|----------|
| <b>1</b>    | <b>Eliminate all remaining enemy resistance on objective</b> |          |
| <b>2</b>    | <b>Occupy hasty positions/prepare for counterattack</b>      |          |
| <b>3</b>    | <b>Bring up base of fire element</b>                         |          |
| <b>4</b>    | <b>Prepare for a counterattack</b>                           |          |
| <b>5</b>    | <b>Position key weapon systems</b>                           |          |
| <b>6</b>    | <b>Develop quick fire plan</b>                               |          |
| <b>7</b>    | <b>Prepare range cards</b>                                   |          |
| <b>8</b>    | <b>Begin planning to continue attack (map recon, orders)</b> |          |

**Notes:**

## REORGANIZATION

| STEP | ACTION                                                      | ✓ |
|------|-------------------------------------------------------------|---|
| 1    | Reestablish chain of command                                |   |
|      | Restore communications with higher, adjacent, FSO           |   |
|      | Report status: <b>ACE</b> (Ammunition/Casualties/Equipment) |   |
|      | Request resupply as needed                                  |   |
| 2    | Reestablish security/preparation for counterattack          |   |
|      | Remain key weapons                                          |   |
|      | Redistribute ammunition, supplies, equipment as needed      |   |
| 3    | Clear objective of casualties & enemy prisoners of war      |   |
|      | Treat, evacuate, process                                    |   |

## REORGANIZATION

| STEP | ACTION                                                                                                                 | ✓ |
|------|------------------------------------------------------------------------------------------------------------------------|---|
| 4    | Prepare for next mission                                                                                               |   |
|      | Relocate weapons & positions<br>Reoccupy & repair positions<br>Repair obstacles & mines<br>Repair & maintain equipment |   |

Notes:

## **DEFENSIVE PRIORITY OF WORK**

| <b>STEP</b> | <b>TASK</b>                                                                                 | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Establish local security</b>                                                             |          |
| <b>2</b>    | <b>Position key weapons &amp; vehicles</b>                                                  |          |
| <b>3</b>    | <b>Position squads/assign sectors</b>                                                       |          |
| <b>4</b>    | <b>Make communications checks</b>                                                           |          |
| <b>5</b>    | <b>Coordinate with adjacent units for interlocking sectors</b>                              |          |
| <b>6</b>    | <b>Clear fields of fire</b>                                                                 |          |
| <b>7</b>    | <b>Prepare range cards</b>                                                                  |          |
| <b>8</b>    | <b>Prepare squad and platoon sector sketches</b>                                            |          |
| <b>9</b>    | <b>Site final protective line (FPL), final protective fires (FPF), and priority targets</b> |          |

## **DEFENSIVE PRIORITY OF WORK**

| <b>STEP</b> | <b>TASK</b>                                                | <b>✓</b> |
|-------------|------------------------------------------------------------|----------|
| <b>10</b>   | <b>Prep fighting positions</b>                             |          |
| <b>11</b>   | <b>Emplace mines and obstacles</b>                         |          |
| <b>12</b>   | <b>Establish fire control measures</b>                     |          |
| <b>13</b>   | <b>Assign alternate and supplementary battle positions</b> |          |
| <b>14</b>   | <b>Take NBC protective measures</b>                        |          |
| <b>15</b>   | <b>Improve primary positions</b>                           |          |
| <b>16</b>   | <b>Prep alternate then supplementary positions</b>         |          |
| <b>17</b>   | <b>Establish sleep/rest plan</b>                           |          |
| <b>18</b>   | <b>Recon supply/evacuation routes</b>                      |          |
| <b>19</b>   | <b>Rehearse actions on contact</b>                         |          |
| <b>20</b>   | <b>Stockpile ammunition/food/water</b>                     |          |
| <b>21</b>   | <b>Continue to improve positions</b>                       |          |

## **DEFENSE PLANNING OUTLINE**

**1. Commander's intent** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**2. Platoon/squad mission** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**3. Position in company defense** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**4. Sectors of fire/EAs/TRPs** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**5. Fire support available** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**6. Evacuate/destroy procedures for  
damaged vehicles** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## **DEFENSE PLANNING OUTLINE**

**7. Evacuation procedures for friendly casualties** \_\_\_\_\_  
\_\_\_\_\_

**8. Place to take EPW** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**9. Special signals to use** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**10. On-order mission for platoon/squad**  
\_\_\_\_\_  
\_\_\_\_\_

**11. Position and mission of units on flanks** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**12. Position and mission of units in the rear** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## **COORDINATION CHECKLIST**

| <b>STEP</b> | <b>ITEM</b>                                                                        | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Location of leaders</b>                                                         |          |
| <b>2</b>    | <b>Location of primary, alternate, and supplementary positions</b>                 |          |
| <b>3</b>    | <b>Sectors of fire of machine guns, anti-armor weapons &amp; subunits</b>          |          |
| <b>4</b>    | <b>Route to alternate and supplementary positions</b>                              |          |
| <b>5</b>    | <b>Location of dead space between platoons and squads and how to cover it</b>      |          |
| <b>6</b>    | <b>Location of OPs and withdrawal routes back to the platoon or squad position</b> |          |
| <b>7</b>    | <b>Location and types of obstacles and how to cover them</b>                       |          |

## **COORDINATION CHECKLIST**

| <b>STEP</b> | <b>ITEM</b>                                                                                         | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------|----------|
| <b>8</b>    | <b>Patrols - size, type, times of departure/return and routes</b>                                   |          |
| <b>9</b>    | <b>Fire support planned</b>                                                                         |          |
| <b>10</b>   | <b>Location, activities and passage plan for scouts and other units forward of platoon position</b> |          |
| <b>11</b>   | <b>Signals for fire/cease fire and any emergency signals</b>                                        |          |
| <b>12</b>   | <b>Engagement and disengagement criteria</b>                                                        |          |
| <b>13</b>   | <b>Location of coordination points</b>                                                              |          |

## **ESTABLISH OBSERVATION POST**

| <b>ITEM</b> | <b>ACTION</b>                                                                                                                                                           | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Select site with cover &amp; concealment and overlapping sectors</b>                                                                                                 |          |
| <b>2</b>    | <b>Designate OPs &amp; security force<br/>Establish reporting procedures<br/>Establish withdrawal plan with procedures and routes</b>                                   |          |
| <b>3</b>    | <b>Prepare to call for/adjust indirect fire; use binoculars/NODs; navigation tools and communications equipment</b>                                                     |          |
| <b>4</b>    | <b>Conduct surveillance - name observer, recorder and security<br/>Search, identify and report personnel, vehicles, etc.<br/>Use overlapping sectors of observation</b> |          |
| <b>5</b>    | <b>Change observers every 20-30 minutes as situation permits</b>                                                                                                        |          |

## **FIGHTING POSITION GUIDELINES**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                                                                                                                                                                                                                                                                                                                       | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Protection - adequate to cover enemy weapons<br/>Position - provide cover &amp; concealment - ensure can't be seen<br/>Fill sandbags 3/4 full<br/>Revet excavations in sandy soil<br/>Check stabilization of wall bases<br/>Inspect daily, especially after rain and after direct/indirect fires<br/>Maintain, repair, improve<br/>Use proper material, correctly</b> |          |
| <b>2</b>    | <b>Site to engage the enemy<br/>Select best position, cover dead space, use maximum effective range &amp; provide interlocking fires<br/>Priority to effective weapon system use; METT-TC dependent</b>                                                                                                                                                                  |          |
| <b>3</b>    | <b>Prep by stages with inspection<br/>Improvement is progressive</b>                                                                                                                                                                                                                                                                                                     |          |

## **BUILD FIGHTING POSITION**

| <b>STAGE</b> | <b>ACTION</b>                                                                                                                                                                                                                                                                                                                                                 |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>     | <p><u><b>Establish position:</b></u><br/><b>Leader check fields of fire, soldier emplace sector stakes</b><br/><b>Position log or sandbag between stakes</b><br/><b>Scoop out elbow holes</b><br/><b>Position limited visibility aiming stakes</b><br/><b>Trace outline on ground</b><br/><b>Clear fields of fire</b><br/><b>Leader inspects position</b></p> |
| <b>2</b>     | <p><u><b>Emplace walls:</b></u><br/><b>1 helmet distance</b><br/><b>from hole to start of cover</b><br/><b>Front wall 2-3 sandbags high by 2 M16s long for 2-man position</b><br/><b>Flank wall same height, 1 M16 long; rear wall 1 sandbag high by 1 M16 long</b><br/><b>Stakes required to hold logs</b><br/><b>Leader inspects position</b></p>           |

## **BUILD FIGHTING POSITION**

| <b>STAGE</b> | <b>ACTION</b>                                                                                                                                                                                                                                                                           |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>3</b>     | <b><u>Dig the position:</u></b><br>Throw and pack dirt<br>Armpit deep<br>Parapets filled - camouflaged<br>Grenade sumps dug/floor sloped<br>Rucksack storage optional<br>Leader inspects position                                                                                       |
| <b>4</b>     | <b><u>Overhead cover:</u></b><br>Camouflage blended, can't be detected at 35 meters<br>Logs placed over center front-to-rear<br>Waterproof - plastic bags or ponchos placed over top<br>6"- 8" of dirt/sandbags on top<br>Overhead cover/bottom camouflaged<br>Leader inspects position |

## **RANGE CARD PREPARATION**

**Make card and copy for each primary, alternate, and supplementary position**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                      | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Draw symbol for weapon/position in center of circle</b>                                                                         |          |
| <b>2</b>    | <b>Draw/label left/right sector limits</b>                                                                                         |          |
| <b>3</b>    | <b>Determine range value for each circle by dividing range to most distant terrain feature by number of circles and label card</b> |          |
| <b>4</b>    | <b>Draw final protective lines/principal direction of fire</b>                                                                     |          |
| <b>5</b>    | <b>Draw and number TRPs, RPs and possible EAs as ordered</b>                                                                       |          |
| <b>6</b>    | <b>Show dead space areas and label</b>                                                                                             |          |
| <b>7</b>    | <b>Draw maximum engagement lines</b>                                                                                               |          |
| <b>8</b>    | <b>Draw terrain features and mark weapon reference point from terrain or grid</b>                                                  |          |

# **RANGE CARD PREPARATION**

| <b>STEP</b> | <b>ACTION</b>                                                                                                           | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------|----------|
| <b>9</b>    | <b>Fill in data section</b>                                                                                             |          |
|             | <b>Identify primary, alternate or supplementary position</b>                                                            |          |
|             | <b>Date &amp; time range card complete</b>                                                                              |          |
|             | <b>Identify weapon/vehicle</b>                                                                                          |          |
|             | <b>List left/right limits, TRPs, reference points in numerical order</b>                                                |          |
|             | <b>Show gun elevation (mils), ammunition, range (meters) to limits, TRPs &amp; reference points, describe objects</b>   |          |
| <b>10</b>   | <b>Fill in weapon reference data (description, grid, magnetic azimuth, distance from weapon to position) in remarks</b> |          |
| <b>11</b>   | <b>Fill in marginal information, not higher than company and direction of magnetic north arrow</b>                      |          |

# RANGE CARD PREPARATION

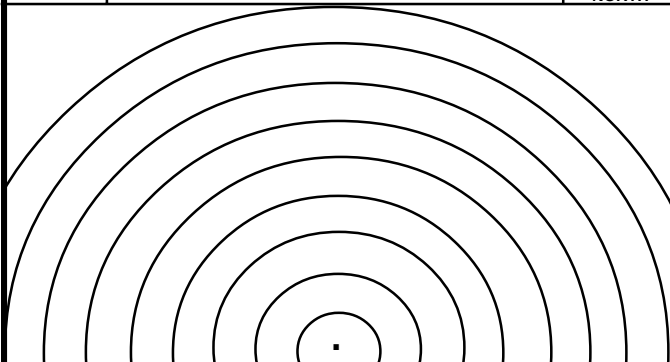
SQD \_\_\_\_\_

PLT \_\_\_\_\_

CO \_\_\_\_\_

May be used for all types of direct fire weapons

MAGNETIC  
NORTH



## DATA SECTION

POSITION IDENTIFICATION

DATE

WEAPON

EACH CIRCLE EQUALS \_\_\_\_\_  
METERS

| NO. | DIRECTION/<br>DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION |
|-----|--------------------------|-----------|-------|------|-------------|
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |
|     |                          |           |       |      |             |

REMARKS:

DA FORM 5517 R

# RANGE CARD PREPARATION

## STANDARD RANGE CARD

For use of the data on FM 7-12. The appropriate number in RAACOM.

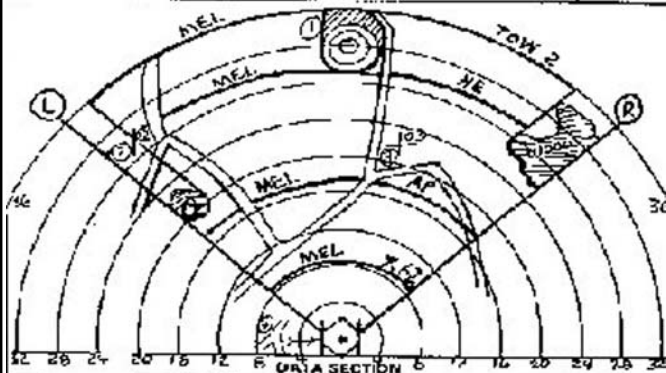
SOD 1

PLT 2

CD C

May be used for all types of direct fire weapons

MAGNETIC  
NORTH



POSITION IDENTIFICATION

PRIMARY

DATE

3 MAR 83/1140 HRS

WEAPON

M2

C-2.1

EACH CIRCLE EQUALS  
METERS

400

| NO. | DIRECTION/<br>DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION      |
|-----|--------------------------|-----------|-------|------|------------------|
| L   | 350°/5300M               | 0M        | 2000M | TOW2 | FARMHOUSE        |
| R   | 105°/920M                | 110M      | 2600M | TOW2 | R/SIDE BLOODLINE |
| 1   | 6400M                    | 150M      | 2200M | TOW2 | RP - HILLTOP     |
| 2   | 5910M                    | 410M      | 2700M | TOW2 | TRF - ABCD2 RT   |
| 3   | 60M                      | -10M      | 1800M | TOW2 | TRF - ABCD3 RT   |

REMARKS:

4 TRF - RT AT 1.1N 13629411, 100° AT 32.0M

A FORM 875-A (1-78)

## **SECTOR SKETCH PREPARATION**

**Make card and copy for each primary, alternate and supplementary position**

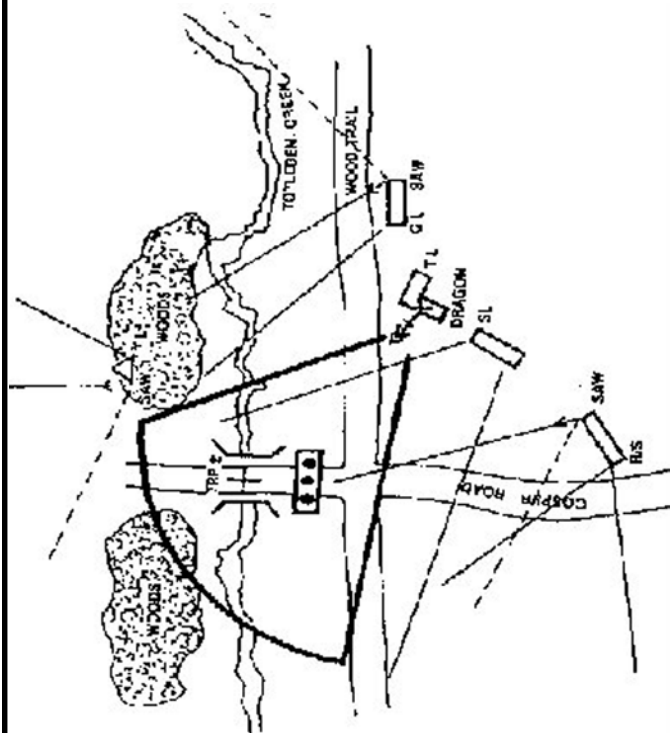
| <b>ITEM</b> | <b>ACTION</b>                                                                        | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Draw your unit sector or EA</b>                                                   |          |
| <b>2</b>    | <b>Draw main terrain features in sector(s) and range to each</b>                     |          |
| <b>3</b>    | <b>Draw subunit positons</b>                                                         |          |
| <b>4</b>    | <b>Draw subunit primary and secondary sectors of fire</b>                            |          |
| <b>5</b>    | <b>Draw weapon positions with primary sectors of fire for each</b>                   |          |
| <b>6</b>    | <b>Draw maximum engagement line for each weapon/ammunition</b>                       |          |
| <b>7</b>    | <b>Draw machine gun/cannon final protective lines or principal direction of fire</b> |          |
| <b>8</b>    | <b>Draw location of CP/OP</b>                                                        |          |
| <b>9</b>    | <b>Draw TRPs and RPs in sector</b>                                                   |          |

## **SECTOR SKETCH PREPARATION**

| <b>ITEM</b> | <b>ACTION</b>                                                                                    | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------|----------|
| <b>10</b>   | <b>Draw mines/obstacles</b>                                                                      |          |
| <b>11</b>   | <b>Draw indirect fire target locations/final protective fire locations</b>                       |          |
| <b>12</b>   | <b>Draw and label dead space</b>                                                                 |          |
| <b>13</b>   | <b>Draw patrol routes</b>                                                                        |          |
| <b>14</b>   | <b>Draw locations, sector of fire of other weapons in your sector</b>                            |          |
| <b>15</b>   | <b>Draw location of NODs for use in limited visibility plan</b>                                  |          |
| <b>16</b>   | <b>Place your unit ID, date-time group prepared, and magnetic north arrow on sketch (pencil)</b> |          |

**Notes:**

## SECTOR SKETCH PREPARATION



## OCCUPATION OF A BATTLE POSITION (BP)

| STEP | ACTION                                                                                                               | ✓ |
|------|----------------------------------------------------------------------------------------------------------------------|---|
| 1    | Move to turret-down position on BP                                                                                   |   |
| 2    | Keep rest PLT in hide position(s)                                                                                    |   |
| 3    | Recon primary, alternate & supplementary positions                                                                   |   |
| 4    | Designate general location of primary positions; move platoon                                                        |   |
| 5    | Designate primary sectors of fire/EA/TRP                                                                             |   |
| 6    | Designate alternate and supplementary positions, sectors of fire/EA/TRP                                              |   |
| 7    | Coordinate w/flank/adjacent units<br>OPs/patrols<br>Observation and fields of fire<br>Positions/routes of withdrawal |   |
| 8    | Report situation to CO/TM CDR                                                                                        |   |
| 9    | Improve position; plan routes to next BP                                                                             |   |

## **FIGHTING FROM A VEHICLE BATTLE POSITION (BP)**

| <b>STEP</b> | <b>ACTION</b>                                            | <b>✓</b> |
|-------------|----------------------------------------------------------|----------|
| <b>1</b>    | <b>Determine targets to engage</b>                       |          |
| <b>2</b>    | <b>Determine methods of target engagement</b>            |          |
| <b>3</b>    | <b>Send contact and spot report</b>                      |          |
| <b>4</b>    | <b>Issue platoon fire commands</b>                       |          |
| <b>5</b>    | <b>Call for indirect fire as needed</b>                  |          |
| <b>6</b>    | <b>Send SPOT reports</b>                                 |          |
| <b>7</b>    | <b>Move to subsequent BP</b>                             |          |
| <b>8</b>    | <b>Keep CO/TM CDR informed of situation and location</b> |          |
| <b>9</b>    | <b>Organize to fight from BPs</b>                        |          |

## **FIRE DISTRIBUTION AND CONTROL**

| <b>ITEM</b> | <b>PRINCIPLE</b>                                                                                      |
|-------------|-------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Engage critical targets first;<br/>engage laterally and in depth</b>                               |
| <b>2</b>    | <b>Avoid target overkill</b>                                                                          |
| <b>3</b>    | <b>Use fire distribution<br/>Incorporate indirect fires<br/>Use each weapon in its best role</b>      |
| <b>4</b>    | <b>Destroy most dangerous targets<br/>first, considering range, terrain and<br/>weapon capability</b> |
| <b>5</b>    | <b>Concentrate on long range targets if<br/>possible, to gain standoff advantage</b>                  |
| <b>6</b>    | <b>Take best shots; expose only<br/>systems actually needed</b>                                       |
| <b>7</b>    | <b>Control firing; conserve ammunition<br/>if possible</b>                                            |
| <b>8</b>    | <b>Avoid fratricide</b>                                                                               |
| <b>9</b>    | <b>Engage different threats<br/>simultaneously</b>                                                    |

| <b>CAMOUFLAGE</b> |                                                |          |
|-------------------|------------------------------------------------|----------|
| <b>STEP</b>       | <b>ACTION</b>                                  | <b>✓</b> |
| <b>1</b>          | <b>Prepare individual/equipment</b>            |          |
| <b>2</b>          | <b>Consider position from enemy viewpoint</b>  |          |
|                   | <b>Use natural concealment/blend</b>           |          |
|                   | <b>Reduce shine and movement</b>               |          |
|                   | <b>Observe from prone position</b>             |          |
|                   | <b>Don't skyline when moving</b>               |          |
| <b>3</b>          | <b>Inspect the following areas</b>             |          |
|                   | <b>Individuals/Fighting positions</b>          |          |
|                   | <b>Vehicles and routes in and out</b>          |          |
|                   | <b>Noise/light discipline plan</b>             |          |
|                   | <b>Camouflage nets</b>                         |          |
| <b>4</b>          | <b>Break up vehicle silhouettes - use nets</b> |          |
| <b>5</b>          | <b>Reduce glare and signatures</b>             |          |
| <b>6</b>          | <b>Reduce vehicle noise</b>                    |          |

## PHYSICAL SECURITY

| STEP | ACTION                                                   | ✓ |
|------|----------------------------------------------------------|---|
| 1    | Conduct patrols                                          |   |
| 2    | Conduct stand-to (general)                               |   |
|      | Troops ready                                             |   |
|      | Vehicles topped off/loaded/<br>ready                     |   |
|      | Basic load of missiles/ammo                              |   |
|      | Weapons loaded/ready                                     |   |
|      | Radios on/tested                                         |   |
| 3    | Conduct stand-to (evening)                               |   |
|      | Emplace vision block covers/<br>turn internal lights off |   |
|      | Ready driver's night vision<br>viewer                    |   |
|      | Test panel control lights/<br>thermal sights             |   |
|      | Prepare NVGs/NODs                                        |   |

## PHYSICAL SECURITY

| STEP | ACTION                                                            | ✓ |
|------|-------------------------------------------------------------------|---|
|      | Check all batteries                                               |   |
|      | Upload weapons/ammunition                                         |   |
|      | Inspect vehicle position to ensure no light is visible after dark |   |
| 4    | Conduct silent watch                                              |   |
|      | Assign sectors for surveillance                                   |   |
|      | Use manual, battery, or auxiliary vehicle power when possible     |   |
|      | Use radio listening silence                                       |   |
|      | Rotate troops using thermal sight(s)                              |   |
|      | Lay guns on primary AAs/EAs                                       |   |
| 5    | Post local security                                               |   |
|      | Assign sectors/observe sectors                                    |   |
|      | Adjust position(s) closer to vehicle(s) at night                  |   |

## DEFENDING DURING LIMITED VISIBILITY

| ITEM | ACTION                                                                                                     | ✓ |
|------|------------------------------------------------------------------------------------------------------------|---|
| 1    | Employ long range STANO equip (sensors, NODs, etc.)                                                        |   |
| 2    | Coordinate any movement outside battle position boundaries with higher and adjacent units                  |   |
| 3    | Redeploy some units/weapons to concentrate along dismounted avenues of approach                            |   |
| 4    | Employ scouts, OP, patrols, ambushes, and armor killer teams forward on secondary AA and between positions |   |
| 5    | Employ nuisance obstacles and early warning devices along likely night approaches                          |   |

## **DEFENDING DURING LIMITED VISIBILITY**

| <b>ITEM</b> | <b>ACTION</b>                                                                                       | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------|----------|
| <b>6</b>    | <b>Plan required movement of weapons, units, and massing of fires on enemy approaches</b>           |          |
| <b>7</b>    | <b>Rehearse movement of weapons, units, and massing of fires on enemy approaches</b>                |          |
| <b>8</b>    | <b>Reposition weapons to take advantage of differences between enemy and friendly STANO devices</b> |          |
| <b>9</b>    | <b>Plan illumination on or behind engagement areas to silhouette enemy</b>                          |          |

## **DEFENDING DURING LIMITED VISIBILITY**

| <b>ITEM</b> | <b>ACTION</b>                                                                                             | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------|----------|
| <b>10</b>   | <b>Move TRPs and/or EAs closer to defensive positions or move weapons closer to them-<br/>use METT-TC</b> |          |
| <b>11</b>   | <b>Commence adjustments to defensive organization before dark</b>                                         |          |
| <b>12</b>   | <b>Complete return to daylight positions before dawn</b>                                                  |          |
| <b>13</b>   | <b>Move closer to avenue(s) of approach you guard during bad weather</b>                                  |          |
| <b>14</b>   | <b>Be aware that sensors and radar may still penetrate bad weather</b>                                    |          |

# **FUNDAMENTALS OF DELAY**

| <b>ITEM</b> | <b>ACTION</b>                                                          | <b>✓</b> |
|-------------|------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Centralized control and decentralized execution</b>                 |          |
|             | <b>Maintain enemy contact</b>                                          |          |
|             | <b>Coordinate flank security</b>                                       |          |
| <b>2</b>    | <b>Maximize OAKOC</b>                                                  |          |
|             | <b>Observation and fields of fire</b>                                  |          |
|             | <b>Avenues of approach</b>                                             |          |
|             | <b>Key terrain</b>                                                     |          |
|             | <b>Obstacles and movement</b>                                          |          |
|             | <b>Cover and concealment</b>                                           |          |
| <b>3</b>    | <b>Force enemy to maneuver/deploy</b>                                  |          |
|             | <b>Use snipers, ambushes to slow enemy forces</b>                      |          |
|             | <b>Trade space for time</b>                                            |          |
| <b>4</b>    | <b>Use obscuraton smoke or night moves to cover withdrawing forces</b> |          |

## FUNDAMENTALS OF DELAY

| ITEM | ACTION                                                                                                                    | ✓ |
|------|---------------------------------------------------------------------------------------------------------------------------|---|
| 5    | Use obstacles                                                                                                             |   |
|      | Natural and reinforcing                                                                                                   |   |
|      | Cover by observation/fire                                                                                                 |   |
| 6    | Maintain enemy contact                                                                                                    |   |
|      | Keep enemy in sight                                                                                                       |   |
|      | Observe and adjust fires                                                                                                  |   |
| 7    | Keep free to maneuver                                                                                                     |   |
|      | <u>Avoid</u> decisive engagement                                                                                          |   |
|      | Displace to next position. Move less engaged forces first, more heavily engaged forces move under cover of security force |   |
| 8    | Missions: delay in sector or forward of a line or position for specified time                                             |   |
| 9    | Assign sectors for each committed unit/avenue of approach                                                                 |   |
| 10   | Each unit sets up own security                                                                                            |   |

## **DISENGAGEMENT PLANNING**

**1. Scheme of maneuver** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**2. Time of disengagement** \_\_\_\_\_

\_\_\_\_\_

**3. Priority of disengagement** \_\_\_\_\_

\_\_\_\_\_

**4. Location of new positions** \_\_\_\_\_

\_\_\_\_\_

**5. Size and composition of advance parties** \_\_\_\_\_

\_\_\_\_\_

**6. Size and composition of overwatch forces** \_\_\_\_\_

\_\_\_\_\_

**7. Location of overwatch forces** \_\_\_\_\_

\_\_\_\_\_

**8. Combat service support** \_\_\_\_\_

\_\_\_\_\_

## **DISENGAGEMENT ACTIONS**

| <b>ITEM</b> | <b>ACTION</b>                                                               | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Deceive the enemy with smoke, patrols, fires, radio transmissions</b>    |          |
| <b>2</b>    | <b>Use overwatch elements to keep enemy pressure off disengaging forces</b> |          |
| <b>3</b>    | <b>Maintain OPSEC/COMSEC</b>                                                |          |
| <b>4</b>    | <b>Recon/prepare routes</b>                                                 |          |
| <b>5</b>    | <b>Recon/prepare new positions</b>                                          |          |
| <b>6</b>    | <b>Plan to move wounded</b>                                                 |          |
| <b>7</b>    | <b>Plan to move equipment</b>                                               |          |
| <b>8</b>    | <b>Move CSS early</b>                                                       |          |
| <b>9</b>    | <b>Move during limited visibility</b>                                       |          |
| <b>10</b>   | <b>Use obstacles to slow enemy</b>                                          |          |

## **PASSAGE OF LINES COORDINATION**

### **(MECH)**

- 1. Disposition of the stationary force**
- 2. Contact points**
- 3. Select routes**
- 4. Size of passage lanes**
- 5. Attack position (forward move)**
- 6. Assembly area (rearward move)**
- 7. Initial location**
- 8. Time of transfer of responsibility**
- 9. Traffic control/guides**
- 10. Communications/call signs/  
frequencies**
- 11. Supporting fires**
- 12. Recognition signals**
- 13. CS/CSS**
- 14. Execution**

### **(LIGHT)**

- 1. Ask for chg to previous coordination**
- 2. Known or suspected enemy**
- 3. Fire & barrier plan**
- 4. Actions on contact**
- 5. What type support provided**

## WITHDRAWAL UNDER ENEMY PRESSURE

| ITEM | ACTION                                                                             | ✓ |
|------|------------------------------------------------------------------------------------|---|
| 1    | Withdrawal principles                                                              |   |
|      | CO CDR controls sequence of PLT withdrawals/PLT LDR controls squad movements       |   |
|      | Execute initiate break contact drill using fire, maneuver, over-watch, obscuration |   |
| 2    | Disengagement technique based on enemy status, terrain, available covering fires   |   |
|      | Simultaneous when overwatch is present; by teams; thinning the lines               |   |

## WITHDRAWAL UNDER ENEMY PRESSURE

| ITEM | ACTION                                                                     | ✓ |
|------|----------------------------------------------------------------------------|---|
| 3    | Maintain base of fire                                                      |   |
|      | Move AT weapons/tanks back first against enemy mounted attack              |   |
|      | Use Infantry in close terrain/ limited visibility/against dismounted enemy |   |
| 4    | Plan for/specify                                                           |   |
|      | Scheme for maneuver                                                        |   |
|      | Time of withdrawal                                                         |   |
|      | Location of new positions                                                  |   |
|      | Size/make-up of advance party/overwatch forces                             |   |
|      | Battle/overwatch positions                                                 |   |
|      | Routes/checkpoints                                                         |   |

## WITHDRAWAL UNDER ENEMY PRESSURE

| ITEM | ACTION                  | ✓ |
|------|-------------------------|---|
|      | Remount point(s)        |   |
|      | Evacuation of wounded   |   |
|      | Evacuation of equipment |   |
|      | Priorities              |   |
|      | Obstacles               |   |
|      | Items to destroy        |   |

Notes:

## **WITHDRAWAL NOT UNDER ENEMY PRESSURE**

| <b>ITEM</b> | <b>ACTION</b>                                                                          | <b>✓</b> |
|-------------|----------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Withdrawal principles</b>                                                           |          |
|             | <b>Speed/secretcy/deception</b>                                                        |          |
|             | <b>At night/in reduced visibility</b>                                                  |          |
|             | <b>As part of a larger force to perform another mission</b>                            |          |
| <b>2</b>    | <b>For platoon as the company security force:</b>                                      |          |
|             | <b>Cover entire company area</b>                                                       |          |
|             | <b>Reposition squads/weapons to cover withdrawal</b>                                   |          |
|             | <b>Place 1 squad's key weapons in each platoon position to cover most dangerous AA</b> |          |
|             | <b>CO XO or PLT LDR is security force leader</b>                                       |          |

## **WITHDRAWAL NOT UNDER ENEMY PRESSURE**

| <b>ITEM</b> | <b>ACTION</b>                                                              | <b>✓</b> |
|-------------|----------------------------------------------------------------------------|----------|
| <b>3</b>    | <b>Forward security force made up of 1 squad/1MG team/2 AT-4s</b>          |          |
|             | <b>Squad leader left in position is platoon security leader</b>            |          |
|             | <b>Reposition squad to cover platoon withdrawal and PLT area</b>           |          |
|             | <b>CP security force CDR controls PLT security force during withdrawal</b> |          |
| <b>4</b>    | <b>Security Force</b>                                                      |          |
|             | <b>Conceals withdrawal</b>                                                 |          |
|             | <b>Deceives enemy - keeps up normal operating patterns</b>                 |          |
|             | <b>Provides covering fire if enemy attacks</b>                             |          |
|             | <b>Withdraw when company is at next position or as ordered</b>             |          |

## WITHDRAWAL NOT UNDER ENEMY PRESSURE

| ITEM | ACTION                                                                       | ✓ |
|------|------------------------------------------------------------------------------|---|
|      | Receives withdrawal order by radio codeword                                  |   |
|      | Uses company plan to withdraw                                                |   |
|      | Reassembles to move to rear                                                  |   |
|      | If under attack, conducts fire and maneuver to rear until they break contact |   |
| 5    | Quartering party:                                                            |   |
|      | Send ahead before withdrawal                                                 |   |
|      | PSG and guide per each squad                                                 |   |
|      | Recons and selects positions/sectors/routes/OP for platoon                   |   |
|      | Meets/guides platoon into position                                           |   |
|      | PSG meets/briefs PLT LDR on position/situation                               |   |

## WITHDRAWAL NOT UNDER ENEMY PRESSURE

| ITEM | ACTION                                                  | ✓ |
|------|---------------------------------------------------------|---|
| 6    | Company OPORD contains:                                 |   |
|      | Time withdrawal will start                              |   |
|      | Location of PLT/CO assembly area and routes between     |   |
|      | Platoon mission(s) upon arrival                         |   |
|      | Size/organization/CDR of security force                 |   |
|      | Next company/platoon mission                            |   |
| 7    | Platoon leader plans:                                   |   |
|      | When his withdrawal starts                              |   |
|      | Location of squad/PLT assembly areas and routes between |   |
|      | Squad missions on arrival                               |   |
|      | Size/organization/CDR of security force                 |   |
|      | Next platoon/squad mission(s)                           |   |

## RELIEF IN PLACE

| ITEM | ACTION                                           | ✓ |
|------|--------------------------------------------------|---|
| 1    | Incoming leader recons area                      |   |
| 2    | Incoming and outgoing leaders coordinate         |   |
| 3    | Exchange liaison personnel                       |   |
| 4    | Coordinate positions of weapons and vehicles     |   |
| 5    | Exchange range cards and fire plans              |   |
| 6    | Exchange relief or organic fire support elements |   |
| 7    | Coordinate obstacles locations                   |   |
| 8    | Transfer responsibility for minefields           |   |
| 9    | Coordinate routes into and out of positions      |   |
| 10   | Coordinate vehicle guides                        |   |

## **RELIEF IN PLACE**

| <b>ITEM</b> | <b>ACTION</b>                                                         | <b>✓</b> |
|-------------|-----------------------------------------------------------------------|----------|
| <b>11</b>   | <b>Transfer excess ammo, POL, and other material to incoming unit</b> |          |
| <b>12</b>   | <b>Coordinate communications during relief</b>                        |          |
| <b>13</b>   | <b>Coordinate enemy situation and intelligence</b>                    |          |
| <b>14</b>   | <b>Coordinate sequence of relief</b>                                  |          |
| <b>15</b>   | <b>Coordinate time of change of responsibility for the area</b>       |          |

**Notes:**

## **PATROL PLANNING STEPS**

| <b>STEP</b> | <b>ACTION</b>                                                | <b>✓</b> |
|-------------|--------------------------------------------------------------|----------|
| <b>1</b>    | <b>Identify actions on objective then plan backward</b>      |          |
| <b>2</b>    | <b>Analyze mission in accordance with factors of METT-TC</b> |          |
| <b>3</b>    | <b>Task organize</b>                                         |          |
| <b>4</b>    | <b>Organize patrol</b>                                       |          |
| <b>5</b>    | <b>Select personnel/weapons and equipment</b>                |          |
| <b>6</b>    | <b>Issue warning order</b>                                   |          |
| <b>7</b>    | <b>Coordinate</b>                                            |          |
| <b>8</b>    | <b>Make reconnaissance</b>                                   |          |
| <b>9</b>    | <b>Complete detailed plans</b>                               |          |
| <b>10</b>   | <b>Issue order</b>                                           |          |
| <b>11</b>   | <b>Supervise/inspect/rehearse</b>                            |          |
| <b>12</b>   | <b>Execute mission</b>                                       |          |

## **PATROL COORDINATION**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                          | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Between leader and battalion staff or company commander</b>              |          |
|             | <b>Changes/updates to enemy situation</b>                                   |          |
|             | <b>Best use of terrain for routes, RPs, and patrol bases (PBs)</b>          |          |
|             | <b>Light/weather data</b>                                                   |          |
|             | <b>Changes in friendly situation</b>                                        |          |
|             | <b>Attachment of soldiers with special skills/equipment</b>                 |          |
|             | <b>Use/location of landing zones</b>                                        |          |
|             | <b>Departure and reentry of friendly lines</b>                              |          |
|             | <b>Fire support on objective and along planned primary/alternate routes</b> |          |
|             | <b>Rehearsal areas &amp; times</b>                                          |          |
|             | <b>Special equipment</b>                                                    |          |

## **PATROL COORDINATION**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                                              | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------|----------|
|             | <b>Transportation support</b>                                                                   |          |
|             | <b>Signal plan</b>                                                                              |          |
| <b>2</b>    | <b>Coord with unit through which PLT/SDQ will conduct forward and rearward passage of lines</b> |          |
| <b>3</b>    | <b>Patrol leader coordinates with leaders of other patrols</b>                                  |          |

**Notes:**

## **COMPLETE THE PLAN**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                                                                                                                            | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Mission essential and supporting tasks on objective, RPs, danger areas, security/surveillance locations, along routes/passage lanes</b>                                    |          |
| <b>2</b>    | <b>Key travel and execution times for movement, leader recon, establishment of security, completion of tasks on objective, movement to ORP, return through friendly lines</b> |          |
| <b>3</b>    | <b>Primary and alternate routes</b>                                                                                                                                           |          |
| <b>4</b>    | <b>Signals, including rehearsal of special signals</b>                                                                                                                        |          |
| <b>5</b>    | <b>Challenge and password forward of friendly lines (SOI not forward of FEBA)</b>                                                                                             |          |

## COMPLETE THE PLAN

| ITEM | DESCRIPTION                                       | ✓ |
|------|---------------------------------------------------|---|
| 6    | Actions on enemy contact, including WIA/KIA, EPWs |   |
| 7    | Contingency plans                                 |   |
|      | Where leader is going                             |   |
|      | Who else is going along                           |   |
|      | Amount of time leader is planning to be gone      |   |
|      | Actions to be taken if leader does not return     |   |
|      | Actions on chance contact while leader is gone    |   |

## **DEPARTURE FROM FRIENDLY LINES**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                                                                                                        |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Coordinate with CDR of forward unit/leaders of other patrols<br/>SOI, plans, password, procedures, rally points, enemy information</b>                 |
| <b>2</b>    | <b>Patrol leader provides unit ID, patrol size, departure and return times, AO</b>                                                                        |
|             | <b>Forward unit provide information on terrain, enemy positions/activity, ambush sites, friendly positions, OPs, and obstacles</b>                        |
| <b>3</b>    | <b>Planning<br/>Move to initial rally point<br/>Complete final coordination<br/>Move to/through passage point/<br/>single file<br/>Establish security</b> |

## RALLY POINTS

| ITEM | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | <b>Selection</b><br><b>Easy to find</b><br><b>Offer cover &amp; concealment</b><br><b>Away from natural lines of drift</b><br><b>Defendable for short periods</b>                                                                                                                                                                                                                                                                               |
| 2    | <b>Types</b><br><b><u>Initial</u> - inside friendly lines</b><br><b><u>En route</u> - every 100-400 meters</b><br><b>based on terrain, vegetation,</b><br><b>visibility</b><br><b><u>Objective rally point (ORP)</u> out of</b><br><b>sight, sound, small arms range</b><br><b><u>Reentry rally point</u> outside friendly</b><br><b>final protective fire (FPF)</b><br><b><u>Near &amp; far side rally points</u> -</b><br><b>danger areas</b> |

## **PATROL REPORT (DEBRIEFED)**

**A. Patrol size and composition** \_\_\_\_\_

**B. Mission (type, location, purpose of patrol)** \_\_\_\_\_

**C. Time of Departure and return** \_\_\_\_\_

**D. Routes out and back (checkpoints, grid, overlays)** \_\_\_\_\_

**E. Description of terrain and enemy position** \_\_\_\_\_

**F. Results of enemy encounters** \_\_\_\_\_

**G. Misc information/map corrections** \_\_\_\_\_

**H. Condition of personnel** \_\_\_\_\_

**I. Conclusions/recommendations** \_\_\_\_\_

## **SELECTION OF A PATROL BASE**

| <b>STEP</b> | <b>ACTION</b>                                                                                  | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Pick tentative patrol base site from map or aerial recon</b>                                |          |
| <b>2</b>    | <b>Plan for alternate site; recon and observe until occupied or not needed</b>                 |          |
| <b>3</b>    | <b>Select site considering lack of tactical value to enemy, terrain, trafficability, water</b> |          |
| <b>4</b>    | <b>Plan for OPs/commo with OPs</b>                                                             |          |
| <b>5</b>    | <b>Plan for defense of patrol base, withdrawal routes, rally and rendezvous points</b>         |          |
| <b>6</b>    | <b>Provide security/alert plan, camouflage, noise/light/litter discipline</b>                  |          |
| <b>7</b>    | <b>Avoid enemy positions, built up areas, ridges, roads/trails, slopes</b>                     |          |

## **OCCUPATION OF A PATROL BASE**

| <b>STEP</b> | <b>ACTION</b>                                                           |
|-------------|-------------------------------------------------------------------------|
| <b>1</b>    | <b>Approach - halt patrol<br/>Conduct leader recon of site</b>          |
| <b>2</b>    | <b>Recon</b>                                                            |
|             | <b>Patrol leader designates entry point/CP at center of base</b>        |
|             | <b>Element leaders recon sectors and return to CP</b>                   |
|             | <b>Leader sends 2 pers to bring patrol forward</b>                      |
| <b>3</b>    | <b>Occupation single file/camouflaged</b>                               |
| <b>4</b>    | <b>Leader checks perimeter by meeting element leaders in turn</b>       |
| <b>5</b>    | <b>R&amp;S team recon forward, move clockwise</b>                       |
| <b>6</b>    | <b>R&amp;S teams report enemy activity, OPs, RPs, withdrawal routes</b> |
| <b>7</b>    | <b>Leader designates routes and RPs outside</b>                         |
| <b>8</b>    | <b>Each element sets commo, OPs</b>                                     |

## **PATROL BASE ACTIVITIES**

| <b>STEP</b> | <b>ACTION</b>                                                 |
|-------------|---------------------------------------------------------------|
| <b>1</b>    | <b>Security</b>                                               |
|             | <b>One point of entry/exit</b>                                |
|             | <b>Noise/light/litter discipline - challenge all</b>          |
|             | <b>Aiming stakes &amp; claymores placed</b>                   |
|             | <b>Each squad establishes OP</b>                              |
|             | <b>Each squad digs hasty positions</b>                        |
|             | <b>SLs prep sector sketch/range cards</b>                     |
| <b>2</b>    | <b>Alert plan and stand-to time day/night</b>                 |
|             | <b>Check positions, OPs, rotate leaders</b>                   |
| <b>3</b>    | <b>Withdrawal plan</b>                                        |
|             | <b>Signals, order, rendezvous point</b>                       |
| <b>4</b>    | <b>Maintenance plan for weapons, communications, and NVDs</b> |
| <b>5</b>    | <b>Sanitation &amp; personal hygiene plan</b>                 |
| <b>6</b>    | <b>Mess plan and water resupply</b>                           |
| <b>7</b>    | <b>Sterilize upon departure</b>                               |

## **PRINCIPLES OF A RAID**

| <b>ITEM</b> | <b>TASKS</b>                                                                                         | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Conduct with combat patrol;<br/>plan withdrawal</b>                                               |          |
| <b>2</b>    | <b>Attack /destroy position/<br/>installation</b>                                                    |          |
| <b>3</b>    | <b>Destroy or capture enemy troops/<br/>equipment</b>                                                |          |
| <b>4</b>    | <b>Rescue friendly personnel</b>                                                                     |          |
| <b>5</b>    | <b>Gather Priority Intelligence<br/>Requirements (PIR)</b>                                           |          |
| <b>6</b>    | <b>Do not become decisively<br/>engaged</b>                                                          |          |
| <b>7</b>    | <b>Attack when least expected, in<br/>poor visibility, from unexpected<br/>direction and terrain</b> |          |
| <b>8</b>    | <b>Concentrate fire at critical points</b>                                                           |          |
| <b>9</b>    | <b>Achieve violence by surprise,<br/>massed fire, aggressive attack</b>                              |          |

## **CONDUCT A RAID**

| <b>STEP</b> | <b>ACTION</b>                                                                                        | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Patrol move to ORP for recon</b>                                                                  |          |
|             | <b>Recon &amp; secure ORP, conduct leader recon of objective</b>                                     |          |
|             | <b>Coordinate movements of elements to objective</b>                                                 |          |
| <b>2</b>    | <b>Security element duties</b>                                                                       |          |
|             | <b>Move to positions, secure ORP</b>                                                                 |          |
|             | <b>Block avenues of approach into/prevent escape from objective area- seal off area</b>              |          |
|             | <b>Inform patrol leader of changes on objective</b>                                                  |          |
|             | <b>Shoot only if detected or on order; cover withdrawal of assault and support elements from ORP</b> |          |

## CONDUCT A RAID

| STEP | ACTION                                                        | ✓ |
|------|---------------------------------------------------------------|---|
| 3    | Support element duties:                                       |   |
|      | Move into position prior to assault element                   |   |
|      | Cover withdrawal of assault element                           |   |
|      | Withdraw on order/signal                                      |   |
| 4    | Assault element duties:                                       |   |
|      | Deploy close to objective for immediate assault (if detected) |   |
|      | Seize, secure objective when supporting fire lifts or shifts  |   |
|      | Protect demolition/search teams                               |   |
|      | Withdraw on order/signal                                      |   |
| 5    | Reorganize patrol 1km or 1 terrain feature from ORP           |   |
|      | Report                                                        |   |
|      | Redistribute ammunition                                       |   |
|      | Treat casualties                                              |   |
|      | Disseminate information                                       |   |

## PRINCIPLES OF AN AMBUSH

| ITEM | PRINCIPLE                                                                       | ✓ |
|------|---------------------------------------------------------------------------------|---|
| 1    | Place effective fires into entire kill zone - assign sectors                    |   |
| 2    | Use well-trained teams with simple plan and prior recon                         |   |
| 3    | Maintain security, especially when returning to friendly psn                    |   |
| 4    | Soldier and weapon placement - priority to concealment and fields of fire       |   |
| 5    | Clear signals to open/shift/cease fire                                          |   |
| 6    | <u>Point ambush</u> - enemy attacked in single kill zone                        |   |
| 7    | <u>Area ambush</u> - unit deploys to two or more related point ambushes in area |   |
|      | Security elements/teams on flank and rear if possible                           |   |

# PRINCIPLES OF AN AMBUSH

| ITEM | PRINCIPLE                                                                                                                                                               | ✓ |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
|      | PLT LDR reorganizes into 3 elements: assault , support , and security element                                                                                           |   |
|      | Man trap/natural boundary on far side of kill zone<br>Plan indirect fires to seal area & cover withdrawal<br>Initiate with most casualty producing weapon - have backup |   |
| 8    | <u>Vehicular ambush</u> - stop lead and trail vehicles in kill zone; kill armor first                                                                                   |   |
| 9    | <u>Night ambush</u> similar to day                                                                                                                                      |   |
|      | Control soldiers/issue clear orders and signals                                                                                                                         |   |
|      | Use sector stakes<br>Move to position after EENT<br>Plan illumination                                                                                                   |   |

## **ORGANIZE AN AMBUSH**

| <b>STEP</b> | <b>ACTION</b>                                                                                                   | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Point or area? L-shaped or linear?</b>                                                                       |          |
| <b>2</b>    | <b>Are routes to and from concealed and known to all?</b>                                                       |          |
| <b>3</b>    | <b>Do positions provide early warning &amp; effective fires onto kill zone?</b>                                 |          |
| <b>4</b>    | <b>Is kill zone isolated and dead space covered w/mines, demolitions, and indirect fire?</b>                    |          |
| <b>5</b>    | <b>Does everyone know signal (and backup) to warn of enemy approach, initiate ambush, shift/lift, withdraw?</b> |          |
| <b>6</b>    | <b>Does everyone know withdrawal routes and sequence?</b>                                                       |          |

## **ORGANIZE AN AMBUSH**

| <b>STEP</b> | <b>ACTION</b>                                                        | <b>✓</b> |
|-------------|----------------------------------------------------------------------|----------|
| <b>7</b>    | <b>Are routes covered by mines or indirect fire if ambush fails?</b> |          |
| <b>8</b>    | <b>Does everyone know what to do if ambush detected?</b>             |          |
| <b>9</b>    | <b>What is the running password?</b>                                 |          |
| <b>10</b>   | <b>Does everyone know teams/ tasks?</b>                              |          |

**Notes:**

## CONDUCT AN AMBUSH

| STEP | ACTION                                                    | ✓ |
|------|-----------------------------------------------------------|---|
| 1    | Ambush formation based on METT-TC/overall situation       |   |
|      | Ease of control/target                                    |   |
| 2    | Patrol halt at ORP                                        |   |
|      | Establish security/confirm location                       |   |
|      | Recon objective to confirm plan                           |   |
|      | Return to ORP/leave R&S team                              |   |
| 3    | <u>Security</u> element secure ORP & flank of ambush site |   |
| 4    | <u>Support/assault</u> elements leave ORP                 |   |
|      | When security in position                                 |   |
|      | Occupy positions                                          |   |
|      | Support overwatches assault move to ambush site           |   |

## **CONDUCT AN AMBUSH**

| <b>STEP</b> | <b>ACTION</b>                                                                                              | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------|----------|
| <b>5</b>    | <b>Patrol waits for target after all elements in position</b>                                              |          |
| <b>6</b>    | <b>Security team alerts patrol on enemy direction of movement, target size, special weapons/ equipment</b> |          |
| <b>7</b>    | <b>Patrol ldr alerts other elements</b>                                                                    |          |
|             | <b>Initiates when most of target in kill zone</b>                                                          |          |
|             | <b>Lift/shift fire if assault into zone required</b>                                                       |          |
| <b>8</b>    | <b>Withdraw to ORP for accountability, disseminate information, return to friendly position</b>            |          |

## PLAN A RECON MISSION

| STEP | ACTION                                              | ✓ |
|------|-----------------------------------------------------|---|
| 1    | Make estimate of the situation                      |   |
|      | Current intelligence                                |   |
|      | Capabilities of unit                                |   |
|      | Task organize to support mission                    |   |
| 2    | Plan                                                |   |
|      | Intelligence                                        |   |
|      | Deceptive measures                                  |   |
|      | Use of smallest unit possible to accomplish mission |   |
|      | Methods to remain undetected                        |   |
|      | Use of STANO devices                                |   |
|      | Rehearsal                                           |   |
|      | Ways to minimize audio and electronic equipment     |   |
|      | Inspection of recon force and equipment             |   |

## PLAN A RECON MISSION

| STEP | ACTION               | ✓ |
|------|----------------------|---|
| 3    | Subordinate missions |   |
|      | Command and control  |   |
|      | Recon of objective   |   |
|      | Security of force    |   |

Notes:

## **RECON ZONE**

| <b>ITEM</b> | <b>METHOD</b>                                                                                                                            |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Use fan method</b>                                                                                                                    |
|             | <b>PLT LDR selects series of ORPs through zone</b>                                                                                       |
|             | <b>Select recon routes to and from ORP - overlapping routes form fan shaped pattern around ORP. Recon elements recon adjacent routes</b> |
|             | <b>After recon complete, move to next ORP and repeat</b>                                                                                 |
| <b>2</b>    | <b>Use converging routes method</b>                                                                                                      |
|             | <b>Leader select ORP. Recon routes through zone, and then a link up point</b>                                                            |
|             | <b>Each element recons own route; entire unit links up at end</b>                                                                        |

## **RECON ZONE**

| <b>ITEM</b> | <b>METHOD</b>                                                           |
|-------------|-------------------------------------------------------------------------|
| <b>3</b>    | <b>Use successive sectors method</b>                                    |
|             | <b>Leader selects ORP, a series of recon routes, and link up points</b> |
|             | <b>Each link up point becomes ORP for next phase</b>                    |

**Notes:**

## RECON AREA

| ITEM | METHOD                                                                                                                          |
|------|---------------------------------------------------------------------------------------------------------------------------------|
| 1    | <u>Separate</u> recon and security elements if objective restricted in area, clearly defined, with specific avenues of approach |
|      | Conduct leader recon                                                                                                            |
|      | Designate positions for security team                                                                                           |
|      | Security teams move on covered and concealed routes to positions                                                                |
|      | After security in place, recon element departs ORP to recon objective                                                           |
|      | After objective recon, recon element and security return to ORP and disseminate information <u>OR ...</u>                       |

| <b>RECON AREA</b> |                                                                                                                                                                 |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ITEM</b>       | <b>METHOD</b>                                                                                                                                                   |
| <b>2</b>          | <b>Combine R&amp;S elements if objective not clearly defined and located, and terrain does not permit PLT to secure objective area or if detection possible</b> |
|                   | <b>One R&amp;S team stay in ORP to act as reaction force in case of contact</b>                                                                                 |
|                   | <b>Several R&amp;S teams recon separate parts of objective, then link up at ORP</b>                                                                             |
|                   | <b>2 R&amp;S teams use ORP as release point, then link up at point on far side of objective</b>                                                                 |
|                   | <b>1 R&amp;S team w/one follow-on security team to follow, acts as quick reaction force; entire unit departs when recon complete</b>                            |

## **RECON AREA**

| <b>ITEM</b>   | <b>METHOD</b>                                                                                                  |
|---------------|----------------------------------------------------------------------------------------------------------------|
| <b>3</b>      | <b>Recon objective by long range surveillance if possible; short range surveillance if required by METT-TC</b> |
|               | <b>Avoid detection</b>                                                                                         |
|               | <b>Observe/collect/record information about enemy</b>                                                          |
|               | <b>Use binoculars</b>                                                                                          |
|               | <b>Use well-rehearsed plan</b>                                                                                 |
|               | <b>Cover movement with battlefield noise</b>                                                                   |
|               | <b>Establish control measures, alternate routes, fire support</b>                                              |
| <b>Notes:</b> |                                                                                                                |

# NBC-1 REPORT

| LINE     | ITEM                                                                     | *CHEM/BIO |
|----------|--------------------------------------------------------------------------|-----------|
| <b>B</b> | Position of observer - (UTM coord)                                       |           |
| <b>C</b> | Direction of attack from observer<br>(Degrees) (Mils)                    |           |
| <b>D</b> | Date-time group of detonation/<br>*area attacked (DTC)                   |           |
| <b>F</b> | Location of attack/*area attacked<br>(Actual) (Estimated)<br>(UTM coord) |           |
| <b>G</b> | Means of delivery (artillery,<br>mortar, spray, etc.)                    |           |
| <b>H</b> | Height of burst/*type of agent<br>(Air) (Surface) (Unknown)              |           |

## **NBC-4 REPORT**

| <b>LINE</b> | <b>ITEM</b>                                                                   |
|-------------|-------------------------------------------------------------------------------|
| <b>H</b>    | <b>Height of burst/*agent-type<br/>(Air) (Surface) (Unknown)</b>              |
| <b>Q</b>    | <b>Location of reading (UTM coord)<br/>(Air) (Liquid)</b>                     |
| <b>R</b>    | <b>Dose rate - measure in open,<br/>1 meter above the ground<br/>(cGy/hr)</b> |
| <b>S</b>    | <b>DTG of initial reading</b>                                                 |

## NBC-PRIOR TO ATTACK

| STEP | ACTION                                                                   | ✓ |
|------|--------------------------------------------------------------------------|---|
| 1    | Increase MOPP level IAW intel                                            |   |
| 2    | Set up chemical agent alarm<br>100-150 m out and upwind                  |   |
|      | Prevent tampering                                                        |   |
|      | Attach M42 to M43A1 w/wire<br>(MAX 400M); place near PLT<br>command post |   |
|      | Reservice/check every 24 hrs                                             |   |
| 3    | Affix M8/M9 detector paper                                               |   |
| 4    | Prepare overhead cover                                                   |   |
| 5    | Alert detection teams, M256 kit                                          |   |
| 6    | Leaders check for readiness                                              |   |
| 7    | Cover equipment not in active<br>use                                     |   |

| <b>NBC-DURING ATTACK</b> |                                                                                                                        |          |
|--------------------------|------------------------------------------------------------------------------------------------------------------------|----------|
| <b>STEP</b>              | <b>ACTION</b>                                                                                                          | <b>✓</b> |
| <b>1</b>                 | <b>STOP BREATHING, MASK AND GIVE ALARM</b>                                                                             |          |
|                          | <b>Warn subordinate and higher units: send "GAS, GAS, GAS, AND GRID" message</b>                                       |          |
|                          | <b>Leaders give order to mask and take protective action</b>                                                           |          |
| <b>2</b>                 | <b>Seek overhead cover for self, cover equipment, close up vehicle</b>                                                 |          |
| <b>3</b>                 | <b>Decontaminate<br/>M258A1/M291 on skin and equipment<br/>M11/M13DAP to apply DS2</b>                                 |          |
| <b>4</b>                 | <b>Go to MOPP4</b>                                                                                                     |          |
| <b>5</b>                 | <b>Initiate detection measures:<br/>vapor M256 kit; liquid M8/M9 paper;<br/>close inlet/outlet ports of M8A1 alarm</b> |          |

## **NBC-DURING ATTACK**

| <b>STEP</b> | <b>ACTION</b>                                 | <b>✓</b> |
|-------------|-----------------------------------------------|----------|
| <b>6</b>    | <b>Report; send follow up NBC1 reports</b>    |          |
| <b>7</b>    | <b>Leaders check personnel and protection</b> |          |
| <b>8</b>    | <b>Continue the mission</b>                   |          |

**Notes:**

## NBC-AFTER ATTACK

| STEP | ACTION                                                                           | ✓ |
|------|----------------------------------------------------------------------------------|---|
| 1    | CONTINUE THE MISSION                                                             |   |
| 2    | Minimize effects on personnel/<br>equipment                                      |   |
| 3    | Inform command post of extent<br>of contamination                                |   |
|      | Mark personnel, equipment ,and<br>areas                                          |   |
| 4    | Maintain MOPP4 until ordered<br>to lower level                                   |   |
| 5    | Decontaminate personnel<br>w/M258A1/M291 kits;<br>Apply DS-2 to vehicles         |   |
|      | Hasty decontamination: MOPP<br>gear exchange, vehicle wash<br>down w/M17LDS, M12 |   |

## **NBC-AFTER ATTACK**

| <b>STEP</b> | <b>ACTION</b>                                                                                   | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------|----------|
|             | <b>Deliberate decontamination:<br/>detailed troop (unit), equipment<br/>(decontaminate PLT)</b> |          |
| <b>6</b>    | <b>Casualties - decontaminate with<br/>PDK and wrapped as appropriate</b>                       |          |

**Notes:**

## UNMASKING WITH CHEMICAL AGENT DETECTOR KIT

| STEP | ACTION                                                                                                       | ✓ |
|------|--------------------------------------------------------------------------------------------------------------|---|
| 1    | Use all available detection equipment (M8 & M9 paper, chemical alarms, etc.) before proceeding               |   |
| 2    | Get commander's approval                                                                                     |   |
| 3    | Employ M256 or M256A1 Detector Kit                                                                           |   |
| 4    | If no chemical agent detected, have 1-2 soldiers unmask <u>in shade</u> for 5 minutes; remask for 10 minutes |   |
| 5    | Check for symptoms; if none, others may unmask; remain alert for symptoms.                                   |   |

## **UNMASK WITHOUT CHEMICAL AGENT DETECTOR KIT**

| <b>STEP</b> | <b>ACTION</b>                                                                                                   | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Use all available detection equip-<br/>(M8 &amp; M9 paper, chemical<br/>alarms, etc.) before proceeding</b>  |          |
| <b>2</b>    | <b>Get commander's approval</b>                                                                                 |          |
| <b>3</b>    | <b>Have 1-3 soldiers hold breath<br/>&amp; break seal of mask <u>in shade</u><br/>for 15 seconds, eyes open</b> |          |
| <b>4</b>    | <b>Reseal, clear and check masks,<br/>wait 10 minutes</b>                                                       |          |
| <b>5</b>    | <b>Check for symptoms; if none,<br/>break seal of mask, take 2-3<br/>breaths; repeat Step 4</b>                 |          |
| <b>6</b>    | <b>If no symptoms, have soldiers<br/>unmask for 5 minutes; remask<br/>for 10 minutes</b>                        |          |
| <b>7</b>    | <b>Check for symptoms; if none,<br/>others may unmask; remain<br/>alert for symptoms</b>                        |          |

# MOPP LEVELS

| MOPP LEVEL | OVER-GARMENTS       | OVERBOOTS | MASK/HOOD | GLOVES  |
|------------|---------------------|-----------|-----------|---------|
| 0          | Carried             | carried   | carried   | carried |
| 1          | Worn open or closed | carried   | carried   | carried |
| 2          | Worn open or closed | worn      | carried   | carried |
| 3          | Worn open or closed | worn      | worn      | carried |
| 4          | Worn closed         | worn      | worn      | worn    |

## **DETAILED TROOP DECON**

| <b>STEP</b> | <b>ACTION</b>                                          | <b>✓</b> |
|-------------|--------------------------------------------------------|----------|
| <b>1</b>    | <b>Equipment decontamination</b>                       |          |
| <b>2</b>    | <b>Mask/hood decontamination and boot shuffle</b>      |          |
| <b>3</b>    | <b>Remove over garment jacket-high jumper trousers</b> |          |
| <b>4</b>    | <b>Remove boot and glove</b>                           |          |
| <b>5</b>    | <b>Monitor (medical/contamination evaluation)</b>      |          |
| <b>6</b>    | <b>Mask removal (vapor control line)</b>               |          |
| <b>7</b>    | <b>Mask decontamination</b>                            |          |
| <b>8</b>    | <b>Re-issue point</b>                                  |          |

## MOPP GEAR EXCHANGE

| STEP     | ACTION                                                             | ✓ |
|----------|--------------------------------------------------------------------|---|
|          | <b>*solo    **buddy team assist</b>                                |   |
| <b>1</b> | <b>Gear drop and decontaminate*</b>                                |   |
| <b>2</b> | <b>Decontaminate hood and roll**</b>                               |   |
| <b>3</b> | <b>Remove overgarment**<br/>jacket black side out<br/>trousers</b> |   |
| <b>4</b> | <b>Remove overboots and step<br/>on jackets**</b>                  |   |
|          | <b>Remove CP gloves**</b>                                          |   |
| <b>5</b> | <b>Put on overgarment*</b>                                         |   |
| <b>6</b> | <b>Put on overboots*</b>                                           |   |
| <b>7</b> | <b>Put on CP gloves*</b>                                           |   |
| <b>8</b> | <b>Roll down and secure hood**</b>                                 |   |
| <b>9</b> | <b>Secure gear*</b>                                                |   |

## **MARK CONTAMINATED AREA: RADIOLOGICAL/BIO/CHEM**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                                                                                                               | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Locate/identify contaminated area</b>                                                                                                                                                                                                                    |          |
| <b>2</b>    | <b>For <u>radiological</u> use marker labeled ATOM. Print information so word "ATOM" faces toward you and in upright position: print dose rate (centigrays/hr ); date/ time (state ZULU or local) of reading and detonation. If unknown print "UNKNOWN"</b> |          |
| <b>3</b>    | <b>For <u>biological</u> use marker labeled BIO; for <u>chemical</u> use marker labeled GAS. Use same procedures as above, stating type of agent, if known</b>                                                                                              |          |
| <b>4</b>    | <b>Position markers so information faces away from contaminated area</b>                                                                                                                                                                                    |          |

## **MARK CONTAMINATED AREA: RADIOLOGICAL/BIO/CHEM**

| <b>STEP</b> | <b>ACTION</b>                                                                                                        | <b>✓</b> |
|-------------|----------------------------------------------------------------------------------------------------------------------|----------|
| <b>5</b>    | <b>Attach markers so they can be seen from all routes through area; ensure each is visible from previous marker.</b> |          |
| <b>6</b>    | <b>Place ATOM markers at locations where dose rate measures 1 centi-gray/hr (cGy/hr) or more</b>                     |          |

**Notes:**

# **PREPARE FOR NBC ATTACK/ PROTECT AGAINST ELECTROMAGNETIC PULSE**

| <b>STEP</b> | <b>ACTION</b>                                                                                                    | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Ensure ALL items are covered or dug in when not in use</b>                                                    |          |
| <b>2</b>    | <b>Park vehicles with air vents away from winds; close hatches, doors, etc.</b>                                  |          |
| <b>3</b>    | <b>Protect electronic equipment against EMP by disconnecting antennas and spare equipment; shield with metal</b> |          |
| <b>4</b>    | <b>Use highest frequency possible; never use commercial power. Keep cable and wire short; bury 18"</b>           |          |
| <b>5</b>    | <b>Use remote sets only when required; use common ground for all equipment; insulate antenna guy lines</b>       |          |

## **SUPERVISE RADIATION MONITORING**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                 | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>List grid coordinates of central point in area</b>                                                                                         |          |
| <b>2</b>    | <b>Tell IM-174/AN/VDR-2 operator to take readings from central point hourly; check that operator uses IM-174/AN/VDR-2 correctly</b>           |          |
| <b>3</b>    | <b>Have operator report readings to you immediately; use NBC-4 report</b>                                                                     |          |
| <b>4</b>    | <b>Take continuous readings if reading is 1 or more cGy/hr; fallout warning received or nuclear burst seen; if moving to another location</b> |          |
| <b>5</b>    | <b>Check hourly when reading drops below 1 cGy/hr</b>                                                                                         |          |

## **USING A DOSIMETER**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                          | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Hold viewing end of dosimeter up to your eye, pointing toward light but not directly into the sun. An IM93 must be held parallel to the ground.</b> |          |
| <b>2</b>    | <b>Point where vertical hairline crosses scale is total amount of radiation received in cGy</b>                                                        |          |
| <b>3</b>    | <b>Report the number of cGy to your commander</b>                                                                                                      |          |

**Notes:**

## **COLLECT/REPORT TOTAL RADIATION DOSE**

| <b>STEP</b> | <b>ACTION</b>                                                                                             | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Turn in for recharging any dosimeter that does not read 0; recharge dosimeters daily</b>               |          |
| <b>2</b>    | <b>Have soldiers who perform duties in unit's area wear dosimeters</b>                                    |          |
| <b>3</b>    | <b>Collect readings from soldiers at the same time, at least once daily; ensure readings are accurate</b> |          |
| <b>4</b>    | <b>Add reported readings together; divide by number of readings</b>                                       |          |
| <b>5</b>    | <b>Round up to nearest 10 and report reading to commander</b>                                             |          |

## **PRINCIPLES OF FIRE SUPPORT PLANNING/COORDINATION**

| <b>ITEM</b> | <b>PRINCIPLE</b>                                                                                                                      | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Plan early and continuously</b>                                                                                                    |          |
| <b>2</b>    | <b>Consider all available resources and means of fire support: mortars, artillery, attack helicopters, or close air support (CAS)</b> |          |
| <b>3</b>    | <b>Select most effective asset and avoid duplication-check with higher</b>                                                            |          |
| <b>4</b>    | <b>Provide flexibility and safe fires</b>                                                                                             |          |
| <b>5</b>    | <b>Insure continuous targeting - likely, known and suspected enemy locations</b>                                                      |          |
| <b>6</b>    | <b>Before LD, LD to OBJ, on OBJ, beyond OBJ</b>                                                                                       |          |
| <b>7</b>    | <b>Use lowest echelon possible</b>                                                                                                    |          |

## **CALL FOR FIRE**

| <b>STEP</b> | <b>DESCRIPTION</b>                                                                                                                                                                                                                        |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             | <b>STEPS 1-3 ARE REQUIRED</b>                                                                                                                                                                                                             |
| <b>1</b>    | <b>Observer ID and warning order:<br/>Adjust fire<br/>Fire for effect (FFE)<br/>Suppress (Target #)<br/>Immediate suppression (Grid)</b>                                                                                                  |
| <b>2</b>    | <b>Target location methods<br/>Grid - 6 digit grid/direction<br/>Polar - direction, distance<br/>Shift from a known point - direction<br/>to target, add or drop, left or right<br/>(direction is always from observer to<br/>target)</b> |
| <b>3</b>    | <b>Target description (SNAP)<br/>Size/shape<br/>Nature/nomenclature<br/>Activity<br/>Protection</b>                                                                                                                                       |

## **CALL FOR FIRE**

| <b>STEP</b> | <b>DESCRIPTION</b>                                                                                                                                                             |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>4</b>    | <b>Method of engagement</b><br>Type of adjustments<br>Danger close<br>Trajectory, Ammunition<br>Distribution                                                                   |
| <b>5</b>    | <b>Method of fire and control</b><br>At my command/Cannot observe<br>Time on target<br>Continuous/coordinated illum<br>Cease loading<br>Check firing/Continuous fire<br>Repeat |
| <b>6</b>    | <b>Refinement &amp; end of mission</b><br>Correct, record, report<br>battle damage assessment                                                                                  |

# CALL FOR FIRE CARD

(STEPS 4 & 5 ARE OPTIONAL)

ID:

STEP 1

WARNING ORDER: AF / FFE / S / IS POLAR / SHIFT (GRID)

.....

LOCATION: (POLAR) DIR DIS

(SHIFT) DIR

L/R +/-

STEP 2

(GRID)

DESCRIPTION:

STEP 3 STEP 4 STEP 5

METHOD OF ENGAGEMENT:

METHOD OF CONTROL:

\* DO NOT SAY WORDS IN PARENTHESES



## MORTAR/ARTILLERY CAPABILITIES

| NAME         | RANGE             | TYPE                           |
|--------------|-------------------|--------------------------------|
| 60mm/M224    | 70-3500           | HE WP ILLUM                    |
| 81mm/M29A1   | 70-4790           | HE WP ILLUM                    |
| 81mm/M252    | 73-5600           | HE WP ILLUM<br>(red parachute) |
| 120mm/M121   | 200-7200          | HE SMOKE ILLUM                 |
|              |                   |                                |
| NAME         | PLANNING<br>RANGE | ROF -<br>MAX/SUST              |
| 105MM/M102   | 11,500            | 10 RPM/3 RPM                   |
| 105MM/M119   | 14,000            | 6 RPM/3 RPM                    |
| 155MM/M198   | 18,100            | 4 RPM/1 RPM                    |
| 155MM/M109   | 18,100            | 4 RPM/1 RPM                    |
| 155MM/M109A6 | 23,500            | 6 RPM/1 RPM                    |
| Paladin      | RAP               |                                |
| 227MM/MLRS   | 30KM              | 12 RDS/M                       |
| MLRS(ATACM)  | 100KM             | 2 missiles/18sec               |

## AFV WEAPON CAPABILITIES EFFECTIVE RANGE (METERS)

|                   | M240B<br>7.62<br>MM | M2<br>.50<br>CAL | 25MM               | MK19<br>40MM | 105/120<br>MM      | TOW<br>MSL |
|-------------------|---------------------|------------------|--------------------|--------------|--------------------|------------|
| HMMWV<br>M996     | 900                 | 1800             |                    | 2200         |                    | 3750       |
| M113<br>APC*      |                     | 1800             |                    | 2200         |                    | 3750       |
| M2/3<br>BFV       | 900                 |                  | 2000 AP<br>3000 HE |              |                    | 3750       |
| M1/M1A1<br>ABRAMS | 900                 | 1800             |                    |              | 2800<br>3990       |            |
| M1A2<br>ABRAMS    | 900                 | 1800             |                    |              | 1828 HE<br>3500 AP |            |
| M60A3             | 900                 | 1800             |                    |              | 1700               |            |
| M1064A3           |                     | 1800             |                    |              | 7200               |            |
| STRYKER*          | 900                 | 1800             | 2000 AP<br>3000 HE | 2200         |                    | 3750       |

\*Based on variant or use

## **TARGET ACQUISITION**

| <b>ITEM</b> | <b>SIGNATURE</b>                                                                                      | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Soldiers - trash, damaged vegetation, noise</b>                                                    |          |
| <b>2</b>    | <b>Tracked vehicles - fuel, smoke, noise</b>                                                          |          |
| <b>3</b>    | <b>Antitank weapons - noise, wires, vapor trails, flash</b>                                           |          |
| <b>4</b>    | <b>Artillery - noise, smoke, flash</b>                                                                |          |
| <b>5</b>    | <b>Aircraft - noise, glare, vapor trails, dust</b>                                                    |          |
| <b>6</b>    | <b>Mines and obstacles - strange material, tripwires, loose/ disturbed dirt, tactical barbed wire</b> |          |

## ATTACK HELICOPTER CAPABILITIES

| NAME                                                |                  | WEAPON                                                        | RANGE<br>M                           |
|-----------------------------------------------------|------------------|---------------------------------------------------------------|--------------------------------------|
| AH/MH-6                                             | Little Bird      | 7.62 minigun<br>2.75" FFAR<br>30mm Cannon<br>Hellfire<br>ATAS | 1000<br>7000<br>4000<br>8000<br>8000 |
| AH-1G                                               | Cobra            | 7.62 minigun<br>2.75" FFAR<br>TOW                             | 1000<br>7000<br>3750                 |
| AH-1S                                               | Cobra            | 2.75" FFAR<br>TOW<br>20mm Cannon                              | 7000<br>3750<br>1500                 |
| OH-58D                                              | Kiowa<br>Warrior | 2.75" FFAR<br>30mm Cannon<br>Hellfire<br>ATAS<br>12.7mm HMG   | 7000<br>4000<br>8000<br>8000<br>1500 |
| AH-64A/D                                            | Apache           | 2.75" FFAR<br>30mm Cannon<br>Hellfire                         | 7000<br>4000<br>8000                 |
| ATAS - Air-to-air Stinger<br>HMG - Heavy machinegun |                  |                                                               |                                      |

# **ARTILLERY COUNTERFIRE**

## **SHELREP - MORTREP - BOMBREP**

|          |                                           |
|----------|-------------------------------------------|
| <b>A</b> | <b>Call sign</b>                          |
| <b>B</b> | <b>Coordinates of observer</b>            |
| <b>C</b> | <b>AZ to flash or sound</b>               |
| <b>D</b> | <b>Time shelling started</b>              |
| <b>E</b> | <b>Time shelling ended</b>                |
| <b>F</b> | <b>Coordinates of shelled areas</b>       |
| <b>G</b> | <b>Number of guns</b>                     |
| <b>H</b> | <b>Nature of fire</b>                     |
| <b>I</b> | <b>Number, type and caliber of rounds</b> |
| <b>J</b> | <b>Flash-to-Bang-Time</b>                 |
| <b>K</b> | <b>Damage</b>                             |

## **SUPPLIES AND LOGISTICAL SERVICES**

| <b>ITEM</b> | <b>PRINCIPLE</b>                                                                                                                                                            | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Chain of command plans for supply status and equipment for fighting; 1SG directs company logistics services; PSG coordinates/supervises platoon maintenance with 1SG</b> |          |
| <b>2</b>    | <b>PLT logistics includes long and short term supply/transportation/maintenance</b>                                                                                         |          |
| <b>3</b>    | <b>PSG coordinates/supervises by getting requests for supplies/equipment from squad leaders and PLT LDR; reviews/consolidates list; and passes to 1SG or supply SGT</b>     |          |
| <b>4</b>    | <b>PSG must maintain status of supplies and equipment in PLT, monitors requests, reports to PLT LDR</b>                                                                     |          |

| <b>PRECOMBAT CHECKS - MECH</b> |                                                                    |          |
|--------------------------------|--------------------------------------------------------------------|----------|
| <b>ITEM</b>                    | <b>ACTION</b>                                                      | <b>✓</b> |
| <b>1</b>                       | <b>Complete prepare to fire weapons checks</b>                     |          |
| <b>2</b>                       | <b>Complete preops PMCS; resolve problems</b>                      |          |
| <b>3</b>                       | <b>Load vehicles/rucks per load plans</b>                          |          |
| <b>4</b>                       | <b>Clean/function check individual and crew served weapons</b>     |          |
| <b>5</b>                       | <b>Top off vehicles</b>                                            |          |
| <b>6</b>                       | <b>Stow basic load of Classes I &amp; V</b>                        |          |
| <b>7</b>                       | <b>Fill canteens, water and oil cans as needed</b>                 |          |
| <b>8</b>                       | <b>Index battlesights</b>                                          |          |
| <b>9</b>                       | <b>Check radio frequency and operation if authorized.</b>          |          |
| <b>10</b>                      | <b>Check speech security equipment and operation if authorized</b> |          |
| <b>11</b>                      | <b>Check personnel; brief mission</b>                              |          |
| <b>12</b>                      | <b>Rehearse</b>                                                    |          |

## **PRECOMBAT CHECKS - LIGHT**

| <b>ITEM</b> | <b>ACTION</b>                                   | <b>✓</b> |
|-------------|-------------------------------------------------|----------|
| <b>1</b>    | <b>Leaders inspect equipment and camouflage</b> |          |
| <b>2</b>    | <b>Packing list checked</b>                     |          |
| <b>3</b>    | <b>Compasses, maps present</b>                  |          |
| <b>4</b>    | <b>Communications check</b>                     |          |
| <b>5</b>    | <b>Rations drawn</b>                            |          |
| <b>6</b>    | <b>Weapons test fired</b>                       |          |

**Notes:**

| <b>CLASSES OF SUPPLY</b> |                                                 |                                                                                     |
|--------------------------|-------------------------------------------------|-------------------------------------------------------------------------------------|
| <b>CLASS</b>             | <b>DESCRIPTION</b>                              | <b>SYMBOL</b>                                                                       |
| <b>I</b>                 | <b>Rations</b>                                  |    |
| <b>II</b>                | <b>Expendables</b>                              |    |
| <b>III</b>               | <b>POL</b>                                      |    |
| <b>IV</b>                | <b>Barrier material</b>                         |    |
| <b>V</b>                 | <b>Ammunition</b>                               |    |
| <b>VI</b>                | <b>Sundry</b>                                   |    |
| <b>VII</b>               | <b>Major end items</b>                          |    |
| <b>VIII</b>              | <b>Medical</b>                                  |  |
| <b>IX</b>                | <b>Repair parts</b>                             |  |
| <b>X</b>                 | <b>Material to support nonmilitary programs</b> |  |

## INTEGRATION MATRIX- INDIVIDUAL WEAPONS

| Accessory     | M16A2 | M16/<br>M203 | M4A1 | M4/<br>M203 | M24 |
|---------------|-------|--------------|------|-------------|-----|
| AN/PAQ-4B/C   | ✓     | ✓            | ✓    | ✓           |     |
| AN/PAS-13,TWS | ✓     |              |      |             |     |
| AN/PEQ-2A     | ✓     |              |      |             |     |
| AN/PVS-4(A)   | ✓     | ✓            | ✓    | ✓           |     |
| AN/PVS-10,SNS |       |              |      |             | ✓   |
| AN/PVS-14     |       |              |      |             |     |
| AN/TVS-5      | ✓     |              |      |             |     |
| M68, CCO      | ✓     |              | ✓    |             |     |
| M145,MGO      |       |              |      |             |     |
| BIS           |       |              | ✓    | ✓           |     |
| MILES         | ✓     | ✓            | ✓    | ✓           | ✓   |
| AN/PSX-1      | ✓     | ✓            | ✓    | ✓           |     |

**Notes:** When mounting the AN/PAQ-4B/C to the M203 the grenadier must first have the Quadrant Sight Removed.

CCO - Close Combat Optic

MGO- Machinegun Optic

BIS - Back-up Iron Sight

## INTEGRATION MATRIX- CREW SERVED WEAPONS

| Accessory     | M249 | M60 | M240B | M2 | MK19 |
|---------------|------|-----|-------|----|------|
| AN/PAQ-4B/C   | ✓    | ✓   | ✓     |    |      |
| AN/PAS-13,TWS | ✓    | ✓   | ✓     | ✓  | ✓    |
| AN/PEQ-2A     | ✓    | ✓   | ✓     | ✓  | ✓    |
| AN/PVS-4(A)   | ✓    | ✓   | ✓     |    |      |
| AN/PVS-10,SNS |      |     |       |    |      |
| AN/PVS-14     |      |     |       |    |      |
| AN/TVS-5      |      |     |       | ✓  | ✓    |
| M68, CCO      |      |     |       |    |      |
| M145,MGO      | ✓    | ✓   | ✓     |    |      |
| BIS           |      |     |       |    |      |
| MILES         | ✓    | ✓   | ✓     | ✓  |      |
| AN/PSX-1      | ✓    |     | ✓     | ✓  | ✓    |

1. Final configuration for the M60 and M240B will be w/the AN/PEQ-2A, however, the AN/PAQ-4B/C may be used if the AN/PEQ-2A is unavailable
2. The MGO will be used on the M249 only when it is employed in the light machine gun role
3. The AN/PSX-1 will replace the AN/PAQ-4B/C once fielded

## **ELECTROMAGNETIC COUNTER-COUNTERMEASURES**

|          |                                                                                                                                                                                                   |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <b>To determine if you are being jammed, disconnect antenna. If noise stops, then starts again when antenna is reconnected, suspect jamming. If noise does not stop, check radio malfunction.</b> |
| <b>2</b> | <b>If you are being jammed:</b>                                                                                                                                                                   |
|          | <b>Continue to transmit on highest power setting</b>                                                                                                                                              |
|          | <b>Relocate to mask jamming signal with terrain</b>                                                                                                                                               |
|          | <b>Use directional antenna</b>                                                                                                                                                                    |
|          | <b>Turn squelch off</b>                                                                                                                                                                           |
|          | <b>NEVER acknowledge jamming</b>                                                                                                                                                                  |
|          | <b>Move after transmission</b>                                                                                                                                                                    |
| <b>3</b> | <b>MIJI Report</b>                                                                                                                                                                                |

## **RADIO TROUBLESHOOTING**

| <b>STEP</b> | <b>ACTION</b>                                                                   | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Check frequency setting</b>                                                  |          |
| <b>2</b>    | <b>Check battery: charge-new</b>                                                |          |
| <b>3</b>    | <b>Check antenna: upright-clear</b>                                             |          |
| <b>4</b>    | <b>Check ALL connections from battery through to antenna: clean-dry-tighten</b> |          |
| <b>5</b>    | <b>Check ALL power and position switches</b>                                    |          |
| <b>6</b>    | <b>Replace CVC or handset</b>                                                   |          |
| <b>7</b>    | <b>Check distance/position for terrain mask; move if needed</b>                 |          |
| <b>8</b>    | <b>Check antenna top section: repair if broken-replace if lost</b>              |          |

## **MESSENGER BRIEFING**

- 1. Name/location of person to receive message.**
- 2. Route to follow.**
- 3. Danger points to avoid.**
- 4. Speed required.**
- 5. Is answer required?**
- 6. Action if message cannot be delivered.**
- 7. Special instructions.**
- 8. Content (if required).**
- 9. Report destination at OP/lines.**
- 10. Challenge/Password.**

## **PHONETIC ALPHABET**

|          |                 |                    |
|----------|-----------------|--------------------|
| <b>A</b> | <b>ALPHA</b>    | <b>al-fah</b>      |
| <b>B</b> | <b>BRAVO</b>    | <b>brah-voh</b>    |
| <b>C</b> | <b>CHARLIE</b>  | <b>char-lee</b>    |
| <b>D</b> | <b>DELTA</b>    | <b>dell-tah</b>    |
| <b>E</b> | <b>ECHO</b>     | <b>eck-oh</b>      |
| <b>F</b> | <b>FOXTROT</b>  | <b>foxs-trot</b>   |
| <b>G</b> | <b>GOLF</b>     | <b>golf</b>        |
| <b>H</b> | <b>HOTEL</b>    | <b>hoh-tell</b>    |
| <b>I</b> | <b>INDIA</b>    | <b>in-dee-ah</b>   |
| <b>J</b> | <b>JULIETT</b>  | <b>jew-lee-ett</b> |
| <b>K</b> | <b>KILO</b>     | <b>key-loh</b>     |
| <b>L</b> | <b>LIMA</b>     | <b>lee-mah</b>     |
| <b>M</b> | <b>MIKE</b>     | <b>mike</b>        |
| <b>N</b> | <b>NOVEMBER</b> | <b>no-vem-ber</b>  |

## **PHONETIC ALPHABET**

|          |                |                   |
|----------|----------------|-------------------|
| <b>O</b> | <b>OSCAR</b>   | <b>oss-car</b>    |
| <b>P</b> | <b>PAPA</b>    | <b>pah-pah</b>    |
| <b>Q</b> | <b>QUEBEC</b>  | <b>key-beck</b>   |
| <b>R</b> | <b>ROMEO</b>   | <b>row-me-oh</b>  |
| <b>S</b> | <b>SIERRA</b>  | <b>se-air-rah</b> |
| <b>T</b> | <b>TANGO</b>   | <b>tang-goh</b>   |
| <b>U</b> | <b>UNIFORM</b> | <b>unee-form</b>  |
| <b>V</b> | <b>VICTOR</b>  | <b>vik-tor</b>    |
| <b>W</b> | <b>WHISKEY</b> | <b>wiss-key</b>   |
| <b>X</b> | <b>XRAY</b>    | <b>ecks-ray</b>   |
| <b>Y</b> | <b>YANKEE</b>  | <b>yang-kee</b>   |
| <b>Z</b> | <b>ZULU</b>    | <b>zoo-loo</b>    |

## **INSTALL/REMOVE HASTY PROTECTIVE MINEFIELD**

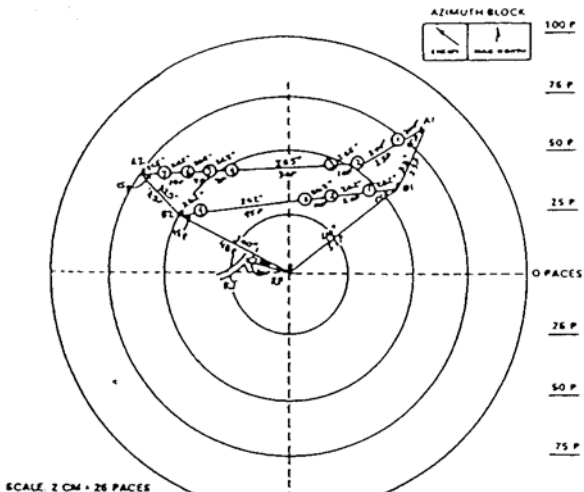
| <b>STEP</b> | <b>ACTION</b>                                                                                    | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Report intention/get authorization to lay minefield</b>                                       |          |
| <b>2</b>    | <b>Recon for best sites, under unit observation/fire, integrating with other defense plans</b>   |          |
| <b>3</b>    | <b>Report initiation of field; place in irregular pattern on avenues of approach</b>             |          |
| <b>4</b>    | <b>Record Field on DA 1355-1-R</b>                                                               |          |
| <b>5</b>    | <b>Arm mines - from enemy side to friendly side</b>                                              |          |
| <b>6</b>    | <b>Report completion of field; warn adjacent units</b>                                           |          |
| <b>7</b>    | <b>Retain DA 1355-1-R as long as unit/field stay in place; if field abandoned forward to Cdr</b> |          |

## **INSTALL/REMOVE HASTY PROTECTIVE MINEFIELD**

| <b>STEP</b> | <b>ACTION</b>                                                                                                |
|-------------|--------------------------------------------------------------------------------------------------------------|
| <b>8</b>    | <b>Removal: If DA 1355-1-R is not available, treat the field as enemy field and use breaching techniques</b> |
| <b>9</b>    | <b>Remove mines in order using azimuths and distances from DA 1355-1-R</b>                                   |

**Notes:**

# DA FORM 1355-1-R



| TABULAR BLOCK                                     |          |           |              | IDENTIFICATION BLOCK  |                                                               |
|---------------------------------------------------|----------|-----------|--------------|-----------------------|---------------------------------------------------------------|
| HOW                                               | TYPE     | ACTUATION | SHADE NUMBER | UNIT                  | REMARKS                                                       |
| A                                                 | ADJUTANT | TRIP WIRE | 1, 2, 3.     | CONCRETE POST BY ROAD | REMARKS POINTS A1 & A2, B1 & B2 ARE MARKED WITH 2" x 2" SINKS |
| B                                                 | ADJUTANT | TRIP WIRE | 3, 4, 5, 6.  |                       | MAP & SKETCH ARE TAB BY 5560                                  |
| C                                                 | ADJUTANT | TRIP WIRE | 1            |                       | NAME OF OIC LT. ALLAN                                         |
| D                                                 | ADJUTANT | TRIP WIRE | 2, 3, 4.     |                       | SIGNATURE <i>[Signature]</i> DATE 17 JUL 75                   |
| REMARKS LAND MARK IS ROAD JUNCTION AT RA 12343409 |          |           |              | UNIT REMOVED          |                                                               |
|                                                   |          |           |              | UNIT REMOVED          |                                                               |
|                                                   |          |           |              | UNIT REMOVED          |                                                               |

DA FORM 1355-1-R, 1 JULY 75, REPLACES DA FORM 1355-7, 1 MAR 68, WHICH IS OBSOLETE

# DA FORM 1355-1-R

## HASTY PROTECTIVE MINEFIELD RECORD IFM 20-321

### AZIMUTH BLOCK

|      |    |
|------|----|
| From | To |
|------|----|

— 0°

— 1°

— 2°

— 3°

— 4°

— 5°

— 6°

— 7°

— 8°

SCALE: Zone: Area:

### TABULAR BLOCK

| Row | Type | Acquired | Unit/Location |
|-----|------|----------|---------------|
|     |      |          |               |
|     |      |          |               |
|     |      |          |               |
|     |      |          |               |
|     |      |          |               |

### IDENTIFICATION BLOCK

|                    |            |
|--------------------|------------|
| Unit               |            |
| Ref No             |            |
| Remarks            |            |
| Date of Issue      |            |
| Name of OIC        |            |
| Signature          | Y - S Date |
| Name of Recorder   |            |
| Date of Completion |            |

U.S. GPO: 1964 O-354-1

## BREACHING AND CLEARING MINEFIELDS

| STEP | ACTION                                       | ✓ |
|------|----------------------------------------------|---|
| 1    | Suppress enemy covering obstacles            |   |
| 2    | Obscure area with smoke                      |   |
| 3    | Secure near side                             |   |
| 4    | Reduce obstacle-blow or probe lane through   |   |
| 5    | Secure the far side                          |   |
| 6    | Blow marked mines in place (time permitting) |   |
| 7    | Mark cleared lane                            |   |
| 8    | Move unit through obstacle                   |   |

## **NONELECTRIC FIRING SYSTEM**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                      | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Determine length of fuse needed</b>                                                                                                                             |          |
|             | <b>Cut &amp; discard 6" length; cut off 3' length to determine burn rate</b>                                                                                       |          |
|             | <b>Light fuse end and list time it takes to burn</b>                                                                                                               |          |
|             | <b>Compute burn rate per foot (time/burn rate)</b>                                                                                                                 |          |
| <b>2</b>    | <b>Determine amount of explosive needed</b>                                                                                                                        |          |
| <b>3</b>    | <b>Cut fuse to proper length and pass end through priming adapter</b>                                                                                              |          |
| <b>4</b>    | <b>Attach M60 fuse igniter:</b><br><b>Unscrew fuse holder cap, press shipping plug into igniter, rotate and remove plug, insert fuse in fuse hole, tighten cap</b> |          |

## **NONELECTRIC FIRING SYSTEM**

| <b>STEP</b> | <b>ACTION</b>                                                                                | <b>✓</b> |
|-------------|----------------------------------------------------------------------------------------------|----------|
| <b>5</b>    | <b>Attach blasting cap to fuse</b>                                                           |          |
|             | <b>Inspect open end, remove debris by tapping or shaking gently</b>                          |          |
|             | <b>Hold fuse vertically with square end up</b>                                               |          |
|             | <b>Slip cap down over fuse so cap and fuse are in contact</b>                                |          |
|             | <b>Turn cap out and away from your body and crimp cap at point 1/8 to 1/4" from open end</b> |          |
| <b>6</b>    | <b>Pull pin to detonate charge</b>                                                           |          |

**Notes:**

## NONELECTRIC/ELECTRIC PRIMING OF DEMO BLOCK

Note: Prime by wrapping demolition blocks with detonating cord, by inserting knot of detonating cord into plastic explosive, by lacing cord through dynamite, 40-lb cratering charges or shaped charges

| STEP | ACTION                                                                                                                                                 | ✓ |
|------|--------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1    | Prime with threaded cap well & priming adapter:                                                                                                        |   |
|      | <u>Non-electric</u> inspect cap well, insert cap with fuse into cap well, screw in adapter                                                             |   |
|      | <u>Electric</u> after inspection, fasten free ends of cap lead wire to firing wire & pass thru adapter slot, pull cap into place, then finish as above |   |

## NONELECTRIC/ELECTRIC PRIMING OF DEMO BLOCK

| STEP | ACTION                                                                                                                                                                                                                                                | ✓ |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 2    | Prime with threaded cap well without priming adapter:<br><u>Non-electric</u> inspect cap well, wrap & tie string around block, leaving excess, insert blasting cap with fuse into cap well - use loose string to keep cap from separating from block. |   |
|      | <u>Electric</u> after inspection, fasten free ends of cap wire to firing wire, pass lead wires through adapter slot & insert electric cap into cap well, tie lead wires around block, allowing slack.                                                 |   |
| 3    | Prime without threaded cap well or priming adapter: <u>Non-electric &amp; electric</u> make hole with M2 crimpers, then follow step 2.                                                                                                                |   |

## **CLEAR NONELECTRIC/ELECTRIC MISFIRES**

**Note:** If possible, misfire should be cleared by soldier who placed the charge

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                      | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>NON-ELECTRIC</b> - Wait 30 minutes after misfire before moving to charge                                                                                        |          |
| <b>2</b>    | <b>ELECTRIC</b> - If dual primed with non-electric system, wait 30 minutes                                                                                         |          |
|             | Check firing wire connections, make 2-3 more attempts to fire; disconnect firing wire from blasting machine and shunt wires; check entire system for breaks/shorts |          |
| <b>3</b>    | <b>UNTAMPED</b> - Without moving or disturbing misfired charge, detonate 1-pound charge at side                                                                    |          |
|             | <b>TAMPED</b> - Dig within 1 foot of misfired charge; detonate 2-lb charge on top of misfired charge                                                               |          |

## **ELECTRIC FIRING SYSTEM**

| <b>STEP</b> | <b>ACTION</b>                                                                                       | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Check firing wire with M51 test set or galvanometer; lay out from charges to firing position</b> |          |
| <b>2</b>    | <b>Test electric blasting cap; twist free wire ends together</b>                                    |          |
| <b>3</b>    | <b>Move to firing point and test entire circuit</b>                                                 |          |
| <b>4</b>    | <b>Test blasting machine/depress handle</b>                                                         |          |
| <b>5</b>    | <b>On order, connect lead wires to 2 blasting machine posts and detonate charge</b>                 |          |

**Notes:**

## **RULES OF ENGAGEMENT**

**ROE - Written directives explaining circumstances and limitations under which US forces initiate and/or continue combat engagement with hostile forces.**

### **GENERAL RULES**

- 1. You have the right to defend yourself against attacks or threats of attack.**
- 2. Hostile fire may be returned effectively and promptly to stop a hostile act.**
- 3. US forces use the minimum force necessary and proportional to the threat (measured response: degree of force should conform to the circumstance of the incident).**
- 4. You may not seize the property of others to accomplish your mission.**
- 5. Detention of civilians is authorized for security reasons or in self-defense.**

## **AREA ASSESSMENT CHECKLIST**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                   | <b>✓</b> |
|-------------|----------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Where are refugees from (size and area of population)?</b>        |          |
| <b>2</b>    | <b>What is food and water status?</b>                                |          |
| <b>3</b>    | <b>What is overall medical status?</b>                               |          |
| <b>4</b>    | <b>What civilian organizations exist?<br/>Who are the leaders?</b>   |          |
| <b>5</b>    | <b>What civil/military organizations exist? Who are the leaders?</b> |          |
| <b>6</b>    | <b>What organization/leadership do most of the people support?</b>   |          |
| <b>7</b>    | <b>What UN relief agencies are in operation?</b>                     |          |
| <b>8</b>    | <b>What is the security situation?</b>                               |          |

## **AREA ASSESSMENT CHECKLIST**

| <b>ITEM</b> | <b>DESCRIPTION</b>                                                   | <b>✓</b> |
|-------------|----------------------------------------------------------------------|----------|
| <b>9</b>    | <b>What commercial or business activities are there?</b>             |          |
| <b>10</b>   | <b>Which groups are most in need?</b>                                |          |
| <b>11</b>   | <b>What civil projects would leaders like to see accomplished?</b>   |          |
| <b>12</b>   | <b>How many families are involved?</b>                               |          |
| <b>13</b>   | <b>What food is available and what does it cost?</b>                 |          |
| <b>14</b>   | <b>What skilled labor and services are available?</b>                |          |
| <b>15</b>   | <b>What is the size and composition of the transient population?</b> |          |

## **CHECKPOINT/ROADBLOCK PIR CHECKLIST**

| <b>ITEM</b> | <b>TO BE REPORTED</b>                                                                | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Number and type of vehicles stopped; markings, license number, signs</b>          |          |
| <b>2</b>    | <b>Number of passengers per vehicle; ages, genders</b>                               |          |
| <b>3</b>    | <b>Type and quality of cargo</b>                                                     |          |
| <b>4</b>    | <b>Point of origin &amp; destination</b>                                             |          |
| <b>5</b>    | <b>Stated reason for passenger travel</b>                                            |          |
| <b>6</b>    | <b>Any weapons found?</b>                                                            |          |
| <b>7</b>    | <b>Any passenger reports of sightings of weapons, technical equipment or bandits</b> |          |

## **CHECKPOINT/ROADBLOCK PIR CHECKLIST**

| <b>ITEM</b> | <b>TO BE REPORTED</b>                                                | <b>✓</b> |
|-------------|----------------------------------------------------------------------|----------|
| <b>8</b>    | <b>Condition of passengers<br/>(general health, dress, attitude)</b> |          |
| <b>9</b>    | <b>Anything unusual observed/<br/>reported by passengers</b>         |          |

**Notes:**

## **AIRCRAFT TROOP COMMANDER BRIEFING**

- 1. Loading procedures** \_\_\_\_\_  
\_\_\_\_\_
- 2. Bump plan (for individuals/loads)** \_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- 3. Use of safety belts** \_\_\_\_\_  
\_\_\_\_\_
- 4. Preflight safety inspection of troops** \_  
\_\_\_\_\_
- 5. In-flight procedures** \_\_\_\_\_  
\_\_\_\_\_
- 6. Downed aircraft procedures** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- 7. Offloading procedures** \_\_\_\_\_  
\_\_\_\_\_
- 8. Movement from PZ/LZ/EZ** \_\_\_\_\_  
\_\_\_\_\_

## **SAFETY BRIEFING CHECKLIST**

| <b>ITEM</b> | <b>ACTION</b>                                                                            | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Wear ID tags, earplugs, helmets, when in/near aircraft</b>                            |          |
| <b>2</b>    | <b>Never approach rotary wing aircraft from rear or front; always from sides</b>         |          |
| <b>3</b>    | <b>Approach/depart in a crouch on down slope side to ensure clearance</b>                |          |
| <b>4</b>    | <b>Keep sleeves rolled down</b>                                                          |          |
| <b>5</b>    | <b>Carry weapons without bayonet, safety on, bolt closed, chamber empty, muzzle DOWN</b> |          |
| <b>6</b>    | <b>Bend or tie down radio antennas</b>                                                   |          |
| <b>7</b>    | <b>Fasten seatbelts &amp; leave buckled until crew chief signals exit</b>                |          |
| <b>8</b>    | <b>Maintain written manifest (unit, rank, full name, SSN) separate from aircraft</b>     |          |

## REVERSE PLANNING SEQUENCE

| ITEM | ACTION               | ✓ |
|------|----------------------|---|
| 1    | Ground tactical plan |   |
| 2    | Landing plan         |   |
| 3    | Air movement plan    |   |
| 4    | Loading plan         |   |
| 5    | Staging plan         |   |

Notes:

## **GROUND TACTICAL PLAN CONSIDERATIONS**

| <b>ITEM</b> | <b>CONSIDERATION</b>                                                                          | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Missions of all force elements and methods of employment</b>                               |          |
| <b>2</b>    | <b>Zones of attack, sectors, or areas of operations with graphic control measures</b>         |          |
| <b>3</b>    | <b>Task organization to include command relationships</b>                                     |          |
| <b>4</b>    | <b>Location and size of reserves</b>                                                          |          |
| <b>5</b>    | <b>Fire support to include graphic control measures</b>                                       |          |
| <b>6</b>    | <b>Combat service support to include resupply, evacuation, and plans to sustain the force</b> |          |

## **LANDING PLAN CONSIDERATION**

| <b>ITEM</b> | <b>CONSIDERATION</b>                                                               | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Supports ground tactical plan</b>                                               |          |
| <b>2</b>    | <b>Availability/location/size of LZ</b>                                            |          |
| <b>3</b>    | <b>Force is vulnerable during landing</b>                                          |          |
| <b>4</b>    | <b>Elements must land with tactical integrity</b>                                  |          |
| <b>5</b>    | <b>Inform all troops if landing direction changes</b>                              |          |
| <b>6</b>    | <b>Force must land prepared to fight in any direction</b>                          |          |
| <b>7</b>    | <b>Offer flexibility for options in scheme of maneuver</b>                         |          |
| <b>8</b>    | <b>Plan supporting fires in and around each LZ for next lifts and on objective</b> |          |
| <b>9</b>    | <b>Provide for resupply &amp; medical evacuation by air</b>                        |          |

## LANDING ZONE SELECTION CRITERIA

| ITEM | CRITERIA                                        | ✓ |
|------|-------------------------------------------------|---|
| 1    | Location (based on METT-TC) and capacity (size) |   |
| 2    | Alternates (one per primary LZ)                 |   |
| 3    | Enemy disposition/capabilities                  |   |
| 4    | Cover/concealment                               |   |
| 5    | Obstacles                                       |   |
| 6    | Identification from air                         |   |
| 7    | Approach/departure routes                       |   |
| 8    | Weather/surface/slope                           |   |

## **AIR ASSAULT PZ/LZ PLANNING CONSIDERATIONS**

| <b>ITEM</b> | <b>CONSIDERATION</b>                                                                                                                                                                                                                                       | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>PZs: Minimum movement; access to support assets; masked from enemy observation; outside the range of enemy artillery</b>                                                                                                                                |          |
| <b>2</b>    | <b>LZs: Locate on, close by, or some distance away from the objective (based on METT-TC); size determines how much combat power can be landed; deny enemy observation, acquisition, and ADA; land on enemy side of obstacles; avoid exposing aircraft.</b> |          |
| <b>3</b>    | <b>Reduced visibility may limit or preclude use</b>                                                                                                                                                                                                        |          |

## **EXTRACTION LOADING PLAN REQUIREMENTS**

| <b>ITEM</b> | <b>REQUIREMENT</b>                                                         | <b>✓</b> |
|-------------|----------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>PZ locations, primary &amp; alternate</b>                               |          |
| <b>2</b>    | <b>PZ security</b>                                                         |          |
| <b>3</b>    | <b>PZ control party organization &amp; location</b>                        |          |
| <b>4</b>    | <b>Fire support</b>                                                        |          |
| <b>5</b>    | <b>Sequence of extraction: main body, PZ control party, security force</b> |          |
| <b>6</b>    | <b>Movement to PZ: route &amp; order</b>                                   |          |
| <b>7</b>    | <b>Loading priorities</b>                                                  |          |

**NOTE: PZ time is CRITICAL factor**

## **LEADER DUTIES IN AIR ASSAULT OPERATIONS**

| <b>ITEM</b> | <b>DUTY</b>                                                                                                                                                                                                            |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Senior person in each lift located with air mission commander for C3 (command/control/communications)</b>                                                                                                           |
| <b>2</b>    | <b>Set up PZ, supervise marking/clearing of obstacles w/PZCO</b>                                                                                                                                                       |
| <b>3</b>    | <b>Brief all chalk leaders</b>                                                                                                                                                                                         |
| <b>4</b>    | <b>Supervise conduct of rehearsals</b>                                                                                                                                                                                 |
| <b>5</b>    | <b>Supervise security, movement of personnel &amp; equipment, placement of chinks and slingloads on PZ</b>                                                                                                             |
| <b>6</b>    | <b>Devise and disseminate bump plan</b>                                                                                                                                                                                |
| <b>7</b>    | <b>PZ Control Officer (PZCO)/control party: Ensure PZ is cleared; plan/initiate fire support and security; establish commo nets; lead aircraft signalman responsible for visual landing guidance for lead aircraft</b> |

## **CHALK LEADER DUTIES/ PLATOON AIR ASSAULT**

| <b>ITEM</b> | <b>DUTY</b>                                                                                                                                                 | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Brief chalk and attachments on loading plan, tasks and positions inside aircraft</b>                                                                     |          |
| <b>2</b>    | <b>Ensure soldiers maintain assigned areas for local security</b>                                                                                           |          |
| <b>3</b>    | <b>Supervise loading of personnel; ensure all in assigned positions and buckled in</b>                                                                      |          |
| <b>4</b>    | <b>Keep current on location with map and crew</b>                                                                                                           |          |
| <b>5</b>    | <b>Ensure personnel exit quickly, rush to safe distance (10-15m), assume prone position and prepare to return enemy fire. Ensure lights/panels emplaced</b> |          |

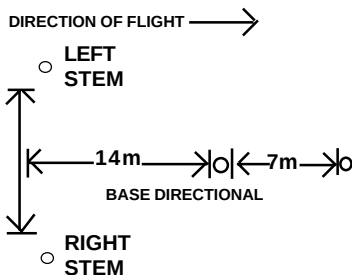
## **SET UP A HELICOPTER LANDING SITE**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                      | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Select and secure landing site; size depends on number and type of helicopters</b>                                              |          |
| <b>2</b>    | <b>Ground slope of site must be no more than 15 degrees. If less than 7 degrees, land upslope; if 7-15 degrees, land sideslope</b> |          |
| <b>3</b>    | <b>Ensure surface conditions free of rocks and debris; avoid dust, sand and snow</b>                                               |          |
| <b>4</b>    | <b>Ensure ground firm enough to keep helicopter from bogging down during loading/unloading</b>                                     |          |

## SET UP A HELICOPTER LANDING SITE

| STEP | ACTION                                                                                                                                                                                         | ✓ |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 5    | Remove obstacles on approach/ departure ends and clearly mark obstructions that cannot be removed. Ensure sufficient runway to clear obstacles, 10:1 horizontal clearance to vertical obstruct |   |
| 6    | Mark landing site and touch-down point based on mission, capabilities and situation. Use smoke, signalman, lights; at night mark touchdown point with inverted "Y" composed of 4 lights.       |   |

## NIGHT MARKING OF PZs AND LZs



**NOTES:** The aircraft touch down point will be midpoint on the legs of the Y. If more than 1 will land in the same PZ or LZ, add 1 more light for each. For OH-, UH-, and AH-aircraft, mark each additional landing point with 1 light at the exact point each aircraft is to land. For CH-aircraft, mark each additional point with 2 lights placed 10mm apart and aligned in the aircraft direction of flight.

## **EVALUATE A CASUALTY/FIRST AID**

| <b>STEP</b> | <b>ACTION</b>                                                      | <b>✓</b> |
|-------------|--------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Clear airway</b>                                                |          |
| <b>2</b>    | <b>Bleeding - stop</b>                                             |          |
| <b>3</b>    | <b>Cover and protect wound</b>                                     |          |
| <b>4</b>    | <b>Prevent or treat shock</b>                                      |          |
| <b>5</b>    | <b>Check for fractures, burns, concussion</b>                      |          |
| <b>6</b>    | <b>Avoid moving suspected neck or back injuries</b>                |          |
| <b>7</b>    | <b>Do not give water to abdominal wound except to moisten lips</b> |          |
| <b>8</b>    | <b>Seek medical aid</b>                                            |          |

**Notes:**

## **SHOCK - SYMPTOMS/FIRST AID**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                                                         | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>SYMPTOMS:</b> Look for anxiety, agitation, confusion, pale, clammy, blotchy or bluish skin around mouth, sweaty but cool skin, nervousness, thirst, nausea, loss of blood, rapid shallow breathing |          |
| <b>2</b>    | <b>TREATMENT:</b> Move to covered area. Lay patient on back, elevate feet, and loosen clothing. Keep warm or cool depending on weather                                                                |          |
| <b>3</b>    | <b>Calm and reassure patient</b>                                                                                                                                                                      |          |
| <b>4</b>    | <b>Do NOT give casualty anything to eat or drink</b>                                                                                                                                                  |          |
| <b>5</b>    | <b>Seek medical aid</b>                                                                                                                                                                               |          |

**Notes:**

## **HEAT EXHAUSTION/HEAT CRAMPS**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                    | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>SYMPTOMS: Look for moist pale, clammy wet skin, muscle cramps, sweating &amp; thirst, headache and dizziness, faintness, weakness and nausea</b>              |          |
| <b>2</b>    | <b>Move patient to shade, loosen clothing. If patient conscious, have casualty slowly drink at least one canteen of cool water. Watch for continued symptoms</b> |          |
| <b>3</b>    | <b>Seek medical aid if unconscious</b>                                                                                                                           |          |

**Notes:**

## **HEAT STROKE/SUN STROKE**

**NOTE: This is a medical EMERGENCY and potentially fatal**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                                                                                   | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>SYMPTOMS:</b> Look for hot, dry, bright pink skin, high temperature, dizziness, nausea, fast pulse, delirium, no sweating.                                                                                                   |          |
| <b>2</b>    | <b>TREATMENT:</b> Lower body temperature <b>IMMEDIATELY</b> by immersion in water, fanning, use ice if available. Move to cool place. Remove or loosen clothing. Have casualty slowly drink at least one canteen of cool water. |          |
| <b>3</b>    | For heat stroke, pour water over casualty, fan, massage extremities, and elevate legs.                                                                                                                                          |          |
| <b>4</b>    | Seek medical aid; evacuate as <b>URGENT</b> ; continue to cool.                                                                                                                                                                 |          |

## **FROSTBITE**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                                                                                                      | <b>✓</b> |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>SYMPTOMS:</b> Look for redness, or grey or waxy skin, frequently numb or experiencing loss of sensation, itchiness, blisters, areas of skin that are unnaturally firm, or tender and swollen.                                                   |          |
| <b>2</b>    | Symptoms are progressive. First, sudden whitening of skin, followed by redness or greyish coloring. Finally, blisters, pale yellowish, waxy looking skin.                                                                                          |          |
| <b>3</b>    | <b>TREATMENT:</b> Shelter victim; keep warm with clothing or body heat; insulate from ground. Remove clothing from affected part; wrap loosely in dry sterile dressing. Do NOT massage or rub area or break blisters or further injury may result. |          |
| <b>4</b>    | Seek medical aid; treat as litter casualty                                                                                                                                                                                                         |          |

## **HYPOTHERMIA/COLD WEATHER INJURY**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                                                                                                                                                                                                   | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>SYMPTOMS:</b> Look for lowered body temperature, pale cold skin, violent uncontrolled shivering, lack of coordination, memory loss, irrationality, lethargy, slurred speech, and poor muscle coordination.                                                                                                                                   |          |
| <b>2</b>    | <b>TREATMENT:</b> Move victim to sheltered area, cover and rewarm body evenly. Gradually give conscious patient warm liquids. Replace wet clothing with dry if possible; use sleeping bag to insulate from ground. Keep patient awake and drinking fluids. Do not rub or give alcohol. Start treatment before evacuation; evacuate when stable. |          |
| <b>3</b>    | <b>Seek medical aid.</b>                                                                                                                                                                                                                                                                                                                        |          |

# **REQUEST ARMY AIR MEDEVAC**

**NOTE: Send secure or encrypt all items.**

| <b>LINE</b> | <b>ITEM</b>                                                    | <b>✓</b> |
|-------------|----------------------------------------------------------------|----------|
| <b>1</b>    | <b>Location of pick-up site</b>                                |          |
| <b>2</b>    | <b>Pick-up site radio frequency, call sign, and suffix</b>     |          |
| <b>3</b>    | <b># of patients by precedence (urgent, priority, routine)</b> |          |
| <b>4</b>    | <b>Special equipment required</b>                              |          |
| <b>5</b>    | <b># of patients by type (litter, ambulatory)</b>              |          |
| <b>6</b>    | <b>Security of pick-up site</b>                                |          |
| <b>7</b>    | <b>Method of marking pick-up site</b>                          |          |
| <b>8</b>    | <b>Patient nationality and status</b>                          |          |
| <b>9</b>    | <b>NBC considerations</b>                                      |          |

## **CONTINUOUS OPERATIONS (CONOPS) PLANNING**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                   | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Set up and ENFORCE an eating and sleeping schedule for ALL personnel</b>                                                     |          |
| <b>2</b>    | <b>Include OPORD and movement times in warning orders so sleep can be scheduled</b>                                             |          |
| <b>3</b>    | <b>Keep orders simple and clear; insist on briefbacks</b>                                                                       |          |
| <b>4</b>    | <b>Do not permit sleeping in or near vehicles; move to safe place</b>                                                           |          |
| <b>5</b>    | <b>Recognize symptoms of sleep loss: not alert, slow response time, forgetful, mood change, short attention span, irritable</b> |          |

## **CONTINUOUS OPERATIONS (CONOPS) PLANNING**

| <b>STEP</b> | <b>ACTION</b>                                                                                                                                                             | <b>✓</b> |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>6</b>    | <b>Recognize symptoms of stress: frustration, anger, tired even after rest, physical problems interfering with eating and sleeping, lack of confidence, forgetfulness</b> |          |
| <b>7</b>    | <b>Situation permitting, deal with stress. Give immediate attention, reassurance; rest and food. Pair with buddy</b>                                                      |          |
| <b>8</b>    | <b>REINFORCE eating/sleeping schedules for all personnel, especially leaders</b>                                                                                          |          |

# FLUID REPLACEMENT GUIDELINES

| HEAT<br>CATEGORY | WBGT<br>INDEX<br>(°F) | EASY WORK     |                 | MODERATE WORK |                 | HARD WORK     |                 |
|------------------|-----------------------|---------------|-----------------|---------------|-----------------|---------------|-----------------|
|                  |                       | Work/<br>Rest | Water<br>p/hour | Work/<br>Rest | Water<br>p/hour | Work/<br>Rest | Water<br>p/hour |
| 1                | 78-81.9               | No<br>Limit   | 1/2 qt          | No<br>Limit   | 3/4 qt          | 40/20<br>min  | 3/4 qt          |
| 2                | 82-84.9               | No<br>Limit   | 1/2 qt          | 50/10<br>min  | 3/4 qt          | 30/30<br>min  | 1 qt            |
| 3                | 85-87.9               | No<br>Limit   | 3/4 qt          | 40/20<br>min  | 3/4 qt          | 30/30<br>min  | 1 qt            |
| 4                | 88-89.9               | No<br>Limit   | 3/4 qt          | 30/30<br>min  | 3/4 qt          | 20/40<br>min  | 1 qt            |
| 5                | +90                   | No<br>Limit   | 1 qt            | 20/40<br>min  | 1 qt            | 10/50<br>min  | 1 qt            |

1. Applies to average acclimated soldier wearing BDUs, Hot Weather.
2. Work/rest times & fluid volumes will sustain performance & hydration < 4 hours.
3. Individual needs will vary + or - 1/4 quart per hour.
4. Hourly fluid intake should not exceed 1 1/2 quarts or 12 quarts over 24 hours.
5. Rest means minimal activity (sitting or standing) in the shade.
6. Wearing MOPP gear or body armor adds 10°F to WBGT Index.
7. Overweight/dieting/past heat casualty soldiers are more prone to heat injuries.

# **VEHICLE RECOVERY PROCEDURE CHECKLIST**

**DANGER: Ensure unprotected troops  
at safe distance**

| <b>ITEM</b> | <b>PROCEDURE</b>                                              | <b>✓</b> |
|-------------|---------------------------------------------------------------|----------|
| <b>1</b>    | <b>Recon the area</b>                                         |          |
| <b>2</b>    | <b>Estimate the situation</b>                                 |          |
| <b>3</b>    | <b>Calculate the ratio (resistance<br/>divided by effort)</b> |          |
| <b>4</b>    | <b>Obtain resistance</b>                                      |          |
| <b>5</b>    | <b>Verify solution</b>                                        |          |
| <b>6</b>    | <b>Erect rigging</b>                                          |          |
| <b>7</b>    | <b>Recheck rigging</b>                                        |          |
| <b>8</b>    | <b>You are ready</b>                                          |          |

**Notes:**

# **VEHICLE RECOVERY FUNDAMENTALS**

| <b>ITEM</b> | <b>FUNDAMENTALS</b>                                                                                                                                                                                                                                                               |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Load resistance:</b> <ul style="list-style-type: none"><li>• Overturned - 1/2 vehicle weight</li><li>• Nosed (grade) - vehicle weight</li><li>• Wheel deep - vehicle weight</li><li>• Fender deep - double vehicle wgt</li><li>• Turret deep - triple vehicle weight</li></ul> |
| <b>2</b>    | <b>Mechanical advantage: divide load resistance by available effort (capacity of winch)</b>                                                                                                                                                                                       |
| <b>3</b>    | <b>Rigging: attach tow cables to TOW HOOKS, not lifting eyes or towing pintle</b>                                                                                                                                                                                                 |
| <b>4</b>    | <b>Safety:</b> <ul style="list-style-type: none"><li>• Cross TOWING cables to prevent tangling &amp; keep vehicles aligned</li><li>• Position hook with throat (open part) UPWARD</li></ul>                                                                                       |

## **VEHICLE RECOVERY FUNDAMENTALS**

| <b>ITEM</b> | <b>FUNDAMENTALS</b>                                                                                                                                                                                                                                                                                                  |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>4</b>    | <b>Safety (continued):</b> <ul style="list-style-type: none"><li>• Use heavy leather palmed gloves when handling cables/wire ropes</li><li>• Place safety keys in hooks/shackles/equipment requiring them</li><li>• Do NOT apply loads suddenly</li><li>• No smoking/open flame if fuel or oil has spilled</li></ul> |

**Notes:**

## **ENGAGING AIRCRAFT**

**NOTE:** In the absense of unit SOPs

| <b>STEP</b> | <b>ACTION</b>                                                                           |
|-------------|-----------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Engage all attacking aircraft and helicopters positively identified as hostile</b>   |
| <b>2</b>    | <b>Engage when friendly ADA units are engaging enemy in your area</b>                   |
| <b>3</b>    | <b>Engage enemy jet aircraft not attacking your position only after ordered to fire</b> |

## **WEAPONS CONTROL STATUS**

|                          |                                                                       |
|--------------------------|-----------------------------------------------------------------------|
| <b>Weapons<br/>FREE</b>  | <b>Fire at any aircraft not identified as friendly</b>                |
| <b>Weapons<br/>TIGHT</b> | <b>Fire only at aircraft<br/>POSITIVELY identified as<br/>HOSTILE</b> |
| <b>Weapons<br/>HOLD</b>  | <b>Fire only in self-defense</b>                                      |

## **AIR DEFENSE WARNING**

| <b>WARNING</b> | <b>MEANING</b>                            |
|----------------|-------------------------------------------|
| <b>RED</b>     | <b>Attack is IMMEDIATE or IN PROGRESS</b> |
| <b>YELLOW</b>  | <b>Attack is PROBABLE</b>                 |
| <b>WHITE</b>   | <b>Attack is improbable</b>               |

## **LOCAL AIR DEFENSE WARNING (LADW)**

| <b>WARNING</b>  | <b>MEANING</b>                                                                                            |
|-----------------|-----------------------------------------------------------------------------------------------------------|
| <b>DYNAMITE</b> | <b>Aircraft inbound &amp; attacking;<br/>response is immediate</b>                                        |
| <b>LOOKOUT</b>  | <b>Aircraft in area of interest<br/>but not threatening OR<br/>inbound but there is time<br/>to react</b> |
| <b>SNOWMAN</b>  | <b>No aircraft pose threat at<br/>this time</b>                                                           |

## **ENGAGEMENT/LEAD DISTANCES**

**High performance aircraft;  
Two football field "lead";  
fire on automatic**

**Low performance/rotary wing:  
one half football field "lead";  
fire on automatic**

**Aircraft coming directly at you:  
fire full automatic at nose**

**Notes:**

## PASSIVE AIR DEFENSE MEASURES

| ITEM | ACTION                                                                                       | ✓ |
|------|----------------------------------------------------------------------------------------------|---|
| 1    | Use covered and concealed routes and stationary positions                                    |   |
| 2    | Cover glass and camouflage vehicles; do not skyline or outline; do not look at unless firing |   |
| 3    | Maintain COMSEC & air guards                                                                 |   |
| 4    | Specify visual and audible air warning signals in unit SOP                                   |   |
| 5    | Enforce noise, light, and litter discipline                                                  |   |

Notes:

## **BUILT-UP AREA FIGHTING PRINCIPLES**

| <b>ITEM</b> | <b>PRINCIPLE</b>                                                                                            | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Attack rapidly, in depth, to dominate killing areas, use smoke</b>                                       |          |
| <b>2</b>    | <b>Clear each house thoroughly/consolidate</b>                                                              |          |
| <b>3</b>    | <b>Keep equipment light</b>                                                                                 |          |
| <b>4</b>    | <b>Plan for casualty/EPW/armored vehicle evacuation</b>                                                     |          |
| <b>5</b>    | <b>Clear streets, houses, buildings and basements</b>                                                       |          |
| <b>6</b>    | <b>Mark cleared structures</b>                                                                              |          |
| <b>7</b>    | <b>Wear body armor, use armored vehicles as transports/moving shield, sand-bag/harden thinskin vehicles</b> |          |
| <b>8</b>    | <b>Employ shock-producing weapons to reduce enemy strongpoints</b>                                          |          |
| <b>9</b>    | <b>Employ expertise/equipment of combat engineers</b>                                                       |          |

## **ATTACK AND CLEAR A BUILDING**

| <b>STEP</b> | <b>ACTION</b>                                                                                                      | <b>✓</b> |
|-------------|--------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Organize unit into assault force and support force</b>                                                          |          |
| <b>2</b>    | <b>Designate special wpns/teams</b>                                                                                |          |
| <b>3</b>    | <b>Support force ISOLATES building from overwatch position, covering smoke and fire</b>                            |          |
| <b>4</b>    | <b>Support force suppresses enemy in building and near by to cover assault force's move</b>                        |          |
| <b>5</b>    | <b>Support force resupply ammunition, replace personnel, evacuate wounded/EPWs</b>                                 |          |
| <b>6</b>    | <b>Assault force ENTERS building at highest level possible to gain foothold or mouseholes into unexpected wall</b> |          |
| <b>7</b>    | <b>Assault force CLEARS building room-by-room, by grenade or burst of fire</b>                                     |          |
| <b>8</b>    | <b>Assault force marks each room/each building when cleared</b>                                                    |          |

# **ORGANIZE BUILDING DEFENSE**

| <b>STEP</b> | <b>ACTION</b>                                                                                                          | <b>✓</b> |
|-------------|------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>Select building(s) to defend by considering</b>                                                                     |          |
|             | <b>Protection/dispersion from enemy weapons/flamability</b>                                                            |          |
|             | <b>Concealment</b>                                                                                                     |          |
|             | <b>Fields of Fire</b>                                                                                                  |          |
|             | <b>Observation</b>                                                                                                     |          |
|             | <b>Covered routes</b>                                                                                                  |          |
|             | <b>Building strength/dire hazard</b>                                                                                   |          |
|             | <b>Time available</b>                                                                                                  |          |
| <b>2</b>    | <b>Position teams/vehicles</b>                                                                                         |          |
| <b>3</b>    | <b>Plan for/register indirect fires</b>                                                                                |          |
| <b>4</b>    | <b>Select/prepare primary/alternate/supplementary positions for key dismounted weapons, escape route from building</b> |          |

# ORGANIZE BUILDING DEFENSE

| STEP | ACTION                                                         | ✓ |
|------|----------------------------------------------------------------|---|
| 5    | Prepare rooms in building(s)                                   |   |
|      | Stockpile supplies                                             |   |
|      | Establish CP/OPs                                               |   |
|      | Set up wire commo lines                                        |   |
|      | Cover floors with sand/dirt                                    |   |
|      | Reinforce/camouflage positions                                 |   |
| 6    | Prepare outside of building(s)                                 |   |
|      | Emplace mines/obstacles to cover deadspace/approaches/passages |   |
|      | Cover all mines/obstacles by observation and fire              |   |
| 7    | Inspect preparations                                           |   |

Notes:

## **PRINCIPLES OF THE LAW OF WAR**

| <b>STEP</b> | <b>PRINCIPLE</b>                                                                                                                                      | <b>✓</b> |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| <b>1</b>    | <b>All US/NATO ammo &amp; weapons are lawful; do not alter.</b>                                                                                       |          |
| <b>2</b>    | <b>Do NOT fake surrender, use enemy uniforms, booby trap personnel or use medical symbols to deceive.</b>                                             |          |
| <b>3</b>    | <b>Attack only combat targets, using only mission essential firepower, avoiding needless destruction and unnecessary suffering.</b>                   |          |
| <b>4</b>    | <b>Non-combat targets include the following: those surrendering, captives, the sick, the wounded; medical personnel, medical vehicles and medical</b> |          |

## **PRINCIPLES OF THE LAW OF WAR**

| <b>STEP</b> | <b>PRINCIPLE</b>                                                                                                                              | <b>✓</b> |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------|----------|
|             | buildings; undefended civilian buildings and monuments.                                                                                       |          |
| <b>5</b>    | Provide for the humane treatment and protection of all captives & non-combatants.                                                             |          |
| <b>6</b>    | Disposition of property: tag and turn in captured or abandoned military property; safeguard valuable abandoned private property; do not loot. |          |
| <b>7</b>    | Adherence to the Law of War supports tactical and strategic mission goals. Identify and report all violations.                                |          |

## HANDLING ENEMY PRISONERS OF WAR

| ITEM | ACTION                                                                                        | ✓ |
|------|-----------------------------------------------------------------------------------------------|---|
|      | <b>Use the 5 "Ss"</b>                                                                         |   |
| 1    | <b>SEARCH-</b> remove, tag & mark weapons, documents; return personal items, helmet, NBC gear |   |
| 2    | <b>SEGREGATE</b> - by rank, sex, military, civilian                                           |   |
| 3    | <b>SILENCE</b> - no talking                                                                   |   |
| 4    | <b>SPEED</b> - from battle area                                                               |   |
| 5    | <b>SAFEGUARD</b> - to prevent harm or escape                                                  |   |

Notes:

| <b>SPOT REPORT/SALUTE</b> |                      |
|---------------------------|----------------------|
| <b>LINE</b>               | <b>ITEM</b>          |
| <b>1</b>                  | <b>Size</b>          |
| <b>2</b>                  | <b>Activity</b>      |
| <b>3</b>                  | <b>Location</b>      |
| <b>4</b>                  | <b>Unit/Uniform</b>  |
| <b>5</b>                  | <b>Time observed</b> |
| <b>6</b>                  | <b>Equipment</b>     |

## FIND UNKNOWN RANGE USING MIL RELATION "WORM" FORMULA

**NOTE:** For MIL Relation Formula, the width or length of the target (W) must be known.

| STEP | ACTION                                                                   |
|------|--------------------------------------------------------------------------|
| 1    | Measure the target width using binoculars' mil scale ( $m$ )             |
| 2    | Divide target width in meters (W) by mil width ( $m$ ) to find range (R) |
| 3    | Round R to nearest tenth; multiply by 1000 for range to target           |
| 4    | Remember $R = \frac{W}{m}$                                               |

## CONVERSION TABLE: US TO METRIC TO US

**EXAMPLE:** Multiply inches by 2.54 to get centimeters; multiply centimeters by 0.394 to get inches.

| MULT | X      | =      | X     | =   |
|------|--------|--------|-------|-----|
| IN   | 2.54   | CM     | 0.394 | IN  |
| FT   | 0.305  | M      | 3.280 | FT  |
| YDS  | 0.914  | M      | 1.094 | YDS |
| MI   | 1.609  | KM     | 0.621 | MI  |
| QTS  | 0.946  | LTR    | 1.057 | QTS |
| GAL  | 3.785  | LTR    | 0.264 | GAL |
| OZ   | 28.349 | GMS    | 0.035 | OZ  |
| LBS  | 0.454  | KG     | 2.205 | LBS |
| MPG  | 0.245  | KM/LTR | 2.354 | MPG |
| MPH  | 1.609  | KM/HR  | 0.621 | MPH |

**Fahrenheit to Celsius =  $(F - 32) \times 5/9$**

**Celsius to Fahrenheit =  $(C \times 9/5) + 32$**

# CONVERTING AZIMUTHS-GRID TO MAGNETIC/MAGNETIC TO GRID

| STEP | ACTION                                                                                                                                                                                                                                                                                                                                                                                                          |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | <p><b>GRID TO MAGNETIC:</b> (map to compass)<br/>                     for easterly G-M angle<br/>                     subtract G-M angle from<br/>                     grid azimuth; for westerly<br/>                     G-M angle add G-M angle to<br/>                     grid azimuth</p>                                |
| 2    | <p><b>MAGNETIC TO GRID:</b> (compass to map)<br/>                     for easterly G-M angle<br/>                     add G-M angle to compass<br/>                     azimuth<br/>                     for westerly G-M angle<br/>                     subtract G-M angle from<br/>                     compass azimuth</p>  |

**Note:** On G-M angle diagram, if conversion direction is to the Left, ADD; if conversion is to the Right, SUBTRACT  
 LARS - left add right subtract



Easterly



Westerly

## **REDUCE RISK OF FRATRICIDE**

| <b>ITEM</b> | <b>PRIMARY FACTORS</b>                                                                                                                                                   |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>    | <b>Mission and C2</b><br>High vehicle or wpns density<br>Cdr's intent is unclear or complex<br>Poor flank coordination<br>Crosstalk lacking<br>No habitual relationships |
| <b>2</b>    | <b>Enemy</b><br>Weak intelligence or recon<br>Intermingled with friendly                                                                                                 |
| <b>3</b>    | <b>Terrain</b><br><br>Obscuration or poor visibility<br>Extreme engagement ranges<br>Navigation difficulty<br>Absence of recognizable features                           |

## **REDUCE RISK OF FRATRICIDE**

| <b>ITEM</b> | <b>PRIMARY FACTORS</b>                                                                                                                                                                                  |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>4</b>    | <b>Troops &amp; Equipment</b><br>High weapon lethality<br>Unseasoned leaders or troops<br>Poor fire control SOPs<br>Incomplete rules of engagement<br>Anxiety or confusion<br>Failure to adhere to SOPs |
| <b>5</b>    | <b>Time</b><br>Soldier and leader fatigue<br>Inadequate rehearsals<br>Short planning time                                                                                                               |

## **RISK MANAGEMENT**

**Risk Management is a process that assists decision-makers in reducing or offsetting risk and making decisions that weigh risks against mission benefits.**

|          |                                                                                        |
|----------|----------------------------------------------------------------------------------------|
| <b>1</b> | <b>Risk Management is integrated into the military decision-making process (MDMP).</b> |
|----------|----------------------------------------------------------------------------------------|

|          |                         |
|----------|-------------------------|
| <b>2</b> | <b>Key definitions:</b> |
|----------|-------------------------|

|  |                                                                                                      |
|--|------------------------------------------------------------------------------------------------------|
|  | <b>Risk - A possible loss or negative mission impact stated in terms of probability and severity</b> |
|--|------------------------------------------------------------------------------------------------------|

|  |                                                                                                                                                                                          |
|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>Threat - Any source of danger to the force- enemy, condition, source, or circumstance with a potential to negatively impact mission accomplishment or degrade mission capability.</b> |
|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|  |                                                                                        |
|--|----------------------------------------------------------------------------------------|
|  | <b>Probability - Estimate of the likelihood that a threat will impact on a mission</b> |
|--|----------------------------------------------------------------------------------------|

|  |                                                                                                                   |
|--|-------------------------------------------------------------------------------------------------------------------|
|  | <b>Severity - Consequence of an event in terms of injury, property damage, or other mission-impairing factor.</b> |
|--|-------------------------------------------------------------------------------------------------------------------|

## RISK MANAGEMENT

### 3 Risk severity categories:

- I **Catastrophic** - Cannot accomplish mission or failure; loss of major/mission critical system/equipment; deaths; major property/environmental damage; and unacceptable collateral damage.
- II **Critical** - Significant degraded mission capability; permanent disability; extensive damage to equipment/systems; significant damage to property/environment; major collateral damage.
- III **Marginal** - Degraded mission capability; injury/illness to personnel; and minor damage to equipment/ systems, property, or environment.
- IV **Negligible** - Little or no mission impact; minor injuries; slight system/equipment damage, but functional; & little or no property or environmental damage.

**NOTE:** Match w/probability categories on pg. 20-12 to complete matrix on pg. 20-15.

## RISK MANAGEMENT

### 4 Probability categories and criteria

|                             |                                                                                           |
|-----------------------------|-------------------------------------------------------------------------------------------|
| <b>Frequent<br/>(A)</b>     | <b>Occurs very often/<br/>continuously during<br/>the mission</b>                         |
| <b>Likely<br/>(B)</b>       | <b>Occurs several times/<br/>at a high rate during<br/>the mission</b>                    |
| <b>Occasionally<br/>(C)</b> | <b>Occurs some times/<br/>may occur over time/or<br/>may occur during the<br/>mission</b> |
| <b>Seldom<br/>(D)</b>       | <b>Remotely possible/<br/>could occur at some<br/>time during mission</b>                 |
| <b>Unlikely<br/>(E)</b>     | <b>Can assume will not<br/>occur, but not impos-<br/>sible</b>                            |

**NOTE: Match w/severity categories on page 20-11 to complete risk assessment matrix on page 20-15.**

## **RISK MANAGEMENT STEPS**

- |          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> | <p><b><u>Identify Threats</u></b> - potential sources of danger. Consider all aspects of <b>METT-TC</b>:</p> <ul style="list-style-type: none"><li>-length &amp; nature (complexity, danger) of operations</li><li>-factors of supervision (command &amp; control, day/lim vis/night)</li><li>-soldier experience levels, training status &amp; condition</li><li>-environment/weather (terrain, heat, cold, haze, dust, mud, fog, rain, snow, ice)</li><li>-age &amp; maintenance status of equipment</li><li>-leader rest status &amp; mission prep time</li></ul> |
| <b>2</b> | <p><b><u>Assess Threat</u></b> - determine cumulative effect on mission/objective considering probability of causing problems and severity of consequences; qualify risk as extremely high, high, moderate or low</p>                                                                                                                                                                                                                                                                                                                                                |

## **RISK MANAGEMENT STEPS**

- |          |                                                                                                                                                                                                                                       |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>3</b> | <b><u>Develop Controls</u> to eliminate or reduce risk of hazard - specify who, what, where, when &amp; how, <u>determine residual risk</u> as controls are developed; CDR make decision whether to accept level of residual risk</b> |
| <b>4</b> | <b><u>Implement Controls</u>; state how communicated &amp; put into effect - SOP, safety briefings, rehearsal</b>                                                                                                                     |
| <b>5</b> | <b><u>Supervise &amp; evaluate</u>; Monitor, follow up, reevaluate plan, make adjustments, incorporate lessons learned</b>                                                                                                            |

**NOTE: Use sample hazard risk assessment matrix on next page and categories of probabilities and severity from the previous pages to establish your own assessment.**

# RISK ASSESSMENT MATRIX

| HAZARD PROBABILITY |              |        |            |        |          |   |
|--------------------|--------------|--------|------------|--------|----------|---|
|                    | Frequent     | Likely | Occasional | Seldom | Unlikely |   |
| S E V E R I T Y    | Catastrophic | E      | E          | H      | H        | M |
|                    | Critical     | E      | H          | H      | M        | L |
|                    | Marginal     | H      | M          | M      | L        | L |
|                    | Negligible   | M      | L          | L      | L        | L |

S E V E R I T Y





PERSONNEL RECORD  
INFORMATION/SIZE[illegible]

## **ACRONYMS**

### **A**

|              |                                                         |
|--------------|---------------------------------------------------------|
| <b>AA</b>    | <b>Assembly area/avenue of approach/<br/>anti armor</b> |
| <b>ACE</b>   | <b>Ammo, casualties, equipment</b>                      |
| <b>ADA</b>   | <b>Air defense artillery</b>                            |
| <b>AFV</b>   | <b>Armored fighting vehicle</b>                         |
| <b>AO</b>    | <b>Area of operations</b>                               |
| <b>AP</b>    | <b>Armor piercing</b>                                   |
| <b>APC</b>   | <b>Armored personnel carrier</b>                        |
| <b>AT</b>    | <b>Antitank</b>                                         |
| <b>ATACM</b> | <b>Army tactical missile system</b>                     |
| <b>AVP</b>   | <b>Auxiliary vehicle power</b>                          |
| <b>AZ</b>    | <b>Azimuth</b>                                          |

### **B**

|             |                                            |
|-------------|--------------------------------------------|
| <b>BIS</b>  | <b>Back-up iron sight</b>                  |
| <b>BFV</b>  | <b>Bradley Fighting Vehicle (M2)</b>       |
| <b>BMNT</b> | <b>Beginning morning nautical twilight</b> |
| <b>BN</b>   | <b>Battalion</b>                           |
| <b>BP</b>   | <b>Battle position</b>                     |

### **C**

|            |                                       |
|------------|---------------------------------------|
| <b>C2</b>  | <b>Command and control</b>            |
| <b>C3</b>  | <b>Command/control/communications</b> |
| <b>cal</b> | <b>Caliber</b>                        |

## **ACRONYMS**

### **C**

|               |                                |
|---------------|--------------------------------|
| <b>CAS</b>    | <b>Close air support</b>       |
| <b>CCO</b>    | <b>Close combat optic</b>      |
| <b>cGy</b>    | <b>Centigray</b>               |
| <b>COA</b>    | <b>Course of action</b>        |
| <b>coax</b>   | <b>Coaxial machinegun</b>      |
| <b>COMSEC</b> | <b>Communications security</b> |
| <b>CONOPS</b> | <b>Continuous operations</b>   |
| <b>CP</b>     | <b>Command post</b>            |
| <b>CQC</b>    | <b>Close quarter combat</b>    |
| <b>CS</b>     | <b>Combat support</b>          |
| <b>CSS</b>    | <b>Combat service support</b>  |
| <b>CVC</b>    | <b>Combat vehicle crewman</b>  |

### **D-E**

|             |                                         |
|-------------|-----------------------------------------|
| <b>Dir</b>  | <b>Director</b>                         |
| <b>Dis</b>  | <b>Distance</b>                         |
| <b>DTG</b>  | <b>Date-Time-Group</b>                  |
| <b>DZ</b>   | <b>Drop zone</b>                        |
| <b>EA</b>   | <b>Engagement area</b>                  |
| <b>EENT</b> | <b>End of evening nautical twilight</b> |
| <b>EMP</b>  | <b>Electromagnetic pulse</b>            |
| <b>EN</b>   | <b>Enemy</b>                            |
| <b>EPW</b>  | <b>Enemy prisoner of war</b>            |
| <b>EZ</b>   | <b>Extraction zone</b>                  |

## **ACRONYMS**

### **F-G-H**

|              |                                    |
|--------------|------------------------------------|
| <b>FEBA</b>  | <b>Forward edge of battle area</b> |
| <b>FFAR</b>  | <b>Folding fin aerial rocket</b>   |
| <b>FPF</b>   | <b>Final protective fires</b>      |
| <b>FPL</b>   | <b>Final protective lines</b>      |
| <b>FR</b>    | <b>Friendly forces</b>             |
| <b>FRAGO</b> | <b>Fragmentary order</b>           |
| <b>FSO</b>   | <b>Fire support officer</b>        |
| <b>G-M</b>   | <b>Grid-Magnetic</b>               |
| <b>HE</b>    | <b>High explosive</b>              |

### **I-J-K-L**

|             |                                  |
|-------------|----------------------------------|
| <b>ID</b>   | <b>Identification</b>            |
| <b>KIA</b>  | <b>Killed in action</b>          |
| <b>km</b>   | <b>Kilometer</b>                 |
| <b>LADW</b> | <b>Local air defense warning</b> |
| <b>LD</b>   | <b>Line of departure</b>         |
| <b>log</b>  | <b>Logistics</b>                 |
| <b>LZ</b>   | <b>Landing zone</b>              |

### **M**

|                     |                                         |
|---------------------|-----------------------------------------|
| <b>m</b>            | <b>Meter(s)</b>                         |
| <b><del>m</del></b> | <b>Mil</b>                              |
| <b>M1/M1A1</b>      | <b>Abrams tank</b>                      |
| <b>MDMP</b>         | <b>Military decision-making process</b> |

## **ACRONYMS**

### **M**

|                |                                                                               |
|----------------|-------------------------------------------------------------------------------|
| <b>MEDEVAC</b> | <b>Medical evacuation</b>                                                     |
| <b>MEL</b>     | <b>Maximum engagement line</b>                                                |
| <b>METL</b>    | <b>Mission essential task list</b>                                            |
| <b>METT-TC</b> | <b>Mission, enemy, troops, terrain,<br/>time, and civilian considerations</b> |
| <b>MLRS</b>    | <b>Multiple launch rocket system</b>                                          |
| <b>mm</b>      | <b>millimeter</b>                                                             |
| <b>MOPP</b>    | <b>Mission oriented protection posture</b>                                    |
| <b>MORTREP</b> | <b>Mortar report</b>                                                          |

### **N**

|               |                                      |
|---------------|--------------------------------------|
| <b>NBC</b>    | <b>Nuclear, biological, chemical</b> |
| <b>NOD(s)</b> | <b>Night observation device(s)</b>   |
| <b>NVG</b>    | <b>Night vision Goggles</b>          |

### **O**

|              |                                                                                                                                    |
|--------------|------------------------------------------------------------------------------------------------------------------------------------|
| <b>OAKOC</b> | <b>Observation/fields of fire, avenues<br/>of approach, key terrain, obstacles<br/>and movement, and cover and<br/>concealment</b> |
| <b>OBJ</b>   | <b>Objective</b>                                                                                                                   |
| <b>OJT</b>   | <b>On the job training</b>                                                                                                         |

## **ACRONYMS**

### **O-P**

|              |                                                   |
|--------------|---------------------------------------------------|
| <b>OP</b>    | <b>Observation post</b>                           |
| <b>OPORD</b> | <b>Operation order</b>                            |
| <b>ORP</b>   | <b>Objective rally point</b>                      |
| <b>PB</b>    | <b>Patrol base</b>                                |
| <b>PIR</b>   | <b>Priority intelligence requirements</b>         |
| <b>PMCS</b>  | <b>Preventive maintenance checks and services</b> |
| <b>PZ</b>    | <b>Pickup zone</b>                                |
| <b>PZCO</b>  | <b>Pickup zone control officer</b>                |

### **R**

|                 |                                                  |
|-----------------|--------------------------------------------------|
| <b>RAP</b>      | <b>Rocket assisted projectile</b>                |
| <b>ROE</b>      | <b>Rules of engagement</b>                       |
| <b>RP</b>       | <b>Release point/rally point/reference point</b> |
| <b>R&amp; S</b> | <b>Reconnaissance and surveillance</b>           |

### **S**

|                |                                                               |
|----------------|---------------------------------------------------------------|
| <b>SHELREP</b> | <b>Shell report</b>                                           |
| <b>SOI</b>     | <b>Signal operation instructions</b>                          |
| <b>SP</b>      | <b>Start point</b>                                            |
| <b>STANO</b>   | <b>Surveillance, target acquisition and night observation</b> |

## **ACRONYMS**

### **T**

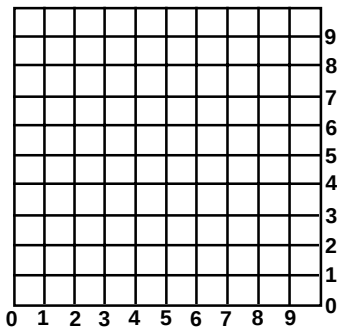
|            |                                                          |
|------------|----------------------------------------------------------|
| <b>TOW</b> | <b>Tube-launched, optically-tracked,<br/>wire-guided</b> |
| <b>TRP</b> | <b>Target reference point</b>                            |

### **U-Z**

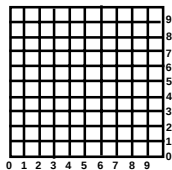
|            |                                |
|------------|--------------------------------|
| <b>WIA</b> | <b>Wounded in action</b>       |
| <b>WP</b>  | <b>White phosphorus</b>        |
| <b>WPN</b> | <b>Weapon</b>                  |
| <b>WRP</b> | <b>Weapons reference point</b> |

# COMBAT LEADERS' GUIDE

**1/25,000 OR 1/250,000**



**1/50,000**



**READ RIGHT → THEN UP ↑**

# CALL FOR FIRE CARD

STEP 1

ID:

(STEPS 4 & 5 ARE OPTIONAL)

WARNING ORDER: AF / FFE / S / IS POLAR / SHIFT (GRID)

.....

LOCATION: (POLAR) DIR DIS

(SHIFT) DIR

STEP 2

L/R +/-

(GRID)

STEP 3

DESCRIPTION:

METHOD OF ENGAGEMENT:

METHOD OF CONTROL:

\* DO NOT SAY WORDS IN PARENTHESES

STEP 5

STEP 4