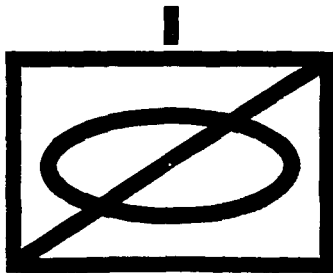


**FORT KNOX
SUPPLEMENTAL
MATERIAL**

FKSM 17-97-3

REGIMENTAL CAVALRY TROOP

SOP



**US ARMY ARMOR CENTER
FORT KNOX, KENTUCKY 40121-5000**

SEPTEMBER 1990

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REGIMENTAL ARMORED CAVALRY TROOP SOP

PREFACE

The purpose of this supplemental material is to provide you, the troop commander, with a standardized means by which to command your troop effectively. It is the responsibility of each leader to improve the combat readiness of the US Army. Fundamental to achieving this goal are leaders and commanders totally dedicated to knowing and understanding the unit's standing operating procedures (SOP).

This SOP will assist you in maintaining or improving the combat readiness of your troop. In order to be effective, this book should be reviewed and updated with doctrinal changes. This handbook must not be construed as a substitute for good tactical training, but as an aid in preparing the troop for the future battlefield.

This publication was prepared by the US Army Armor School, Fort Knox, Kentucky 40121-5211 and conforms to current doctrine as closely as possible.

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Unless otherwise stated, whenever the masculine gender is used, both men and women are included.

This publication supercedes FC 17-97-3, March 1986.

TABLE OF CONTENTS

	PAGE
I. GENERAL	1
Purpose	1
Conformity	1
Distribution	1
II. COMMAND AND CONTROL	1
Command Groups	2
Troop-Leading Procedures	2
Estimate of the Situation	2
Operating Nets	3
Fixed Call Signs	6
Terrain Index Reference System (TIRS)	7
III. OPERATIONS SECURITY	8
Security Readiness Conditions (REDCON)	8
Stand-To	9
Perimeter Security	9
IV. ORGANIZING FOR COMBAT	12
Troop Organization	12
Troop Combat Formations	12
Intelligence	16
Priority Intelligence	
Requirements (PIR).....	16
Enemy Prisoners of War (EPW) ...	16
Counterintelligence	17
Fire Support	18
Command and Control	18
FIST Chief	18
Fire Support Plan	19
Operation at Troop Level	19
Air Defense	22
Air Defense Posture	22
Weapon Control Status	22
Rules of Engagement	22

	Hostile Criteria	23
	Engineer	23
	Purpose	23
	Responsibilities	23
	General	24
	Turnover Checklist	25
	Aviation	28
V.	TACTICAL OPERATIONS	30
	Hatch Positions	30
	Tactical Road Marches	30
	Assembly Areas	33
	Offensive Operations	34
	Defensive Operations	35
	Passage of Lines	35
	Limited Visibility Operations	35
VI.	PERSONNEL	36
	Reports	36
	Sick Call	36
	Mail Call	37
	Pay Call	37
	Church Call	37
	Personal Items	37
	Radiation Dose	37
	Recommendation for Awards	37
	Replacements	37
	Health and Hygiene	37
VII.	LOGISTICS	37
	General	37
	Supply	38
	Maintenance and Recovery	39
	Medical	40
	Field Sanitation	46

ANNEXES

A	RESPONSIBILITIES OF KEY PERSONNEL . . .	A-1
B	QUARTERING PARTY	B-1
C	NBC OPERATIONS	C-1
D	PRECOMBAT INSPECTION CHECKLIST	D-1
E	REPORTS	E-1
F	ORDERS	F-1
G	VEHICLE MARKING SYSTEM	G-1
H	PASSAGE OF LINES	H-1
I	OPERATIONAL TERMS	I-1

REGIMENTAL ARMORED CAVALRY TROOP SOP

I. GENERAL.

A. Purpose. This SOP applies except when modified by the troop commander or higher order. Its purpose is to standardize the routine combat operations, combat support (CS), and combat service support (CSS) procedures within the troop.

B. Conformity. All troop personnel will read and comply with the provisions of this SOP.

C. Distribution. This SOP will be issued to and maintained by all members of the orders group from troop, every vehicle commander, supply sergeant, and leaders of habitual attachments from squadron.

II. COMMAND AND CONTROL.

A. Command Groups.

1. Troop Command Group A.
 - a. CO.
 - b. FIST chief.
2. Troop Command Group B.
 - a. XO.
 - b. NBC NCO.
 - c. Commo chief.
3. Field Trains.
 - a. Supply sgt.
 - b. Troop mess team.

- (b) Cover and concealment.
 - (c) Obstacles.
 - (d) Key terrain.
 - (e) Avenues of approach (armor and infantry).
- d. Troops available.
- (1) Number of vehicles and weapon systems that are operational.
 - (2) Personnel shortages.
- e. Time.
- (1) Time for planning.
 - (2) Time for execution.
2. Develop several courses of action.
3. War-game the courses of action.
4. Consider advantages and disadvantages of each course of action.
5. Decide on course of action.

F. Operating Nets.

- 1. Troop commander will operate on squadron command net, to receive orders and forward reports, and will monitor troop command net, dropping down to issue orders and receive situation updates as necessary.
- 2. FIST will operate on howitzer battery (HWB) fire net (digital) and will also monitor troop command and operate on the troop fire support net.

4. Combat Trains.
 - a. First sergeant.
 - b. Maintenance section.
 - c. Medical aid.

B. Succession of Command. XO, Sr Plt Ldr, other Plt Ldrs by date of rank, 1SG, Sr Plt Sgt, other Plt Sgt by date or rank. Squadron headquarters will be notified immediately of succession of command.

C. Orders Group. CO, XO, FIST, all Plt ldrs, 1SG, all attached, operational control (OPCON) or direct support (DS) leaders. Orders group will be present for all orders presentations and reports to troop commander.

D. Troop-Leading Procedures.

1. Receive and analyze the mission.
2. Issue a warning order.
3. Make a tentative plan.
4. Start necessary movement.
5. Conduct a reconnaissance (terrain, air, and map).
6. Make final decisions and complete the plan.
7. Issue operation orders (from vantage point).
8. Supervise and refine.

E. Estimate of the Situation.

1. Analyze METT-T.
 - a. Mission.
 - b. Enemy (composition, location, strengths, and capabilities).
 - c. Terrain and weather.
 - (1) Weather forecast and light data.
 - (2) Analyze terrain using OCOKA formula.
 - (a) Observation and fields of fire.

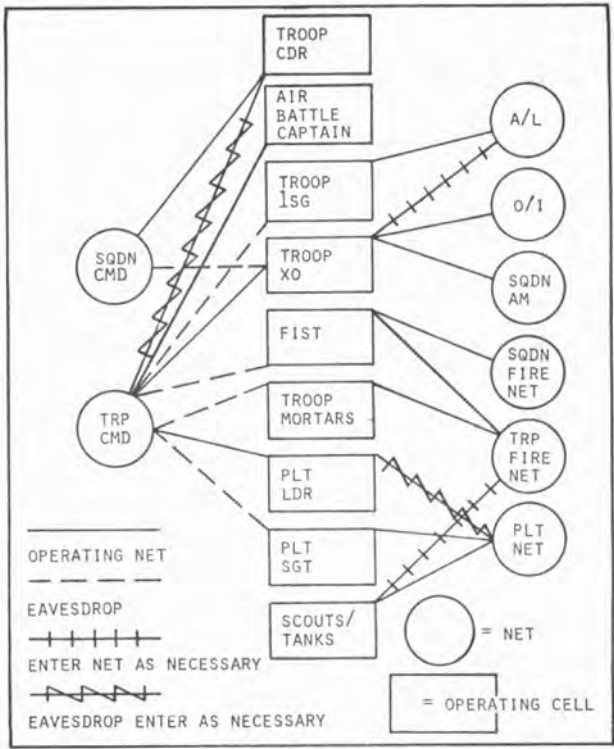


Figure 1. Operating Nets.

G. Fixed Call Signs. The following fixed call signs will be used on all operations.

FIXED CALL SIGNS:

Unit/Bumper Number	Call Sign
Troop Headquarters	BLACK
FIST	Black 1
Mortars	Black 2
TOC	Black 3
Supply	Black 4
XO	Black 5
Commander	Black 6
Maintenance	Black 7
ISG	Black 8
Medics	Black 9
NBC	Black 10
1st Platoon (SCOUT)	RED
Plt Ldr 11	Red 1
Sec Ldr 12	Red 2
Sqd Ldr 13	Red 3
PSG 14	Red 4
Sec Ldr 15	Red 5
Sqd Ldr 16	Red 6
2d Platoon (TANK)	WHITE
Plt Ldr 21	White 1
TC 22	White 2
TC 23	White 3
PSG 24	White 4

3d Platoon (SCOUT)	BLUE
Plt Ldr 31	Blue 1
Sec Ldr 32	Blue 2
Sqd Ldr 33	Blue 3
PSG 34	Blue 4
Sec Ldr 35	Blue 5
Sqd Ldr 36	Blue 6

4th Platoon (TANK)	GREEN
Plt Ldr 41	Green 1
TC 42	Green 2
TC 43	Green 3
PSG 44	Green 4

Note. Fixed call signs are used only below troop level.

H. Terrain Index Reference System (TIRS).

1. TIRS is a control measure designed to reference locations in a manner that facilitates command and control. It is a quick, simple method of determining grid locations in a fast-paced operation.
2. TIRS is not a code or a secure reference method; to be secure, it must be used in conjunction with communications-electronics operation instructions (CEOI) material and procedures.
3. The TIRS list will be disseminated to vehicle commander level.
4. TIRS will be used both to direct movement of units and to report locations of friendly units.

III. OPERATIONS SECURITY.

A. Security Readiness Conditions (REDCON).

1. REDCON-1 (Full alert):
 - a. All personnel alert and ready for action.
 - b. Vehicles loaded, secured, and weapons manned.
 - c. Platoons ready to move immediately (engines running, observation posts (OPs) pulled in).
2. REDCON-2 (Full alert):
 - a. Stand-to complete.
 - b. All personnel alert, pull in OPs and wire, and all vehicles ready to move within 15 minutes.
3. REDCON-3 (Reduced security):
 - a. Fifty percent (50%) of each crew/squad "stand down" for feeding, rest, and maintenance.
 - b. Remaining 50% man vehicles, OPs, weapons, and monitor radios/phones.
 - c. Vehicles ready to move within 30 minutes.
4. REDCON-4 (Minimum security):
 - a. Two men per platoon make dismounted checks (perimeter patrol).
 - b. One man alert per vehicle, monitors radios/phone and mans turret weapons.
 - c. Vehicles ready to move within one hour.

B. Stand-To. At the time prescribed by the operation order or the troop commander's instructions, the following will be accomplished:

1. Equipment stowed (except for wire and telephone commo gear).
2. Vehicles and weapons manned.
3. Precombat checks complete.
4. Vehicles started together on order of platoon leader (short count over hot loop).
5. Prepared to move.
6. Status report submitted to the troop command post at stand-to (Blue 11 report).
7. Release from stand-to to REDCON level on order of troop commander.

C. Perimeter Security.

1. Unit maintains 360-degree security: normally 1st (Sct) 12-3, 2d (Tk) 3-6, 3d (Sct) 6-9, 4th (TK) 9-12, trains and command post in the center. Twelve = magnetic north unless otherwise specified by the commander. Platoons coordinate from left to right the following information:
 - a. Direct-fire plans, indirect-fire target reference point (TRP) coverage, and dead space.
 - b. Location of OPS, security elements, routes, and lanes.

2. Minimum at each position:
 - a. One 2-man OP per platoon.
 - b. Night-vision goggles for each sentry/observer.
 - c. During limited visibility, each platoon will use at least two thermal sights for security.
 - d. NBC alarms operational and deployed.
 - e. Hasty protective mines (emplaced only on order).
 - f. PEWS emplaced and monitored by scout section sgt.

3. Camouflage:
 - a. Maximum use of natural and artificial material for each vehicle/position.
 - b. Enforce noise, light, and litter discipline. (Security preparation and implementation will be changed based on REDCON condition only by troop commander.)

4. Sleep Plan. To ensure combat readiness and sustain the troop's ability to fight around the clock, the troop will institute a sleep plan whenever possible. The ISG will supervise the sleep plan as directed by the troop commander.
 - a. A tent or lean-to will be erected along the flanks. Vehicle crewmen will not sleep on tanks or other vehicles.
 - b. The maximum number of personnel will sleep as security condition allows.
 - c. Sleeping less than five hours will significantly degrade soldier performance. Leaders check each other for signs of fatigue.

- d. Troop commander and XO will alternate sleeping.

5. Security:

- a. Local security at all halts: Two men per platoon will be placed at least 50 meters to the flanks during halts.
- b. Crew-served weapons will be manned at all times.
- c. Loaders will carry individual weapons on all marches.
- d. Loaders will carry individual weapons when dismounted or when tanks are moving through heavily wooded areas.
- e. Air guards will be designated on all vehicles.
- f. All personnel in a hatch position will be up when vehicles are moving.
- g. At least one man will face to the rear on all vehicles if type of vehicle permits.
- h. Two-man teams will be posted at critical points during occupation of assembly areas (flanks and intersections).
- i. Night observation devices will be used during periods of darkness on all vehicles and in platoon area.
- j. Enforce light and noise discipline.
- k. The XO and LSG are responsible for the security of command post and trains.
- l. Make physical contact with the vehicle to your front when stopped at night in column.
- m. Challenge everyone in your area.

IV. ORGANIZING for COMBAT.

A. Troop Organization.

1. Organization of troop per squadron operation order (OPORD).
2. Troop cross-attachment procedures:
 - a. Troop commander coordinates with gaining unit commander for contact points and time of cross attachment and submits status report.
 - b. Troop XO coordinates prior to movement with the Admin Log Center for logistics support to include medics and maintenance teams to accompany the troop.
 - c. The normal LOGPAC for the troop is:
 - (1) Three ammo trucks.
 - (2) Three fuel trucks.
 - (3) Maintenance team, M113, M88.
 - (4) Medics and M113.
 - (5) Supply sergeant and supply truck.

B. Troop Combat Formations.

1. Column used during road march, passage of lines:

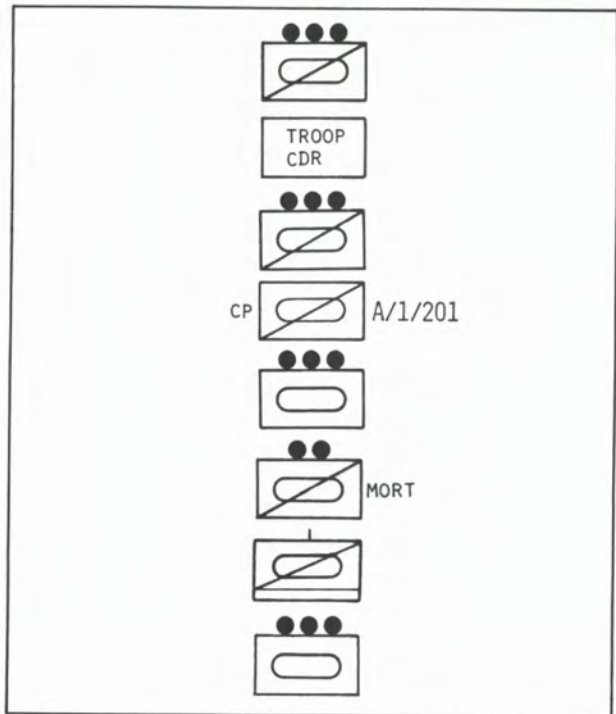


Figure 2. Column.

2. Split Vee (used during zone recon, screen operations):

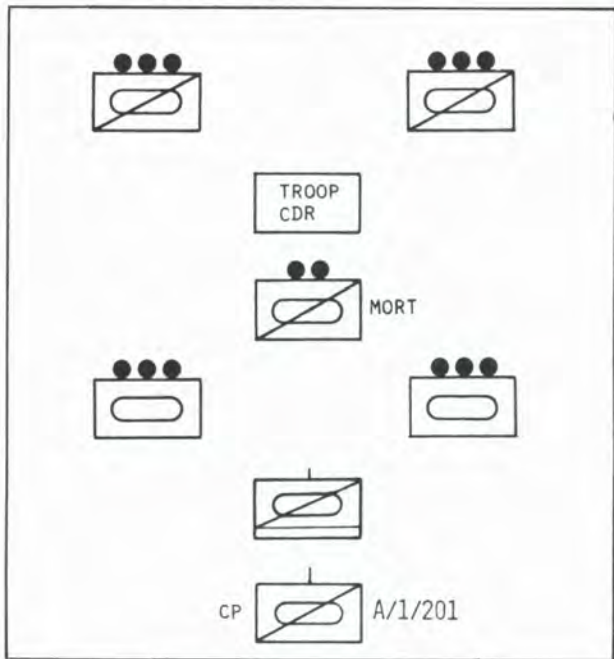


Figure 3. Split Vee.

3. Troop Vee (used during zone recon, screen, movement to contact operations):

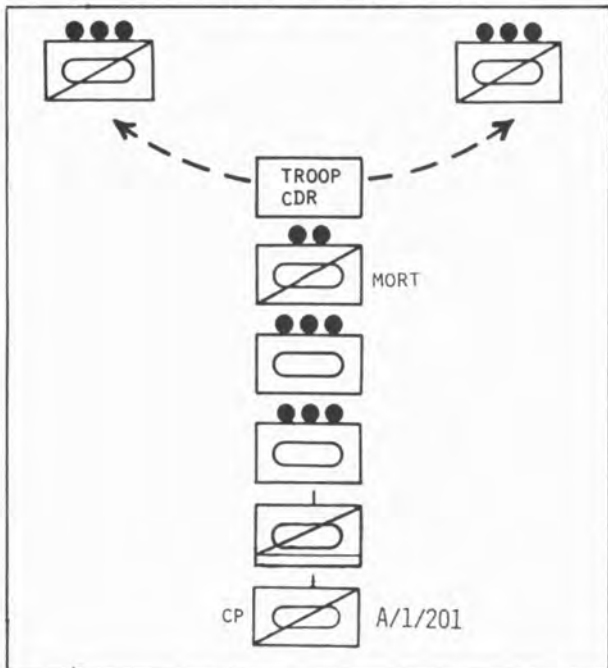


Figure 4. Troop Vee.

C. Intelligence.

1. Priority Intelligence Requirements (PIR) -- report the following immediately:
 - a. Initial enemy contact.
 - b. Location of enemy CCC, air defense artillery (ADA), and mobility-enhancing equipment.
 - c. Enemy mission-oriented protection posture (MOPP) and use of NBC weapons.
 - d. Parachute or heliborne operations behind friendly lines.
 - e. New or unusual vehicles, weapons, or weapon effects.
 - f. Reports or observations suggesting imminent use of NBC weapons.
 - g. Enemy helicopter formations.

2. Enemy Prisoners of War (EPW):
 - a. Capturing platoons disarm, safeguard, search, silence, and segregate by nationality and sex, field grade officers, company grade officers, NCOs, enlisted, agents, political prisoners, and armed civilians.
 - b. Tag EPWs with date, time, and place of capture, capturing unit, and circumstances of capture.
 - c. Captured documents and material will be tagged with AE Form 1301 or marked with date, time, place, circumstances of capturing unit, name of EPW on whom found or where material was found. Evacuate with EPW and guard to the rear via available transportation under supervision of 1SG.

- d. Protective mask, ID card, and other protective equipment will be searched and returned to EPW's possession.
 - e. Platoons will deliver EPWs, documents, materials, and EPW guards to ISG. The ISG will collect and arrange for speedy transport to rear area and secure until evacuated.
3. Counterintelligence:
- a. Sign and countersign change at midnight. Challenge all personnel after dark, and unknown personnel during daylight.
 - b. Prior to departure, the platoon leader/sergeant will personally check to ensure no material of intelligence value is left in the area.
 - c. CEOIs, maps, and overlays will be accounted for at all times.
 - d. Troops will not keep diaries and will self-censor their outgoing mail.
 - e. Authenticate all orders or other directives and requests for information from unknown sources.
 - f. Immediately report to the troop commander:
 - (1) Known or suspected compromise of operational material and loss of maps, CEOIs, overlays, etc.
 - (2) Known or suspected enemy agents.
 - (3) Attempts to subvert unit personnel.
 - g. In the event the troop commander net is jammed or disabled, automatically go to the 2nd Plt's frequency. Succession of jammed frequencies is 2d Plt, 4th Plt, 1st Plt, 3d Plt.

D. Fire Support.

1. Command and Control:
 - a. The troop commander will approve all smoke and illumination requests.
 - b. The commander provides fire support guidance to the FIST chief and his platoon leaders. The guidance may include:
 - (1) Ammunition employment or constraints.
 - (2) Priority of fire to designated platoons.
 - (3) Establishment of priority targets.
 - (4) Establishment of fire support coordination measures.
 - (5) Anticipated changes in organic fire support.
 - (6) Employment to support follow-on operations.
 - (7) General positioning and movement guidance for the troop mortars.
 - c. Engage all vehicles in sector positively identified as enemy IAW the priority established.
2. FIST Chief:
 - a. Accompanies troop commander.
 - b. Maintains map with location of maneuver platoons, mortars, and field artillery (FA) in his sector.
 - c. Recommends to the troop commander the fire support plan for troop.
 - d. Maintains constant communication with mortars and supporting artillery.

- e. Monitors troop command net.
 - f. Plans fire on all spot reports and executes on order by troop commander.
3. Fire Support Plan. All vehicle commanders will submit fire plans for their sector (within 30 minutes of occupation) to the platoon leader, who will consolidate them and submit a platoon plan to the troop commander (within 60 minutes of occupation). The troop commander will then prepare a troop fire plan and submit it to the squadron commander. The fire plan will encompass all weapon systems to include planned (requested) indirect-fire targets.
4. Operation at Troop Level:
- a. The majority of the requests for fire will be generated by scouts. Scouts operating on the platoon net will report to the platoon leader. If the platoon leader decides to engage with indirect fires he will direct the scout to contact the FIST on the troop fire support net to request fire support. The scouts will operate the nets as indicated in figure 5. Scout vehicles with only one radio will work primarily on the platoon command net and will switch to the troop fire control net when conducting indirect-fire missions. Once the mission is completed, the scout will return immediately to the platoon command net.

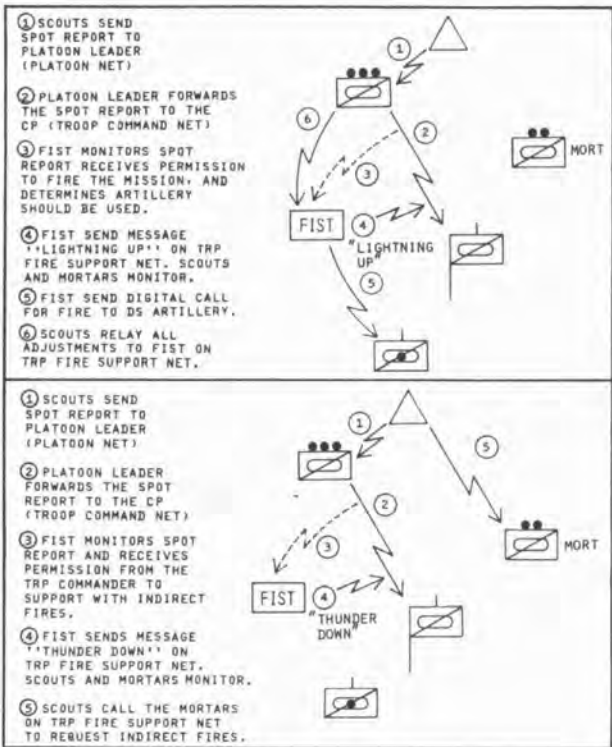


Figure 5. Scout Nets.

- (1) Normal request for fire. The scout will contact the FIST on the troop fire support net (TFS) and request fire. The mortars will monitor this request and will immediately start computing data and be prepared to fire the mission if directed to do so by the FIST. The FIST will evaluate the request and determine the means of engagement. He will direct the mortars to fire the mission by reporting "Thunder down" on the fire support net. Subsequent corrections will then be between the scouts and mortars on the TFS net. If FA fires are more appropriate, the FIST will report "Lightning Up" on the TFS net and contact the squadron howitzer battery fire direction center (FDC), or if there is a supporting artillery battalion, the battalion FDC on the digital fire net. Subsequent corrections will be sent to the FIST on the TFS net and will be relayed to the artillery unit. Scouts will remain on the TFS net until the mission is completed. Scouts will not enter the battery/battalion net unless directed to do so by the FIST.
 - (2) Aeroscouts. When only organic artillery fire support is available, aeroscouts will request support through a troop FIST on squadron FSO.
- b. Operations within the tank company. The duties and responsibilities of the tank company FIST are generally the same as those of the troop FIST. The major difference is the lack of organic mortar fires and the

absence of organic scouts. Therefore, the missions will be generated by the platoon leaders, platoon sergeants, and tank commanders. Request for fire support will be made on the tank company fire support net. Tank company FIST will operate in the company command net, the supporting artillery units primary fire net, the squadron fire support net, and the company's fire support net.

E. Air Defense.

1. Report all enemy air activity.
2. Air Defense Posture:
 - a. **White**--attack not expected. Use passive air defense measures (air guards, camouflage).
 - b. **Yellow**--attack expected. Warn personnel and post air guards. Position machine guns.
 - c. **Red**--attack imminent or in progress. Take actions listed in Yellow. Man all weapons, and be prepared to engage.
3. Weapon Control Status:
 - a. **Weapons free**--least restrictive. May fire at any aircraft not positively identified as friendly.
 - b. **Weapons tight**--may fire at aircraft positively identified as hostile.
 - c. **Weapons hold**--most restrictive. Fire only in self-defense.
4. Rules of Engagement:
 - a. Troops may engage aircraft attacking the

- individual or his unit.
- b. Troops may engage nonattacking aircraft only on the order of the troop commander.
5. Hostile Criteria. Aircraft will be judged hostile based upon the following identification criteria:
- a. Attacking friendly units.
 - b. Bearing the military insignia or having the configuration of an aircraft of a known enemy nation.
 - c. Spraying or smoking friendly territory without prior coordination.
 - d. Discharging parachutists or unloading troops without prior coordination.
 - e. Dropping flares over friendly territory without prior coordination.
 - f. Engaged in mine laying operations without prior coordination.
 - g. Improper or unauthorized entry into an area designated as restricted.
 - h. Dropping electric countermeasure (ECM) devices over friendly territory without prior coordination (chaff, corner reflectors, decoys).
 - i. No response to identification friend or foe (IFF) challenge (Stinger capability) when in a weapons free environment.

F. Engineer.

1. Purpose: To establish procedures for target turnover.
2. Responsibilities: Commanders at all levels are responsible for ensuring that individuals designated as demolition guard commander

and/or firing party commanders are thoroughly familiar with the procedures prescribed herein.

3. General: A target prepared for demolition by engineers may be turned over to another unit for safeguarding and/or execution if the following turnover procedures are followed.
 - a. Prior face-to-face coordination between the senior member of the emplacing unit (normally an engineer squad leader) and the demolition guard commander (normally a scout squad leader) greatly aids and speeds the turnover process. Such prior coordination will always take place, if the tactical situation permits.
 - b. The senior member of the emplacing unit will require positive identification of the demolition guard commander by means of sign/countersign or by personnel recognition.
 - c. Once identification is established, the emplacing unit will give a completed target folder for the target being turned over to the demolition guard commander. The folder contains orders to the demolition guard commander and the firing party commander that must be signed and thoroughly understood by the demolition guard commander.
 - d. The senior member of the emplacing unit will then describe the obstacle in detail to the demolition guard commander. As an aid use the turnover checklist in paragraph 4.
 - e. Once the demolition guard commander fully understands his responsibilities and he

(or the firing party commander if separately designated) is capable of executing the target, the emplacing unit may depart.

4. Turnover checklist:
 - a. Identity check.
 - (1) I am
 - (a) The platoon leader of ___ platoon ___ company.
 - (b) The squad leader of ___ squad ___ platoon ___ company.
 - (c) The commander of the demolition guard.
 - (d) The commander of the demolition firing party.
 - (e) Tasked to:
 1. Handover.
 2. Takeover the obstacle.
 - (2) I request a mutual identity check (identity card/copy of demolition order form).
 - b. Briefing on the tactical situation.
 - (1) I request (by means of a map or sketch):
 - (a) Briefing on the terrain.
 - (b) Information on the enemy.
 - (c) Information on our own troops.
 1. Adjacent/nearby units.
 2. Local security of the obstacle.
 3. Information on the last of our own forces that will pass through the obstacle.
 - (2) Who gives the order to close or fire the obstacle?
 - (3) How will the order to close or fire

- the obstacle be given?
- c. Details of a Minefield.
 - (1) Briefing on the minefield record in complete detail.
 - (2) Briefing on the obstacle.
 - (a) Type of minefield.
 - (b) Boundaries.
 - (c) Number of strips/rows/TOE.
 - (d) Landmarks/intermediate marks.
 - (e) Type and number of mines laid.
 - (f) Width and marking of safe lanes.
 - (g) Type of fencing.
 - (h) Location of mines and fuzes required to close the safe.
 - (i) Location of packing material/safety pins etc.
 - (j) Procedure required to close the obstacle.
 - (k) Traffic control.
 - (l) Maintenance of the driving surface in the safe lane.
 - (3) Estimate of the time required.
 - (a) To close the lane.
 - (b) To remove the minefield marking.
 - d. Details of a demolition target.
 - (1) Briefing on the target folder in complete detail.
 - (2) Briefing on the target.
 - (a) Type of target.
 - (b) Fixing of the charges.
 - (c) The run of the firing circuits.
 - (d) Type of main firing circuit/reserve circuit.
 - (e) Firing point/points.
 - (f) Present state of readiness.

- (g) Procedure required to change the state of readiness.
- (h) Procedure required to fire the demolition.
 - (i) Traffic control.
- (3) Orders to the demolition guard and the demolition firing party commander (briefing on the demolition order form in complete detail).
- (4) Estimate of the time required.
 - (a) To change the state of readiness.
 - (b) To fire the demolition.
- e. Written handover/takeover.
 - (1) Signature of "handing over/taking over" (name, rank, unit, date, time, group).
 - (a) In target folder/section order.
 - (b) On minefield record.
 - (2) In case it is required by "handing over" an additional handwritten certificate may be produced.
 - (3) Handover/takeover of obstacle documentation.
- f. Reports.
 - (1) Report on the completion of handover/takeover.
 - (a) To the commander of the demolition guard.
 - (b) To your own unit.
 - (2) Report on the firing/closing.
 - (a) To the commander of the demolition guard.
 - (b) To your own unit.
- g. Report on the firing/closing.
 - (1) To the commander of the demolition

guard.

(2) To your own unit.

h. Obstacles.

(1) Cover by direct/indirect fire.

(2) Execution as directed by target folder or on order of troop commander.

(3) Obstacles created in sector by platoons/sections will be recorded and reported to the troop commander.

(4) Report all obstacles encountered in sector, and immediately seek bypass.

(5) Platoons will overwatch engineers during breaching operations.

(6) Organic assets will be emplaced to create obstacles only on order of the troop commander.

G. Aviation.

1. Aviation is a maneuver element. Just as ground maneuver elements require detailed planning and coordination to achieve maximum effectiveness; so do the aviation units.

2. To affect this, face-to-face coordination between ground and aviation commander is preferred.

a. Initial Contact.

(1) Initial contact is done via FM secure. It will be established from supporting element to supported.

(2) Upon initial contact, the ground commander will provide the aviation commander:

(a) Rendezvous (RV) location.

(b) Known or suspected enemy locations in the vic of RV.

- (c) Known or suspect enemy ADA vic RV.
- b. Face-to-face coordination should provide at a minimum.
 - (1) Situation.
 - (a) Enemy - ground/ADA unit types/location.
 - (b) Friendly - locations/FLOT.
 - (2) Mission.
 - (3) Execution.
 - (a) Scheme of maneuver.
 - (b) Fire support.
- c. The aviation commander (air battle captain) should provide at a minimum.
 - (1) His capabilities.
 - (a) Number of aircraft by type.
 - (b) Armament.
 - (c) Time available.
 - (2) Execution. Scheme of maneuver to include approach direction into sector.
 - (3) Command and Signal.
 - (a) Flight Commander, freq and call sign.
 - (b) Succession of communication.
- d. M56 mines.
 - (1) For preplanned M56, the target number is sufficient.
 - (2) For immediate M56 targets; only standard minefields (400 m x 40 m) will be used and ground commanders will provide from/to grid data.

V. TACTICAL OPERATIONS.

A. Hatch Positions. The following hatch positions on armored vehicles will be used during tactical operations.

- O - OPEN
- PO - PROTECTED OPEN
- C - CLOSED

TACTICAL SITUATION	M1			M3			
	TC	LDR	DVR	TC	GNR	DVR	OBS
1. Road March/High-Speed Movement	O	O	C	O	O	C/PO	O
2. Road March/Restricted Mobility	O	O	C	O	O	C/PO	O
3. Traveling	O	O	C	O	O	C/PO	O
4. Bounding Overwatch	O	O	C	O	O	C/PO	O
5. Contact--Direct Fire	PO	C	C	PO	C	C	C
6. NBC/Indirect Fire	C	C	C	C	C	C	C
7. Limited Visibility	Same AS 1-6	Same AS 1-6	C	Same AS 1-6	Same AS 1-6	C AS 1-6	Same AS 1-6

B. Tactical Road Marches.

1. Troop order of march: 1st Plt, cdr, 3d Plt, command post, 2d Plt, mortars, trains, 4th Plt.
2. March column speeds:

CONDITION	INTERVAL	SPEED	CATCHUP
	(METERS) DAY/NIGHT	(MPH) DAY/NIGHT	(MPH) DAY/NIGHT
Open Road	100/50	15/12	25/20
Built-up Area	25/25	15/12	25/20
Interstate (Autobahn)	100/50	15/12	25/20

3. Infiltration—vehicles dispatched at irregular intervals as published in OPOD.
4. IR drive/blackout drive/service drive lights used only when ordered by the troop commander.
5. All crewmen will be familiar with how to read blackout markers of the vehicle in front of them.
6. Halts.
 - a. Announced in OPOD.
 - b. Normally 15 minutes after first hour of march and then 10 minutes every two hours.
 - c. Crews maintain security at all times.
 - d. Conduct during operation maintenance.
 - e. During unscheduled halts, vehicle commanders will send one man forward to the next vehicle to find reason for halt.
 - f. Troop commander notifies squadron commander of unscheduled halts.
7. Each vehicle's loader/observer is designated as "air guard," who is also responsible for rear security. All vehicles maintain lookouts, and vehicles alternate guntube

orientation.

8. Contingency Plan: Vehicle breakdown.
 - a. The column continues to move and closes up the gap. The maintenance element will stop to examine and repair vehicle if possible, or request evacuation and assistance from squadron maintenance assets.
 - b. Disabled vehicle. Get off road as far as possible. Place safety warning device behind vehicle, and post guard to wave vehicles by. Post local security, and attempt repair; when repaired, rejoin column. If repairs cannot be made, prepare vehicle for recovery/tow.

9. Contingency Plan: Break in column. Notify troop commander immediately. Lead elements maintain speed indicated in order. Rear (break) elements maintain catch-up speed. Upon closing of column, resume normal march speed. Elements report halting and cause.

10. Contingency Plan: Center of column takes wrong turn. If a TC has lost sight of the vehicle in front of him and he is not sure where to go, he will notify PLR/PSG, drop out of column, and allow PLR/PSG to come forward to take the lead; then the TC will fall into the march formation as directed.
Note. All TCs will have graphics posted and read their maps while moving to ensure they know their location. This type of break should not occur.

C. Assembly Areas (AA).

1. Quartering party guides arrive at assembly areas before the main body to mark routes and vehicle positions (see Annex B).
2. All vehicle traffic within the AA will use ground guides. At night guides will use filtered flashlights. Vehicles will not stop on roads to look for positions or back into position. Move rapidly to the designated area and clear the road.
3. Upon arrival in the AA, each platoon dispatches a runner to the troop command post to lay wire from command post to platoon location.
 - a. Platoons establish "hot loop" within 30 minutes of arrival.
 - b. The troop switchboard will be established within 30 minutes of arrival.
 - c. Use wire only in AA and defensive position.
 - d. Platoons tie in with the unit on their flanks from left to right.
 - e. Radio listening silence in effect in AAs, unless otherwise specified in order.
4. Platoon leaders will report Blue 2 status, to include status of fuel and ammunition, to troop command post within one hour of establishing AA.
5. Platoon leaders will submit platoon fire plan, obstacle plan, sketch of platoon position, and fire diagram to troop command post within one hour of establishing AA.

6. Personnel will be in complete uniform at all times to include personal weapon, mask (carried), LBE, and protective headgear.
7. Priority of tasks upon arrival in AA.
 - a. Position vehicles.
 - b. Establish local security.
 - c. Establish forward OPs.
 - d. Range cards and fire plan.
 - e. Establish wire communications.
 - f. Maintain radio watch and man turret weapons.
 - g. Camouflage positions.
 - h. Obstacle and mine plan (PLR/PSG).
 - i. Select alternate and supplemental positions.
 - j. Recon routes of withdrawal.
 - k. Perform preventive maintenance checks and services.
 - l. Emplace NBC alarms and PEWS.
 - m. Continue improving positions.
 - n. Logistics—Class I, III, V.
 - o. Rest (IAW REDCON status).

D. Offensive Operations.

1. Lead platoon normally will have priority of fires within troop.
2. Platoons in overwatch are responsible for air surveillance and alerting lead platoons.
3. Blue 2 reports given prior to conduct of operation, updates given every 2 hours, or on request, or every 15 minutes when in contact.

E. Defensive Operations.

1. Ground recon of battle positions by platoon leaders and TCs (time and situation permitting).
2. Platoon leader prepares and submits to troop command post a sketch of weapons positions, sectors of observation and fire, TRPs, engagement areas, obstacles, vehicle positions, and withdrawal routes.
3. Platoon obstacles will not be emplaced without permission of troop commander.
4. Engagements are controlled by platoon leader's fire commands. Individual vehicles open fire only to prevent immediate destruction.
5. Movement between battle positions only as ordered by troop commander.

F. Passage of Lines. See Annex H.G. Limited Visibility Operations.

1. Vehicles will be re-positioned as necessary during limited visibility to ensure areas of responsibility are covered by direct fire and indirect fire.
2. Soldiers will be dismounted to occupy forward LPs/OPs, and night patrols as ordered. When soldiers are dismounted for LP/OP patrols, at least two soldiers per vehicle will remain to man the weapon systems and drive the vehicles.

3. All leaders will ensure that the soldiers are alert and REDCON levels are adhered to.
4. Platoon leaders/sergeants will ensure each night observation device (NOD)/thermal sight, has at least three (3) charged sets of batteries for night observation.
5. Platoon leaders ensure limited visibility security is provided to front and flanks by:
 - a. QPs/LPs, patrols (as ordered).
 - b. Range card/range sketch.
 - c. Plan for illumination.
 - d. Integrated NOD plan, including thermal observation.
 - e. Use of tracers to point out targets.
 - f. Use of trip flares.
 - g. Employment of hasty obstacles.
 - h. Report of forward area limited observation procedures (FALOP) changes to troop command post.
 - i. Emplacement of PEWS, mission permitting.
6. Troop commander augments night security by:
 - a. GSR employment.
 - b. Ensuring fire plan is integrated into limited visibility operations, specifying priority targets.
 - c. Ensuring gaps between adjacent troops are adequately covered.

VI. PERSONNEL.

A. Reports. Platoon leaders maintain by name, a roster and the status of the platoon at all times.

B. Sick Call. Medic on call from ISG.

- C. Mail Call. As available.
- D. Pay Call. As required/available.
- E. Church Call. As available from chaplains.
- F. Personal Items. Each man will carry ID card, ID tag, military driver's license, and wristwatch.
- G. Radiation Dose. All personnel will be informed of their radiation dose daily by the platoon ldr/sgt.
- H. Recommendation for Awards. Submitted to PSG, who in turn submits to 1SG.
- I. Replacements. Delivered to troop combat trains by Supply Sergeant. The 1SG supervises movement forward.
- J. Health and Hygiene. Leaders will make sure each soldier is inspected daily for the following:
 - 1. Shave.
 - 2. Change of socks.
 - 3. Dry clothing.
 - 4. Clean hands and face.
 - 5. Clean teeth.
 - 6. Serviceable uniform of the season.
 - 7. Cold and heat injuries.

VII. LOGISTICS.

A. General.

- 1. Priority of logistics is fuel, rearm, fix, and feed.

2. Troop LOGPAC will be used to resupply.
3. Log release points (LRP) and main supply route (MSR) will be used to hand off log vehicles or damaged/repared vehicles between squadron and troop.

B. Supply.

1. Class I--food and water. Subsistence controlled by ISG/troop mess team and located in the squadron field trains. When available, hot meals will be forwarded with normal troop LOGPAC. All vehicles will maintain three days' MRES and 10 gal of potable water. Normal ration cycle is C-C-C, supplemented with hot rations as the situation dictates. Request for resupply forwarded to troop command post daily.
2. Class II--individual clothing and equipment, cleaning supplies. Requested through ISG to Supply Sgt.
3. Class III--petroleum, oils, and lubricants (POL). Requested via troop command post to ISG, delivered by ISG to platoon positions or as part of troop LOGPAC. Platoons request resupply when fuel level reaches half full. Each combat vehicle will carry 5 gal OE10, 5 gal OE30, 1-lb can GAA, 1-gal can hydraulic fluid, and M-1 MIL-23699 QTS fluid.
4. Class IV- construction barrier material. Requested through troop ISG to supply sgt. Delivered with normal troop LOGPAC.

5. Class V--ammunition. Requested through troop command post. Platoons request ammunition to preclude falling below 50% basic load; 50% basic load will be positioned in squadron combat trains for rapid movement forward.
6. Class VI--personal demand items. Requested through troop command post to S1. Alcoholic beverages are prohibited.
7. Class VII--major end items. Requested through troop command post to S4.
8. Class VIII--medical supplies. Requested through troop ISG.
9. Class IX--repair parts. Prescribed load list (PLL) and repair parts are controlled by the XO and motor sgt. PLL clerk, truck, and trailer located in troop field trains or UMCP. Controlled substitution authorized by commander only.

C. Maintenance and Recovery. Troop receives maintenance and recovery support from squadron. Report disabled vehicles to the troop command post with all available information on problem and assistance required. Disabled vehicles to be abandoned (destroyed) on order of troop commander only.

1. Platoon will attempt self-recovery first. If situation does not permit self-recovery, request assistance through Plt Ldr/Sgt to troop command post/ISG. Prepare vehicle for arrival of assistance team.
2. A minimum of two crew members will remain with

damaged vehicles to assist in repair, monitor radio, and maintain local security.

3. Vehicle replacement and radio replacement when lost by PLR/LSG:
 - a. CO to FIST vehicle.
 - b. PLR to PSG vehicle.
 - c. PSG to section sgt.

4. Priority of destruction (to prevent enemy capture only):
 - a. Classified equipment and documents.
 - b. Commo equipment.
 - c. Weapons.
 - d. Other.

Estimate repair time
after fault located

Procedure

Less than 30 min (Defensive Operations)	Fix in place (Situation permitting)
Less than 2 hours (Offensive Operations)	Fix in place (Situation permitting)
More than 30 min (Defensive Operations)	Evacuate to squadron combat trains
More than 2 hours (Offensive Operations)	Evacuate to squadron combat trains

D. Medical.

1. Crew members will administer first aid to injured soldiers and report through platoon ldr/sgt to troop TOC to request evacuation. Protective equipment will accompany injured

soldier. The 1SG will collect other remaining equipment for turn-in or storage via the supply sgt.

2. Heat Injuries.
 - a. Prevention. Maintain good physical condition. Drink more water and use more salt on your food. Do not take salt tablets unless directed by medical personnel.
 - b. Heat Cramps.
 - (1) Symptoms: Muscle cramps of the abdomen, legs, or arms.
 - (2) First aid:
 - (a) Move victim to a shaded area and loosen clothing.
 - (b) If directed by medical personnel, have victim drink large quantities of cool salt water prepared by dissolving 2 salt tablets or 1/4 teaspoon of table salt in a canteen of cool water.
 - c. Heat Exhaustion.
 - (1) Symptoms: Headache, excessive sweating, weakness, dizziness, nausea, muscle cramps; skin is pale, cool, moist, and clammy.
 - (2) First aid:
 - (a) Move victim to shaded area and loosen clothing.
 - (b) If directed by medical personnel, and if the victim is conscious, have him drink 3 to 5 canteenfuls of cool salt water during a 12-hour period. Salt water preparation is

described under heat cramps.

d. Heatstroke.

- (1) Symptoms: Heatstroke is a medical emergency. Skin is hot and dry, sweating has stopped, and collapse or unconsciousness may come suddenly or may be preceded by headache, dizziness, fast pulse, nausea, vomiting, and mental confusion.
- (2) First aid:
 - (a) Immerse victim in cold water; add ice if available. If immersion is impossible, move to a shaded area and remove victim's clothing; sprinkle with water, and fan continuously.
 - (b) Transport immediately to the nearest medical facility, cooling the victim on the way.
 - (c) If the victim is conscious, give him cool salt water as described under heat cramps.

3. Cold Weather Injuries.

- a. Prevention. Remember, cold weather injuries can occur even when the temperature is above freezing. Prevention is the best course of action. Use the key word C-O-L-D.
 - (1) Cleanliness and care. Feet, socks, and clothing are warmer when clean. Constant care of the feet is imperative.
 - (2) Overheating. Caused by wearing too much clothing, overheating results in perspiration and dampness, which

reduces the insulation value of clothing. Adjust the clothing you wear to the temperature and activity.

- (3) Layers and looseness. Clothing in layers assures air spaces which hold body heat. Loose-fitting clothing ensures circulation and insulation. One pair of boot socks is usually sufficient.
 - (4) Dampness. Any wet garment is a cold garment. Wear field jacket as a windbreaker and for its water-repellency. Change any wet garment immediately. Check socks and glove liners frequently.
- b. Symptoms and first aid.
- (1) Trench foot. (Wet conditions, just above freezing.)
 - (a) Symptoms: Redness, swelling, and numbness in mild cases. Severe cases include blistering, bleeding, and great swelling.
 - (b) First aid: Get off the feet. Change to warm, dry socks and clothing, and keep warm. Contact medical personnel.
 - (2) Immersion foot. (Dampness, temperature above or below freezing, restricted circulation.)
 - (a) Symptoms: Little or no pain, cold feeling, gradual paling, numbness. Feet feel like blocks of wood.
 - (b) First aid: Same as trench foot.

- (3) Frostbite. (Temperatures below freezing.)
- (a) Symptoms: Early redness and pain. Later waxy, white portions, numbness, and stiffness.
 - (b) First aid:
 - 1. Move victim to warm area.
 - 2. Rewarm soldiers affected parts slowly by placing against groin, arm pit, etc., of nonaffected soldier.
 - 3. Do not rub with snow, hold affected part over fire, or immerse in hot water (above body temperature).
 - 4. Contact medical personnel immediately.
- (4) Windchill chart. Wind produces an effect on exposed skin equivalent to temperatures lower than the actual temperature. Remember, a moving vehicle "produces" wind even though it may be calm otherwise. Use this chart to determine the windchill effect.

Table 1. Windchill Chart.

WINDSPEED		TEMPERATURE (°F)																					
KNOTS	MPH	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	30	-35	40	-45	-50	-55	-60	
CALM	CALM	EQUIVALENT CHILL TEMPERATURE																					
3-6	5	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	30	-35	40	-45	-50	-55	-60	-65	-70
7-10	10	30	20	15	10	5	0	-10	-15	-20	-25	-35	-40	-45	50	-60	-65	-70	-75	-80	90	-95	-95
11-15	15	25	15	10	0	-5	-10	-20	-25	-30	-40	-45	-50	-60	-65	-70	-80	-85	90	100	-105	-110	-110
16-19	20	20	10	5	0	-10	-15	-25	-30	-35	-45	-50	-60	-65	-75	-80	-85	-95	100	-110	-115	-120	-120
20-23	25	15	10	0	-5	-15	-20	-30	-35	-45	-50	-60	-65	-75	80	90	95	105	-110	-120	-125	-135	-135
24-28	30	10	5	0	-10	-20	-25	-30	-40	-50	-55	-65	-70	-80	-85	-95	100	-110	-115	-125	-130	-140	-140
29-32	35	10	5	-5	-10	-20	-30	-35	-40	-50	-60	-65	-75	-80	-90	-100	-105	-115	-120	-130	-135	-145	-145
33-36	40	10	0	-5	-15	-20	-30	-35	-45	-55	-60	-70	-75	-85	-95	-100	-110	-115	-125	-130	-140	-150	-150
WINDS ABOVE 40 HAVE LITTLE ADDITIONAL EFFECT		LITTLE DANGER					INCREASING DANGER (Flesh may freeze within 1 min.)					GREAT DANGER (Flesh may freeze within 30 seconds)											

E. Field Sanitation.

1. All soldiers will urinate and defecate in individual cat holes. When the unit is to remain in the same place for periods greater than 12 hours, a latrine will be dug and used by all personnel.
2. TCs will ensure that water not obtained through supply channels is purified prior to drinking.

ANNEX A

RESPONSIBILITIES OF KEY PERSONNEL

1. Commander (CO).
2. Executive officer (XO).
 - a. During combat operations.
 - (1) Position himself in the troop command post.
 - (2) Maintain communications link between troop and squadron.
 - (3) Forward all reports to squadron from troop.
 - (4) Post and maintain current situation map, and analyze overall situation to determine critical factors of:
 - (a) Enemy disposition.
 - (b) Enemy strength.
 - (c) Enemy composition.
 - (d) Likely course of action.
 - (5) Be prepared to immediately assume command of the troop and continue the mission.
 - b. Before or after combat.
 - (1) Ensure support needs of attached elements are met.
 - (2) Lead troop liaison parties.
3. First Sergeant (1SG).
 - a. Act as NCOIC of troop trains. Be responsible for trains' displacement.
 - b. Coordinate all resupply.
 - c. Supervise evacuation of casualties and EPWs.
 - d. Supervise movement of replacements from trains to platoons.
 - e. Submit personnel reports and, in coordination with XO, submit all logistical reports.
 - f. Bring up rear on road marches, report location of all vehicles which drop out to troop commander.

- g. Operate on squadron admin/log net, monitor troop command net.
4. Platoon Leaders (PLR).
- a. Prepare direct- and indirect-fire plan in conjunction with the FIST, and develop an obstacle plan when in the defense.
 - b. Lead the platoon.
 - c. Coordinate with adjacent units.
 - d. Operate on troop command net, monitor platoon net.
5. Platoon Sergeant (PSG).
- a. Supervise accountability, serviceability, and maintenance of all platoon equipment.
 - b. Submit request for resupply and maintain status of platoon log requirements.
 - c. Supervise refueling, rearming, maintenance, and feeding of platoon.
 - d. Supervise evacuation of platoon casualties.
 - e. Monitor troop cmd net operate on platoon net.
6. NBC NCO.
- a. Monitor supply, maintenance, and operation of NBC equipment.
 - b. Receive and interpret NBC reports and prepare reports for submission to squadron.
 - c. Advise troop commander on employment and operation of NBC defense teams, and recommend placement of chemical alarms.
 - d. Survey control.
 - e. Maintain records of radiation exposure status of each platoon.

7. Maintenance Section Sergeant.
 - a. NCOIC of troop maintenance team.
 - b. Supervise repair or evacuation of equipment, based upon OPORD.

8. Supply Sergeant.
 - a. NCOIC of troop field trains.
 - b. Prepare and coordinate for troop LOGPAC.

ANNEX B

QUARTERING PARTY

1. When moving into any unfamiliar areas, a troop quartering party (QP) will conduct a recon to clear the area, identify positions for vehicles, and prepare for troop occupation of the area. The troop QP will consist of a platoon leader (as designated by the troop CO), plus guides from each platoon and HQ section.
2. Equipment for each guide will include:
 - a. Night-vision goggles from respective platoon.
 - b. Individual web gear, weapon, mask, helmet, and NBC protective clothing.
 - c. Flashlight and filter set.
 - d. Paper, flags, engineer tape, and flashlights (to mark vehicle positions).
 - e. One complete NBC survey and monitoring kit doing with mine detectors (to be provided by the platoon leader designated as QP leader).
3. The QP guide will improve and mark entrances and exits and will mark or remove obstacles or mines.
4. The QP leader will designate platoon sectors for the platoon guides and will confirm acceptability of individual vehicle positions selected by the platoon guides.
5. Upon arrival of the troop in the vicinity of the area, the QP leader will pick up the lead vehicles at the release point (RP) and escort them to the platoon guides without halting column.
6. At night, colored flashlights will be used by the guides to signal and lead vehicles to the platoon positions if necessary. The following colors will be used:

1st Platoon	Red
2d Platoon	White
3d Platoon	Blue
4th Platoon	Green
HQ Section	Yellow

7. The quartering party leader will report to the troop CO, immediately upon the latter's arrival, and provide the CO with a sketch of the area and platoon sectors.

ANNEX C

NBC OPERATIONS

1. Troop NBC Defense Teams. Each company/battery/troop will designate (in writing), train, and equip the following NBC defense teams:

- a. Chemical Agent Detection Team. A team will be formed for each squad, section, or equivalent-sized element, and for each assigned chemical agent alarm. Each team will be composed of two personnel; alarm and detector kit operators may be the same individuals. Chemical teams may also be cross-trained as radiological teams. Chemical agent detector teams will be equipped with the M256 detector kit, M8 alarm, M8 or M9 detector paper, M229 refill kit with enough reservoir assemblies, air filters and sensitivity check solution for seven continuous days of operation, a minimum of 400 meters of WD-1/TT for remote operations of the alarm, BA-3517 battery, and four BA-3030 batteries.
- b. Radiological Monitoring and Survey Team. A team will be formed for each dose-rate (IM 174 series and AN/PDR-27 series) instrument assigned to the unit. Each team will be composed of two personnel. Teams may also be cross-trained as chemical agent detector teams. Radiological teams will be equipped with IM-174 radiacmeter, IM-93 dosimeters, watch, appropriate NBC formats, and spare batteries.
- c. Decontamination Team. One per troop/company/battery; composed of an NCO and 10 troopers. This team will perform partial decon of unit personnel and equipment, set up the unit-level PDS, and augment the support-level decon unit when required.

It is recommended that the team be equipped with unit-procured mops, rags, and brushes, along with the unit basic load of decontaminants and EFFE.

2. MOPP Levels. As follows:

<u>MOPP LEVEL</u>	<u>SUIT</u>	<u>BOOTS</u>	<u>MASK/HOOD</u>	<u>GLOVES</u>
0	carried	carried	carried	carried
1	worn*	carried	carried	carried
2	worn*	worn	carried	carried
3	worn*	worn	worn**	carried
4	worn	worn	worn	worn

* open or closed based on temperature

** hood open or closed based on temperature

3. Chemical Defense Procedures.

- a. Alarms indicating a chemical strike:
- (1) Horn/beeper/light of chemical agent alarm.
 - (2) Banging of metal on metal.
 - (3) Verbal shouts of GAS!
 - (4) Succession of shout blasts (10-sec interval) on vehicle horn.
- b. Units will employ chemical agent alarms, both when moving and in static positions, whenever enemy use of chemical weapons is considered probable, when unit position is in predicted downwind hazard area of a chemical strike, or after enemy has initiated chemical warfare.
- c. Unit actions upon chemical attack:
- (1) Initiate immediate masking and sound alarm.
 - (2) Continue mission.
 - (3) Assume MOPP-4 as rapidly as possible.
 - (4) Send NBC-1 report. Do not delay initial report; update it as data is obtained.
 - (5) Treat chemical agent casualties.

- (6) Immediately initiate tests with M256 detector kits/paper to attempt to identify type of agent. Pay particular attention to physical appearance of agent, extent of target area, and whether agent is contaminating ground or equipment. Update NBC-1 report as necessary.
 - (7) If agent appears to be a liquid or a gel-like material which is sticking to equipment, initiate unit-level decon actions as soon as mission permits.
4. Radiation Operational Exposure Guidance.
- a. There are three degrees of radiation exposure risk: negligible, moderate, and emergency.
 - (1) Negligible risk. Troops will not experience more than 2.5% incidence of vomiting. This dose will cause no casualties. Should not be exceeded unless significant advantage will be gained.
 - (2) Moderate risk. No more than 5% incidence of vomiting. This dose will cause no casualties. Moderate risk is considered acceptable in close support operations. Moderate risk should not be exceeded if troops are expected to operate at full efficiency, after a friendly strike.
 - (3) Emergency risk. No more than 5% incidence of casualties (combat-ineffective and require hospitalization, but no deaths). Should be accepted only in "disaster" situations.

- b. The three degrees of exposure risk are correlated to unit radiation status in the table below:

RADIATION STATUS (RS) CATEGORY	TOTAL PAST CUMULATIVE	EXPOSURE CRITERIA FOR A SINGLE OPERATION (RAD)
RS-0 UNITS	NO EXPOSURE	NEG RISK: 50 NEG RISK: 70 EMERG RISK: 150
RS-1 UNITS	GREATER THAN BUT NOT MORE THAN 70	NEG RISK: 50-PAST DOSE MOD RISK: 70-PAST DOSE EMERG RISK: 150-PAST DOSE
RS-2 UNITS	GREATER THAN 70, NOT MORE 150	ANY FURTHER EXPOSURE IS CONSIDERED EMERG RISK
RS-3 UNITS	GREATER THAN 150	ALL FURTHER EXPOSURE WILL EXCEED EMERG RISK

- c. Radiation operation exposure guidance will be determined by the regimental commander. Moderate risk in the single operation will not be exceeded without approval of the regimental commander.
5. Radiation status reporting.
- Platoons/sections average the readings of the platoon dosimeters, round to the nearest 10 rads, and reports to troop/separate company.
 - Troop/separate company maintains RS status of each platoon. Troop reports platoons' status to squadron; separate company reports same to regiment.

- c. Squadron maintains RS status of each platoon. Squadron averages platoon readings to get overall troop status. Squadron reports troop status to regiment.
- d. See Appendix 5 (NBC Reports) to Annex E (Reports).

ANNEX D

PRECOMBAT INSPECTION CHECKLIST

1. Individuals Prepare for Combat.
 - a. Seasonal uniform.
 - (1) First aid packet complete.
 - (2) Canteen full.
 - (3) Mask with hood, M258A1 decon kit.
 - (4) LBE complete.
 - (5) Individual weapon with magazines.
 - (6) Dog tags around neck and ID card.
 - (7) Mission oriented protection posture (MOPP) uniform (if worn).
 - (8) Watch.
 - (9) Helmet with cover and with name band in front.
 - b. Briefed on current mission and situation.
 - c. Driver's license.
 - d. Briefed on heat and cold weather injuries.
 - e. TC.
 - (1) Map with current overlay.
 - (2) Current CEOI.
 - (3) Leader's packet to include:
 - (a) Unit SOP.
 - (b) Grease/waterproof markers (black, blue, red, green).
 - (c) Notebook, pen, and pencil.
 - (d) Bridge classification card.
 - (e) Demo card.
 - (f) EPW and document tags.
 - (g) Rigging card.
 - (h) Call for fire card.
 - (i) Route classification card.
 - (4) Watch.
 - (5) Binoculars and night-vision goggles.
 - (6) Compass.

2. Vehicles.

a. General.

- (1) Loaded according to loading plan.
- (2) Ammunition stowed per load plan.
- (3) OVM loaded per loading plan.
- (4) Crew bags (NBC) present.
- (5) Topped off.
- (6) POL package products plus weapons oil.
- (7) Water cans full.
- (8) MRE rations stowed.
- (9) Weapons cleaning kits.
- (10) OVM stowed according to TM, clean and serviceable.
- (11) Spare track blocks.
- (12) First aid kits complete.
- (13) Operator's manual.
- (14) Tools and tool kits.
- (15) Vehicle dispatch packet.
- (16) Established zeros indexed and posted.

b. Automotive.

- (1) Current DA Form 2404 on hand (pre-op checks).
- (2) No fuel leaks.
- (3) Fuel filters drained.
- (4) Fire extinguishers (fixed and portable), sealed and tagged.
- (5) Oil levels correct.
- (6) Battery levels correct and cables secure.
- (7) Air filters clean.
- (8) Suspension components serviceable.
- (9) Track tension correct.
- (10) Lights operational.
- (11) Cold start system operational.
- (12) Bilge pumps operational.
- (13) No exhaust leaks.
- (14) All access plates installed.
- (15) Interior clean and orderly.
- (16) All gauges functional.

- (17) Tires have correct pressure and are serviceable.
- (18) Coolant levels are correct.

REMEMBER: CLEAN AIR, CLEAN OIL, CLEAN FUEL, WARMUP, AND COOLDOWN.

c. Armament systems.

- (1) Firing circuits operational.
- (2) Accumulator levels correct.
- (3) Record system correct and functional.
- (4) Sights clean, uncovered, and operational.
- (5) Covers off periscopes and weapons.
- (6) Vision blocks clear.
- (7) ISU operational.
- (8) Computer operational.
- (9) Laser range finder operational.
- (10) Traversing and elevation system functional.
- (11) Safeties functional.
- (12) Ammo serviceable.

d. Miscellaneous equipment.

- (1) Binoculars.
- (2) Camouflage nets and supports.
- (3) Compasses.
- (4) Night-vision goggles with spare batteries.
- (5) Mine detectors with batteries.
- (6) Demolition kits.
- (7) Backpacks complete.
- (8) Batteries on hand (if necessary).

3. Communications Equipment.

a. Radios.

- (1) Operational.
- (2) Secure functional.
- (3) Proper frequencies set.
- (4) Matching units set.
- (5) Antenna tied down.
- (6) Connectors clean and serviceable.

- b. VIC-1 operational.
 - c. CVC helmets operational.
 - d. TA-312 present with batteries.
 - e. AN/GRA-39 complete with batteries.
 - f. OE-254s complete plus running spares.
 - g. Commo test sets present to include tools.
 - h. Switchboard present.
 - i. CE-11s complete.
4. NBC Equipment.
- a. Protective clothing complete (2 sets).
 - b. Does protective mask have the following accessories?
 - (1) M258A1 decon kit.
 - (2) M8 detector paper.
 - (3) Antifogging kit.
 - (4) Hood.
 - c. Are mask and hood serviceable?
 - d. Is MOPP I implemented?
 - e. Is nerve agent antidote available to distribute to personnel?
 - f. Vehicles.
 - (1) M11 decon apparatus issued and stored in bracket correctly mounted (two per M1).
 - (2) M11 decon apparatus is serviceable.
 - (3) Two cans of DS2 per vehicle.
 - (4) Chemical agent alarm is stored and operational.
 - (5) M229 refill kit issued for each chemical agent alarm.
 - g. NBC defense equipment.
 - (1) One complete and serviceable M256 chemical agent detector kit issued/section.
 - (2) IM-174 series radiacmeters issued with spare batteries.

- (3) IM-93/147 dosimeters issued, minimum of two per platoon.
 - (4) PP-157A radiac chargers issued.
 - (5) NBC contamination markers present.
 - (6) Gas particulators operational.
 - (7) M43 automatic chemical detector with M42 alarm.
 - (8) M8 alarm (two per plt).
 - h. Teams designated and briefed.
 - (1) Survey and monitoring.
 - (2) Decon.
 - (3) Chemical agent detection.
5. Maintenance Equipment.
- a. PLL mobile and loaded.
 - b. Tools loaded:
 - (1) Mechanics.
 - (2) No 1 common.
 - (3) Turret test sets.
 - (4) Welding set complete.
 - (5) Generators functional with OVM.
 - (6) Compressor functional.
 - (7) Forms and records available.
 - (8) Multimeters.
6. M106 4.2" Mortar.
- a. Tube serviceable.
 - b. Ground mount present.
 - c. Sights operational.
 - d. M2 compass operational.
 - e. M16 plotting board.
 - f. Firing tables present.
 - g. Aiming stakes with lights present.
 - h. Aiming circles operational and declinated.
 - i. Fuze setting wrenches present.

7. Crew-served Weapons.
 - a. Clean and functional.
 - b. Tubes/barrels clean.
 - c. Spare barrels, cleaning tools, bolts, and ruptured cartridge extractors present.
 - d. Headspace and timing set on M2 machine gun.
 - e. Gauge set present with each M2.
 - f. Machine guns properly mounted to include lock and pins.
 - g. Bipods/tripods present.

E-1
ANNEX E
REPORTS

1. Do not overload radio nets by repeating information. Send only parts or lines of a report that contain new information or changes.

2. This annex contains the following reports:

	PAGE
Appendix 1: Operations (Blue) Reports	E-3
Blue 1, Spot Report (SPOTREP)	E-3
Blue 2, Situation Report (SITREP)	E-5
Blue 3, Contact Report	E-7
Blue 4, Report for Bridge, Overpass,	E-8
Culvert, or Causeway (BRIDGEREP)	
Blue 5, Report for Ford, Ferry, or Other ..	E-9
Crossing Site (CROSSREP)	
Blue 7, Route Recon Report	E-10
Blue 9, Obstacle Report	E-11
Blue 10, Bypass Report	E-12
Blue 11, Stand-To Report (STANREP)	E-13
Blue 12, Roadmarch Report	E-14
Appendix 2: Intelligence (Green) Reports	E-15
Green 2, Sensitive Items Report (SENSEREP) ..	E-15
Green 3, Splash Report	E-16
Green 4, Patrol Report	E-17
Green 6, EPW/Captured Material Report	E-19
Appendix 3: Logistics (Yellow) Reports	E-21
Yellow 1, Equipment Status Report	E-21
Yellow 1A, Battle Loss Spot Report	E-24
Yellow 2, Ammo Status Report	E-25
Yellow 2A, Ammo Request	E-26
Yellow 3, POL Status Report	E-28
Yellow 3A, POL Request	E-28
Yellow 5, Ration Request	E-29

Appendix 4:	Personnel (Red) Reports	E-30
Red 1,	Personnel Daily Summary	E-30
Red 2,	Personnel Battle Loss Report	E-31
Red 3,	Medical Evacuation Request	E-33
Appendix 5:	NBC Reports	E-34
NBC-1,	Observer's Initial Report	E-35
NBC-2,	Evaluated Data Report	E-38
NBC-3,	Immediate Warning of Expected	E-40
	Contamination	
NBC-4,	Report of Radiation Dose-Rate	E-42
	Measurement	
NBC-5,	Report of Areas of Contamination ..	E-44
	Effective Downwind Message	E-45
	STRIKEWARN	E-46
	SHELREP, MORTREP, BOMREP	E-47

3. Though each report has a prescribed format to ensure the completeness of the information reported, users are reminded that in fast-moving tactical situations timely reporting, especially of enemy activity, is critical. Do not delay reports only to assure correct format. Report accurate information in a timely manner!

4. Time zone used for all reports is local, unless specified otherwise.

APPENDIX 1 TO ANNEX E

Operations (Blue) ReportsBlue 1, Spot Report (SPOTREP)

1. When used. When observing any known or suspected enemy activity, when observing any characteristic of the area of operations likely to affect accomplishment of the mission, or when required by the operation order. Always send enemy information in the clear.

2. Format:

"SPOTREP"

ALFA: Who is observer or source? (Omit if calling station; use call signs or description otherwise)

BRAVO: What is observed? (S-A-L-U-T-E)

Size: (The number of sighted personnel and/or vehicles)

Activity: (What the enemy is doing)

Location: (Grid or reference from a known point)

Unit: (Patches, signs, or markings)

Time: (The time the activity was observed)

Equipment: (Describe or identify all equipment associated with the activity)

CHARLIE: What are/were your actions/recommendations? (Frequently, "continuing mission" or "continuing to observe"; remember, this is in the clear)

* *
Note. Report center of mass of identical, closely grouped items. Report multiple grids of traces (from...to...) otherwise.

3. Example:

"THIS IS RED 5. SPOTREP. ONE BRDM CONDUCTING RECON, BREAK, MS289546; 191206 ROMEO. CONTINUING MISSION."

4. SPOTREPs take priority over all other routine radio traffic. Also, should the observer need to engage the enemy or displace prior to sending the report, he will announce the following over the net: "RED 5, CONTACT BRDM, SOUTH, OUT."

This informs his leader of enemy contact and that a full SPOTREP will follow later. Should the observer become a casualty, the leader will know that enemy contact has been made, possibly near the last known location of the observer.

Blue 2, Situation Report (SITREP)

1. When Used. The SITREP is submitted by subordinate units to their higher headquarters to report their tactical situation and status. It is submitted daily as of 0600 hours, after significant events, or as otherwise requested by the platoon leader or commander.

2. Format:

"SITREP"

- Line 1: (Report as of date-time group)
- Line 2: (Brief summary of enemy activity, casualties inflicted, and prisoners captured)
- Line 3: (Friendly locations encoded)
 - a. (Command post locations)
 - b. (1st subelement center of mass)
 - c. (2d subelement center of mass)
 - d. (3d subelement center of mass)
 - e. (4th subelement center of mass)
- Line 4: (Combat vehicles operational)
 - a. (ITV)
 - b. (M3 Bradley) (M113A1)
 - c. (M1)
 - d. (M60A3 tanks)
 - e. (M106A1 mortar carriers)
 - f. (AVLBs)
- Line 5: (Defensive obstacles encoded)
 - a. (Coordinates of minefields)
 - b. (Coordinates of demolitions executed)
 - c. (Coordinates of reserve demolition targets)

Line 6: (Personnel Strength)

Green: (full strength--90% or better on hand)

Amber: (reduced strength--80-89% on hand)

Red: (reduced strength--60-79% on hand mission capable)

Black: (reduced strength--59% or less on hand)

Line 7: (Class III and V for combat vehicles)

a. (Ammunition--Green, Amber, Red, or Black)

b. (Fuel--Green, Amber, Red, or Black)

Line 8: (Summary of tactical intentions)

3. Example:

"RED 1, THIS IS RED 5; BLUE 2. LINE 1: 062230. LINE 2: NEGATIVE CONTACT. LINE 3: OP 7. LINE 4B: 1. LINE 5: ABATIS, I SET XB, RDJ ALT. LINE 6: GREEN. LINE 7A: GREEN. LINE 7B: AMBER. LINE 8: CONTINUING MISSION."

Blue 3, Contact Report

1. When used. To report initial enemy contact. It will be issued by any element that makes contact to make that contact known over the platoon/company/troop net. This report must be sent quickly, in conjunction with deploying and returning fire. The Blue 1 (SPOTREP) is the preferred method of reporting enemy contact; however, when time is critical, the Blue 3 will expedite getting it reported.

2. Format:

ALFA: "CONTACT."

BRAVO: Type of contact ("SAGGER, TANK, BMP").

CHARLIE: Cardinal direction ("NORTH").

3. Examples:

"CONTACT, SAGGER, NORTH."

"CONTACT, TANKS, WEST."

"CONTACT, BMPs, EAST."

4. Notes.

- a. The platoon leader will initiate an "action drill" in response to contact.
- b. The platoon leader will then send a contact report to the CO immediately.

Blue 4, Report for Bridge, Overpass, Culvert, or Causeway
(BRIDGEREP)

Format:

ALFA: (Type and location)
BRAVO: (Overall length)
CHARLIE: (Width of roadway)
DELTA: (Height restriction)
ECHO: (Type and location)
FOXTROT: (Length of spans and number)
GOLF: (Computed class)
HOTEL: (Bypass--easy or difficult)

Blue 5, Report for Ford, Ferry, or Other Crossing Site
(CROSSREP)

Format:

ALFA: (Type and location)
BRAVO: (Length of crossing)
CHARLIE: (Usable width)
DELTA: (Current in meters/sec)
ECHO: (Maximum depth in meters)
FOXTROT: (Bottom material and condition)
GOLF: (If ferry has existing equipment,
capacity in tons)
HOTEL: (Slope of entry bank)
INDIA: (Slope of far bank)
KILO: (Other comments)

Blue 7, Route Recon Report

Format:

ALFA:	From (encoded)		
BRAVO:	To (encoded)		
CHARLIE:	What	1-Highway 2-Road	3-Trail 4-Cross- Country
DELTA:	Class of route	1-Handle all Sqdn vehicles 2-Only tracked vehicles 3-Only APC series 4-Only wheels	
ECHO:	Type	1-All weather (usable year round) 2-Limited all weather (limited during bad weather) 3-Fair weather (may be im- passable during bad weather)	
FOXTROT:	Movement possible	1-Fast 2-Slow	
GOLF:	Any critical points (encoded)		

Blue 9, Obstacle ReportFormat:

ALFA: MAP _____

BRAVO: DATE _____ TIME _____

CHARLIE: LOCATION _____

DELTA: TYPE OBSTACLE _____

ECHO: ENEMY WEAPONS INFLUENCING OBSTACLE _____

FOXTROT: OBSERVER'S ACTIONS _____

Blue 10, Bypass Report

BYPASS REPORT

- A. OBSERVER OR SOURCE _____
- B. LENGTH _____ WIDTH _____
TYPE SURFACE _____ CURVES _____
GRADES _____
- C. COORDINATES FROM _____ TO _____
- D. SEASONAL LIMITATION (LIMITING FACTORS) _____
- E. OBSERVER'S ACTIONS _____

Blue 11, Stand-To Report (STANREP)

1. When used. When stand-to is completed, report is sent to the platoon leader/TOC.

2. Format:

ALFA: Stand-to completed.

BRAVO: Weapons present/functional.

CHARLIE: CEOs/sensitive items present.

DELTA: Inoperative vehicles or radios.

For lines B, C, and D, refer to Yellow 1 report for equipment line numbers.

3. Example:

"BLACK 3, THIS IS RED 1; BLUE 9. LINE ALFA: UP. LINE BRAVO: UP. LINE CHARLIE: ITEM 38, MISSING 1 EACH. LINE DELTA: RED 3 WILL NOT START."

Blue 12, Roadmarch Report

1. When used. When the troop commander needs to send a march route to platoon leaders.

2. Format:

- A - SP (encoded if not secure)
- B - SP time (encoded if not secure)
- C - RP (encoded if not secure)
- D - RP time (encoded if not secure)
- E - CPs 1 _____
2 _____
3 _____
(continued as necessary)
- F - order of march call signs
- G - authentication _____

APPENDIX 2 TO ANNEX E

Intelligence (Green) ReportsGreen 2, Sensitive Items Report (SENSEREP)

1. When used. Daily at 0600 and 1800 hours to report the results of a serial numbered check of the following items:

Line:

- a. Machine guns
- b. Submachine guns
- c. Pistols
- d. Rifles
- e. Night-vision goggles
- f. Binoculars
- g. Radiacmeters
- h. Dosimeters
- i. CEOI Extracts
- j. Special equipment assigned to platoons for particular operations (such as crew-served night observation device, mine detectors).

2. Format:

"SENSEREP"

ALFA: Reporting Unit (Use call sign or switchboard designator)

CHARLIE: Results of check (Normally "all GO;" report line description, serial number, and explanation for missing items)

ECHO: Initials of person responsible for report

3. Examples:

- a. "THIS IS RED ONE. SENSEREP. ALFA: RED. CHARLIE: ALL GO. ECHO: RWS."
- b. (Over wire net) "THIS IS ALFA ONE THREE WITH A SENSEREP. ALFA: ONE. CHARLIE: ALL PRESENT, EXCEPT ONE IM-93 DOSIMETER, NUMBER 64, SEARCH IN PROGRESS. ECHO: TDB."

Green 3, Splash Report

Format:

Line 1: Call sign.

Line 2: Aircraft data (type and status).

Line 3: Pilot status:

- a. Recovered good condition.
- b. Recovered WIA.
- c. Recovered KIA.
- d. Unknown.

Green 4, Patrol Report

Information collected by combat units is normally submitted by SPOTREPs as events occur. The duration and activity of dismounted reconnaissance patrols make a debriefing desirable. In such a case, a debriefing report format helps ensure all information obtained is reported by the patrol. The patrol report may be submitted by radio or wire when required.

Format:

DESIGNATION OF PATROL (DATE)

TO:

MAPS

- A. SIZE AND COMPOSITION OF PATROL.
- B. TASK.
- C. TIME OF DEPARTURE.
- D. TIME OF RETURN.
- E. ROUTES (OUT AND BACK).
- F. TERRAIN. (Description of the terrain--dry, swampy, jungle, thickly wooded, high brush, rocky, deepness of ravines and draws conditions of bridges as to type, size and strength, effect on armor and wheeled vehicles.)

- G. ENEMY. (Strength, disposition, condition of defenses, equipment, weapons, attitude, morale, exact location, movements and any shift in dispositions. Time activity was observed; coordinates where activity occurred.)
- H. ANY MAP CORRECTIONS.
- I. MISCELLANEOUS INFORMATION. (Including aspects of nuclear, biological, and chemical warfare.)
- J. RESULTS OF ENCOUNTERS WITH ENEMY. (Enemy prisoners and dispositions, identification, enemy casualties, and captured documents and equipment.)
- K. CONDITION OF PATROL, INCLUDING DISPOSITION OF ANY DEAD OR WOUNDED.
- L. CONCLUSIONS AND RECOMMENDATIONS. (Including to what extent the mission was accomplished and recommendations as to patrol equipment and tactics.)
- M. ADDITIONAL REMARKS BY DEBRIEFER.

Name Grade/Rank Organization/Unit of Patrol Leader

Green 6, EPW/Captured Material Report

Normally, EPWs and captured material are tagged immediately following capture. This ensures that information of intelligence value (place, time, and circumstances of capture) is not lost during evacuation of the prisoner or material. Report only EPW or material of immediate tactical importance to the squadron TOC using the Green 6 report.

Format for Reporting PW:Example

- Line 1: Type of Report--Green 6.
- Line 2: Item Captured--EPW.
- Line 3: Date/Time of Capture--260845Sep83.
- Line 4: Place of Capture (Grid)--NS621434.
- Line 5: Capturing Unit--Call sign.
- Line 6: Circumstances of Capture--Be brief.

Format for Reporting Captured Material:

- Line 1: Type of Report--Green 6.
- Line 2: Item Captured--Material.
- Line 3: Type document/equipment--CEOI.
- Line 4: Date/Time Captured--160900Jun83.
- Line 5: Place of Capture (Grid)--NE824615.
- Line 6: Capturing Unit--Call sign (RED 13).
- Line 7: Circumstances of Capture--Brief description.

After the report is given to the troop commander, disposition instructions will be provided, if necessary.

ATTACH TO PW		<input type="checkbox"/>
DATE OF CAPTURE	A	
NAME	_____	
SERIAL NUMBER	_____	
RANK	_____	
DATE OF BIRTH	_____	
UNIT	_____	
LOCATION OF CAPTURE	_____	
CAPTURING UNIT	_____	
SPECIAL CIRCUMSTANCES OF CAPTURE	_____	
WEAPONS/DOCUMENTS		
FORWARD TO UNIT		
		B
DATE OF CAPTURE	_____	
NAME	_____	
SERIAL NUMBER	_____	
RANK	_____	
DATE OF BIRTH	_____	
UNIT	_____	
LOCATION OF CAPTURE	_____	
CAPTURING UNIT	_____	
SPECIAL CIRCUMSTANCES OF CAPTURE	_____	
WEAPONS/DOCUMENTS		
ATTACH TO ITEM		
		C
DATE OF CAPTURE	_____	
NAME	_____	
SERIAL NUMBER	_____	
RANK	_____	
DATE OF BIRTH	_____	
UNIT	_____	
LOCATION OF CAPTURE	_____	
DESCRIPTION OF WEAPONS/DOCUMENTS		
DOCUMENT AND	<input type="checkbox"/>	WEAPONS CARD

P W	(IN RED)
Do not remove this part from	
P W	
Search Thoroughly	
Tag Correctly	
Report Immediately	
Evacuate Rapidly	
Segregate by Category	
Safeguard from Danger/Escapes	
P W	

BACK

STANDARDIZED CAPTIVE AND EQUIPMENT/DOCUMENT TAG

DESCRIPTION

1. THE TAG SHOULD BE PERFORMED INTO THREE PARTS AND MADE OF DURABLE MATERIAL.
2. THE TAG SHOULD MEASURE APPROXIMATELY 10X15 CM FOR EACH PART.
3. THE TAG SHOULD BE PIERCED AT TOP AND BOTTOM, REINFORCED FOR SECURITY TO FACILITATE ATTACHMENT.

Figure E-1. Tag for Enemy Prisoner of War and Captured Material.

APPENDIX 3 TO ANNEX E

Logistics (Yellow) ReportsYellow 1, Equipment Status Report

A Yellow 1 report will be sent by courier or FM radio, to the troop command post between 1200 and 1300 hours daily by each PSG and forwarded to squadron. The information will be as of 1200 hours that same day. The following line numbers will be used:

- a. operational b. inoperative c. combat loss

<u>LINE #</u>	<u>NOMENCLATURE/MODEL</u>	
	WEAPONS	
1.....	Bayonet-knife: w/Scabbard for M16A1 Rifle	_____
2.....	Pistol Cal .45 Automatic	_____
3.....	Rifle 5.56-mm: w/e	_____
4.....	Launcher Grenade 40-mm: Sgls Shot Rifle Mtd Ditchble w/e	_____
5.....	Machine Gun Cal .50: HB Flexible Vehicle MTS	_____
6.....	Machine Gun Cal .50: HB Flexible for Ground Use	_____
7.....	Machine Gun 7.62-mm: Light Flexible	_____
8.....	Mortar 81-mm: On Mount	_____
9.....	Submachine Gun Cal .45	_____
10.....	Machine gun 7.62-mm: Fixed M240C RH Feed F/VVS	_____
11.....	Launcher Grenade Smoke: Screening RP M250	_____
12.....	Machine Gun Cal .50: Heavy Fixed Turret Type	_____

<u>LINE #</u>	<u>NOMENCLATURE/MODEL</u>	
13.....	Mortar 4.2-inch: On Mount	_____
14.....	Machine Gun Cal .50 M85	_____

VEHICLES AND VEHICLE EQUIPMENT

15.....	Cavalry Fighting Vehicle: M3	_____
16.....	Carrier 107-mm Mortar: Self Propelled (Less Mortar)	_____
17.....	Carrier Personnel Full Tracked: Armored	_____
18.....	Carrier 81-mm Mortar: Full Tracked (Less Mortar)	_____
19.....	Truck Utility: 1/4-ton 4x4 W/E	_____
20.....	Tank, M60A3	_____
21.....	Tank, M1	_____

NBC EQUIPMENT

22.....	Alarm Chemical Agent Auto: Ptbl F/Full Trkd APC and ARV	_____
23.....	Alarm Chemical Agent Auto: Ptbl W/Pwr Sup F/TRK Util 1/4-ton	_____
24.....	Charger Radiac Detector: PPP-4370/PD	_____
25.....	Mask Chemical-Biological: Multipurpose	_____
26.....	Radiacmeter: IM-185/UD	_____
27.....	Alarm Chemical Agent Auto Ptbl Manpack	_____
28.....	Radiacmeter: IM-93/UD	_____
29.....	Radiacmeter: IM-174/PD	_____
30.....	Radiacmeter: AN/VDR-1	_____

RADIOS

31.....	Radio Set: AN/GRC-106	_____
32.....	Radio Set: AN/GRC-160	_____
33.....	Radio Set: AN/VRC-46	_____
34.....	Radio Set: AN/VRC-47	_____

<u>LINE #</u>	<u>NOMENCLATURE/MODEL</u>	
35.....	Radio Set: AN/VRC-64	_____
36.....	Radio Set: AN/PRC-77	_____
37.....	Radio Set: AN/VRC-12	_____

MISCELLANEOUS EQUIPMENT

38.....	Demolition Set Explosive: Initiating Nonelectric	_____
39.....	Detecting Set Mine: Ptbl Metallic and Nonmetallic	_____
40.....	Detecting Set Mine: Ptbl Metallic (AN/PSS-11)	_____
41.....	Night-Vision Goggles: AN/PVS-5	_____
42.....	Night-Vision Sight Crew Served Weapon: AN/TVS-5	_____
43.....	Night-Vision Sight Individual Served Weapon: AN/PVS-4	_____
44.....	Platoon Early Warning System: AN/TRS-2(V)	_____
45.....	Binoculars: Modular Construction Mil Scale Reticle 7x50-mm W/E	_____
46.....	Telescope Straight: Military	_____
47.....	Detector Radar Signal: AN/PSS-10	_____
48.....	PLRS Basic User Unit	_____
49.....	PLRS Surface Vehicle Installation Kit	_____
50-60.....	(SPARES)	_____

Example:

"THIS IS RED 3. YELLOW 1. LINE 14: 4 ALFA, 2 BRAVO.
LINE 33: BRAVO. LINE 38: CHARLIE. LINE 47: CHARLIE,
OVER."

Yellow 1A, Battle Loss Spot Report

Yellow 1A report will be transmitted by the platoon leader or PSG, as soon as possible after an item or items on Yellow 1 report format are lost or damaged in battle. Troop forwards report to squadron.

Format:

- Line 1: Time of loss.
- Line 2: Number of pieces of equipment, by reference number (from Yellow 1), evacuated to troop, squadron, or higher maintenance.
- Line 3: Number of pieces of equipment, by reference number (from Yellow 1), destroyed and abandoned in pieces.
- Line 4: Location (encoded) of abandoned equipment.

Example:

"BLACK 3, THIS IS RED 4. YELLOW 1A, BREAK. LINE ONE: ONE, FOUR, THREE, ZERO HOURS. LINE TWO: REFERENCE SIX, SLANT ONE; REFERENCE TWO-NINER, SLANT THREE. LINE THREE: REFERENCE TWO-NINER, SLANT ONE. LINE FOUR: I SET VB, IDVRTG."

Note. Yellow 1A reports will not be cumulative. A Yellow 1 report showing total unit status will be sent NLT 1300 hrs daily reflecting status as of 1200 hrs.

Yellow 2, Ammo Status Report

Yellow 2 reports will be transmitted once daily at 1300 hours, or immediately upon completion of enemy contact.

<u>CODE</u>	<u>CRITERIA</u>
Green	90% or better on hand, all types of ammo
Amber	80%-89% on hand, all ammo
Red	60%-79% on hand, all ammo
*Black	59% or less on hand, all ammo

*Reporting Yellow 2 Black requires an immediate Yellow 2A report as a follow-up. Green, Amber, or Red status does not require a Yellow 2A report.

Example:

"BLACK 3, THIS IS RED 4. YELLOW 2, RED, OVER."

Yellow 2A, Ammo Request

The following line/number designators will be used:

<u>REF #</u>	<u>NOMENCLATURE</u>	<u>QUANTITY REQUIRED</u>
1.....	Report as of DTG	_____
2.....	105-mm, HEAT	_____
3.....	105-mm, HEP	_____
4.....	105-mm, APERS	_____
5.....	105-mm, WP	_____
6.....	105-mm, APDS	_____
7.....	40-mm HEDP	_____
8.....	Cal .50 (M85)	_____
9.....	Cal .50 (M2)	_____
10.....	25-mm	_____
11.....	7.62-mm (COAX/M60)	_____
12.....	4.2" HE w/fuze	_____
13.....	4.2" WP w/fuze	_____
14.....	4.2" ILLUM w/fuze	_____
15.....	81-mm, HE w/fuze	_____
16.....	81-mm, WP w/fuze	_____
17.....	81-mm, ILLUM w/fuze	_____
18.....	Fuze, prox (4.2")	_____
19.....	Fuze, PD (4.2")	_____
20.....	Fuze, prox (81-mm)	_____
21.....	Fuze, PD (81-mm)	_____
22.....	Fuze, blast time	_____
23.....	Blasting cap, nonelec	_____
24.....	Fuze, igniter	_____
25.....	5.56-mm Ball	_____
26.....	5.56-mm Tracer	_____
27.....	Redeye, XM41E2	_____

28.....	Grenade, Fragmentation	_____
29.....	Grenade, Smoke	_____
30.....	Grenade, Thermite	_____
31.....	Grenade, 40-mm, HE	_____
32.....	Grenade, 40-mm, WP	_____
33.....	Grenade, 40-mm, AP	_____
34.....	45 Cal Ball	_____
35.....	M72 LAW	_____
36.....	Dragon	_____
37.....	TOW	_____
38.....	Stinger missile	_____
39.....	Mine, AT	_____
40.....	Mine, AP	_____
41.....	Mine, Claymore	_____
42.....	25-mm HE	_____
43.....	25-mm AP	_____
44.....	165-mm HE (CEV)	_____
45.....	(spare).....	_____
46.....	(spare).....	_____
47.....	(spare).....	_____
48.....	(spare).....	_____
49.....	(spare).....	_____
50.....	(spare).....	_____
51.....	(spare).....	_____

All quantities listed on Yellow 2 reports will be quantity required unless otherwise requested.

Example:

"BLACK 3, THIS IS RED 4. YELLOW TWO BLACK. YELLOW TWO ALFA, BREAK. LINE ONE: CVB GHJ. LINE 37: RTY UOL. LINE 42: ERF WDS QTR."

Note. Use only lines affected. Attached units coordinate with S4 for additional line numbers for their peculiar type of weapons.

Yellow 3, POL Status Report

A Yellow 3 report is forwarded daily. It is followed by Yellow 3A if any item is 59% or less.

Format:

<u>CODE</u>	<u>CRITERIA</u>
Green	90% or better on hand, all POL
Amber	80%-89% on hand, all POL
Red	60%-79% on hand, all POL
Black	59% or less on hand, all POL

Example: "BLACK 3, THIS IS RED 4. YELLOW 3 AMBER, OVER."

Yellow 3A, POL Request

The following line/number designators will be used:

<u>LINE #</u>	<u>NOMENCLATURE</u>	<u>U/L</u>	<u>QUANTITY REQUIRED</u>
1.....	Report as of DTG		
2.....	Mogas	gal	_____
3.....	Diesel	gal	_____
4.....	Oil, OE-10	gal	_____
5.....	Oil, OE-30	gal	_____
6.....	Oil, OE-50	gal	_____
7.....	Oil, OE-90	gal	_____
8.....	Antifreeze	gal	_____
9.....	Brake fluid	gal	_____
10.....	Hydraulic fluid OHA	qt	_____
11.....	Hydraulic fluid OHT	qt	_____
12.....	Hydraulic fluid FRH	qt	_____

<u>LINE #</u>	<u>NOMENCLATURE</u>	<u>U/L</u>	<u>QUANTITY REQUIRED</u>
13.....	Oil, penetrating	qt	_____
14.....	Oil, PL-Special	qt	_____
15.....	Oil, PL-Med	qt	_____
16.....	Bore cleaner	gal	_____
17.....	Oil, LSA	qt	_____
18.....	Grease, GAA	lb	_____
19.....	Grease, Wheel-bearing	lb	_____
20.....	Solvent	gal	_____
21.....	Oil MIL-27699 (M1)	qt	_____

Example:

"BLACK 3, THIS IS RED 1. YELLOW 3 BLACK; YELLOW 3A, BREAK. LINE ONE: CVB HGT. LINE THREE: JLB LAD. LINE 21: SJS, OVER."

Yellow 5, Ration Request.

When used. The Yellow 5 report is used when requested by the S4 or support platoon leader, or when the tactical situation prohibits face-to-face coordination for rations.

Format:

- Line 1: (Reports as of DTG)
- Line 2: (Requested delivery time)
- Line 3: (A - ration meals)
- Line 4: (C - ration meals)
- Line 5: (Water in gallons)
- Line 6: (Coordinates of link-up point)

APPENDIX 4 TO ANNEX E

Personnel (Red) Reports

Red 1, Personnel Daily Summary

Transmitted to S-1 NLT 1500 hrs daily, as of 1200 hrs.
Report only those lines that have changed during report
period.

Format:

- Line 1: Report as of (Date-Time Group).
- Line 2: Number of Personnel Authorized.
 - a. Officers.
 - b. Warrant Officers.
 - c. Enlisted men.
- Line 3: Number of Personnel Present for Duty.
 - a. Officers.
 - b. Warrant Officers.
 - c. Enlisted men.
- Line 4: Casualties.
 - a. KIA.
 - b. WIA.
 - c. Missing in Action.

- d. Unit manning roster (UMR) number of key personnel in chain of command reported as casualties.

Line 5: Evacuees Requiring Transportation.

- a. Wounded.
- b. EPWs.
- c. Civilian.

Line 6: Admin Losses.

Line 7: Replacements.

- a. Received.
- b. Required in MOS 19D.
- c. Required in MOS 19K.
- d. Required in MOS 91B.
- e. Required 12 A/C.
- f. Other MOS.

Red 2, Personnel Battle Loss Report

A Red 2 report is transmitted to the troop command post as casualty occurs. The troop command post forwards the report to squadron. Units will also complete DA Form 1156, with witness statements, and DA Form 1155, which will be given to the ISG. Red 2 is an interim report to update data sent on last Red 1.

Format:

- Line 1: Battle roster number. _____
- Line 2: Date/time group of incident. _____
- Line 3: Location (encoded). _____
- Line 4: Type Casualty: _____
- a. KIA hostile action. _____
 - b. KIA nonhostile. _____
 - c. Body recovered. _____
 - d. Body not identified. _____
 - e. Body identified. _____
 - f. MIA. _____
 - g. Captured. _____
 - h. WIA slight hostile. _____
 - i. WIA serious hostile. _____
 - j. WIA slight nonhostile. _____
 - k. WIA serious nonhostile. _____
 - l. Accident. _____
- Line 5: Evacuated to: _____

Red 3, Medical Evacuation Request

Platoons request medical evacuation on troop command net, additional coordination is conducted on the platoon net. The ISG requests medical evaluation support from the squadron combat trains on the A/L net.

- A. Air evacuation format as in CEOI or use ground evacuation format.
- B. Ground Evacuation:
 - Line 1: Evac. _____
 - Line 2: Location for Pickup (encoded). _____
 - Line 3: Number of casualties: _____
 - Line 4: Category of Patient. _____
 - a. Urgent.
 - b. Priority.
 - c. Routine.

APPENDIX 5 TO ANNEX E

NBC Reports

1. Purpose: To expedite the accurate and timely reporting to the TOC of all NBC activity within the squadron area of operations. The following are the main NBC reports, along with their purpose.

- a. NBC-1: Used by the observing unit to report initial and subsequent data of a nuclear, biological, or chemical attack.
- b. NBC-2: Used for passing evaluated data of an NBC attack.
- c. NBC-3: Used for immediate warning of expected NBC contamination.
- d. NBC-4: Used for radiation dose rate measurements.
- e. NBC-5: Used to locate the area of radiological, biological, or chemical contamination or hazard.

2. Responsibility: The squadron S3 is responsible for the collection, monitoring, and distribution of NBC information. The chemical officer and chemical NCO are responsible for evaluating NBC reports, formulating NBC reports for lower and higher units, and providing recommended courses of action to the commander.

3. Reporting System: All NBC reports will be forwarded to the command post over the command net.

NBC-1, Observer's Initial Report

NBC-1 MESSAGE

NUCLEAR, BIOLOGICAL, OR CHEMICAL INITIAL OBSERVER'S REPORT

PRECEDENCE: _____ DATE/TIME (ZULU): _____

SECURITY: _____ FROM: _____ TO: _____

TYPE OF REPORT: NBC-1

ALFA: _____
Strike serial number (if known)BRAVO: _____
Position of observer (UTM coordinates or name of place)CHARLIE: _____
Grid or magnetic (say which) bearing or azimuth of attack from observer (in degrees or mils, say which)DELTA: _____
Date/time attack started (ZULU)ECHO: _____
Illumination time in sec (for nuclear burst); time attack ended (only toxic attack)FOXTROT: COORD: _____ VICINITY: _____
Location of attack (UTM coordinates), and vicinity of attack; actual or estimated (say which)GOLF: _____
Means of delivery (if known)

NBC-1, Observer's Initial Report (Cont)

HOTEL:

Type of burst (air, surface, unknown) or type of
toxic agent or type of attack (BW, OW)

INDIA:

Number of shells, other data (only for toxic
attack)

JULIET:

Flash-to-bang time (sec)

KILO:

Crater present or absent, diameter in meters (if
known)

LIMA:

Cloud width (degrees or mils, say which) 5 min
after burst

MIKE:

Cloud height (top or bottom, say which) 10 min
after burst (degrees or mils, say which)

SIERRA

Date/time of reading (local or Zulu time)

Notes.

1. Do not delay reports to complete format information. Type of report, and items D, H, and either B, C, or F must always be reported.
2. Carefully specify the units of measure used (such as degrees, mils, grid azimuth).
3. Omit information not applicable or available.

NBC-1, Observer's Initial Report (Cont)Examples:

<u>TYPE OF REPORT</u>	<u>NUCLEAR</u>	<u>CHEMICAL</u>	<u>BIOLOGICAL</u>
B.	B. TU440810	B. MARBERG	
C.	C. Grid 242 degrees	C. Magnetic 2650 mils	
D.	D. 270400	D. 270400 ZULU	D. 270400
E.		E. 270410 ZULU	E. 270412
F.		F. TU459830 est	F. OBERG act
G.		G. Rocket	G. Aerial
H.	H. Unknown	H. Nerve	H. Biological
I.		I. 135	
J.	J. 65		
K.			
L.	L. 100 mils		
M.			
S.		S. 270445 ZULU	S. 270430 ZULU

a. "THIS IS RED 1. NBC-1, NUCLEAR. BRAVO: I SET DX, 1MNUWS. DELTA: 020945 ROMEO. HOTEL: AIR. LIMA: 100 MILS, ESTIMATED."

b. "THIS IS RED 1. NBC-1, CHEMICAL. DELTA: 261003 ROMEO. FOXTROT: NB783089. GOLF: ARTILLERY. HOTEL: VAPOR."

NBC-2, Evaluated Data Report

Format

NBC-2 Message
Evaluated Data Report

Precedence: _____
Date/Time (ZULU): _____
Security: _____
From: _____
To: _____
Type of Report: NBC-2

ALPHA. Strike serial number.

DELTA. Date/time attack started (ZULU).

FOXTROT. Location of attack (UTM coordinates or vicinity of attack) actual or estimated (state which).

HOTEL. Type of burst (air, surface, unknown) or type of toxic agent or type of attack (chemical or biological).

NOVEMBER. Estimated Yield (KT).

Note. Items A, D, F, H, and N may be repeated as often as required to produce a summary report.

Example

Type of Report	<u>Nuclear</u>	<u>Chemical or Biological</u>
ALPHA	24	1
DELTA	270400 (ZULU)	270400 (ZULU)
FOXTROT	TU429950 (Actual)	TU465829 (Actual)
HOTEL	Surface	Nerve
NOVEMBER	20	

NBC-3, Immediate Warning of Expected Contamination

SUBMIT BY RADIO.

Line:

- ALFA: Strike serial number.
- DELTA: Date and time attack started.
- FOXTROT: Location of attack (actual or estimated, say which).
- PAPA: Area of expected contamination.
- YANKEE: Bearing or azimuth of left, then right radial lines (degrees, mils, say which, 4 digits each).
- ZULU: Effective downwind speed (kmph) 3 digits, downwind distance of zone I (km) 3 digits, cloud radius (km) 2 digits.

Example:

<u>TYPE OF REPORT</u>	<u>NUCLEAR</u>	<u>CHEMICAL AND BIOLOGICAL</u>
A.	A. 54-1	A. 23
D.	D. 270400 local	D. 270400 ZULU
F.	F. LB187486	F. LB206300 actual
P.		P. LB208320 LB210320 LB206310 LB204310
Y.	Y. 02700310	
Z.	Z. 01902505 or 011	

Note. Items D, F, and P shown for chemical and biological reports must always be reported, other items are optional.

NBC-4, Report of Radiation Dose-Rate Measurement

1. When used. NBC-4 is used for nuclear activity only, and is submitted immediately after initially detecting any radiation. Thereafter, as required by operation order.

2. Format:

"NBC-4"

QUEBEC:	Location of reading	(Use friendly graphics or encrypt; omit on wire net)
ROMEO:	Dose rate in cGy/hr (rad/hr) (average total dose to nearest 10 cGy)	(Add "initial," "increasing," "peak," or "decreasing"; specify "shielded" if inside vehicle)
SIERRA:	Date and time of reading	(Specify time zone)

3. Examples:NUCLEAR

Q.	Location of reading location of sampling, and type of sample	Q.	LB123987
R.	Dose rate	R.	1 initial
S.	Date/time of reading	S.	201735 local
		Q.	LB123987
		R.	60 peak
		S.	201805 local

- Notes.
1. Items Q, R, and S may be repeated as often as necessary.
 2. Radiation dose rates are measured or converted to dose rates in the open, one meter above ground.
 3. Users of NBC-4 are not confined solely to the use of the letter items shown in the examples.

NBC-5, Report of Areas of Contamination

CBR CONTAMINATION HAZARD

PRECEDENCE: _____

DATE/TIME: _____

SECURITY CLASSIFICATION: _____

FROM: _____

TO: _____

TYPE OF REPORT: _____ NBC-5 _____

ALFA: _____
(Strike serial number)

OSCAR: _____
(Reference date/time for estimated contours)

SIERRA: _____
(Date/time contamination initially detected)

TANGO: _____
(H+1 date/time or date/time of latest reconnaissance of contamination in the area)

UNIFORM: _____
(1,000 cGy/hr (rad/hr) contour line coordinates)

VICTOR: _____
(300 cGy/hr (rad/hr) contour line coordinates)

WHISKEY: _____
(100 cGy/hr (rad/hr) contour line coordinates)

X-RAY: _____
(20 cGy/hr (rad/hr) contour line coordinates)

EFFECTIVE DOWNWIND MESSAGE

<u>Line</u>	<u>Example</u>
ZULU - Date/Time (effective date and time measurements of winds) (first 2 digits are the date and last 4 digits are the time).	010800
A. (0 - 2 KT)	086010 (First 3 digits are wind direction and last 3 digits are wind speed) (direction in degrees and speed in KMPH).
B. (2 + KT - 5 KT)	113012
C. (5 + KT - 30 KT)	120014
D. (30 + KT - 100 KT)	130015
E. (100 + KT - 300 KT)	151017
F. (300 + KT - 1,000 KT)	165021

STRIKEWARN

NUCLEAR WARNING REPORT

1. When used. STRIKEWARN is the warning of pending friendly nuclear attack.

2. Format

"STRIKEWARN, STRIKEWARN, STRIKEWARN"

ALPHA: Target number.

DELTA: DTG of burst and DTG attack will be cancelled.

FOXTROT: Coordinates of ground zero.

HOTEL: Type of burst (air, surface, subsurface).

INDIA: Minimum Safe Distance (MSD).

MSD 1 in hundreds of meters.

MSD 2 in hundreds of meters.

MSD 3 in hundreds of meters.

3. Immediately upon receipt begin taking protective actions.

SHELLREP, MORTREP, BOMREP

1. When used. When any of the format information is observed or available.

2. Format.

"SHELLREP/MORTREP/BOMREP" (specify)

ALPHA: Unit of origin.

BRAVO: Observer location (encoded).

CHARLIE: Azimuth to burst, flashes, sound, or groove of shell or rocket flight path (Specify which type of azimuth, or degrees, or mils).

DELTA: DTG attack began (specify time zone).

ECHO: DTG attack ended (specify time zone).

FOXTROT: Location of attack (grid-in the clear).

GOLF: Number and nature of guns, mortars, aircraft, or other methods of delivery.

HOTEL: Nature of fire (barrage, registration).

INDIA: Number and type and caliber of bombs, shells, and rockets.

JULIET: Flash to bang time in seconds (omit for aircraft).

KILO: Damage (encrypt, if friendly personnel/equipment).

Note. Report any available information.

ANNEX F

ORDERS

This annex contains the following orders:

Warning Order.....	F-1
Operation Order.....	F-2
Fragmentary Order.....	F-4

WARNING ORDER.

A warning order should be given to the troop immediately after the troop commander analyzes his mission. Warning orders should give subordinates enough information to begin preparing for the operation. Warning orders should be given face-to-face to the orders group. If not, encode all information when using the radio. As a minimum, a warning order should include:

1. Addressee.
2. Time and nature of the operation.
3. The earliest time of move.
4. The time and place the operation order will be issued.

Example of Warning Order Given Face-to-Face:

"Warning order. We will conduct an attack to seize hill at grid ES509306 at 0700 hours tomorrow. No movement before 0700 hours. Ammunition and fuel will arrive at 2100 hours today. Hot chow at 0400 hours tomorrow. I will issue the operation order at my tank at 2200 hours tonight."

OPERATION ORDER (OPORD).

1. Situation:

a. Enemy.

- (1) Weather (note effects).
- (2) Terrain (obstacles, hills, valleys, road types and conditions, streams, rivers, bridges, towns, and effect of terrain on operation).
- (3) Identification of unit.
- (4) Locations.
- (5) Activity.
- (6) Strength.
- (7) Kill zones.

b. Friendly.

- (1) Mission of squadron.
- (2) Location and mission of units on left, right, front, and rear.
- (3) Fire support available.

c. Attachments and detachments.

d. Reserve.

2. Mission: Who, what, when, where, and why for troop.

3. Execution:

a. Concept of the operation.

- (1) Scheme of maneuver. How you see the mission being conducted.
- (2) Fire support. Who provides support; priority of fires in squadron and troop; planned targets, priority targets.
- (3) Obstacles.

b. Specific instructions. For each element in task organization.

c. Coordinating instructions.

- (1) Start point time.
- (2) Formation.
- (3) Order of march.

- (4) Route of march.
- (5) Alternate route.
- (6) Passage of lines. Contact points, passage points, lanes, and identification.
- (7) MOPP level.
- (8) OEG.
- (9) Actions on contact.
- (10) Actions at danger areas.
- (11) Rehearsals and inspections. Time and place.
- (12) PIR/OIR.
- (13) Any instructions not provided in concept of operation or specific instructions.

4. Service Support:

- a. Rations (ISG location).
- b. Weapons and ammunition.
- c. Uniform and equipment.
- d. Method of handling wounded or dead/MEDEVAC.
- e. EPW and captured documents and equipment handling.
- f. Fuel--when and where.
- g. Maintenance--collection points and report procedures.
- h. Location of trains and MSRs.

5. Command and Signal:

- a. Command.
 - (1) Location of troop command groups.
 - (2) Succession of command.
- b. Signal.
 - (1) CEOI used.
 - (2) Special signals used.

FRAGMENTARY ORDER.

A fragmentary order (FRAGO) is a concise partial order that contains new information of immediate concern to subordinate elements when there is inadequate time to prepare a new OPORD. A FRAGO is the normal method of issuing orders once an operation begins. All elements of the current OPORD remain in effect, less those specifically changed by the FRAGO. A FRAGO follows the standard five-paragraph format but omits the unchanged information.

Example:

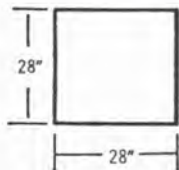
"RED, THIS IS RED ONE. ENEMY MOTORIZED RIFLE PLATOON AT GRID NOVEMBER-BRAVO-FOUR-TWO-TWO-SEVEN-THREE-FOUR. TANGO ATTACK THROUGH CHECKPOINT TWENTY-SIX IN FIVE MINUTES. ROMEO WILL SUPPRESS FROM CHECKPOINT EIGHT-OVER."

ANNEX G

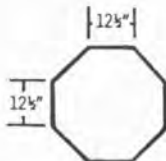
VEHICLE MARKING SYSTEM

1. Each CFV and tank will have a vehicle identification symbol painted on the ramp door or on a piece of sheet metal mounted on the rear of the turret.
2. Squadron symbols will be solid yellow. Troop symbols will be solid black. Platoon and individual vehicle markings will be white.
3. At night luminescent tape will be placed over the troop outline and platoon symbols.
4. When luminescent tape is not available, chemical lights or flashlights should be used.
5. Symbol Schematic:

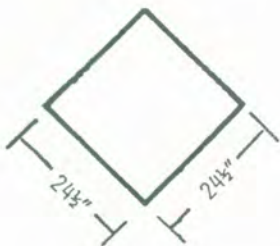
a. Squadron:



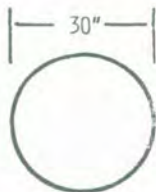
1ST SQDN



2D SQDN

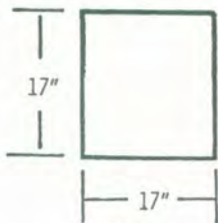


3D SQDN

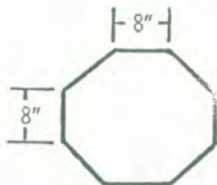


REGIMENT

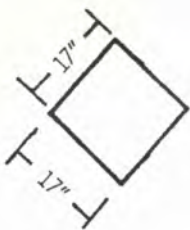
b. Troop:



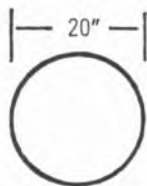
A TRP
E TRP
I TRP



B TRP
F TRP
K TRP



C TRP
G TRP
L TRP



D CO
H CO
M CO

c. Platoon:



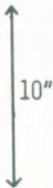
1ST PLT



2D PLT



3D PLT



10"



2"



4TH PLT



MORTARS

d. Platoon Vehicles:

1

PLATOON LEADER

4

PLATOON SERGEANT

2

A SECTION SERGEANT

3 \updownarrow 4"

A SQUAD LEADER

5

B SECTION SERGEANT

6

B SQUAD LEADER

6. Symbol Examples:



PSG 1/D/1/201st ACR



PSG/2/A/1/201st ACR



PLT LIR 3/L/3/201st ACR



SEC SGT 3/E/2/201st

Annex H

PASSAGE OF LINES

- Note 1: Unit being passed through referred to as stationary. Unit conducting passage as passing.
- Note 2: Passage of lines should be conducted during periods of limited visibility, when possible.
- Note 3: Weapons status refers to all weapons. They are as follows:
- Weapons Hold - Do not engage unless attacked.
 - Weapons Tight - Engage target identified as enemy.
 - Weapons Free - Engage target not identified as friendly.

A. Forward Passage.

1. Sequence of Action. Reconnaissance, linkup, troop leading, estimates, orders, and execution.
2. Reconnaissance. Conducted by passing force.
 - a. Determine good covered and concealed contact points.
 - b. Select tentative passage lanes/routes.
 - c. Determine location of stationary forces trains, command post, or battle positions.
 - d. Select AA or ATK position.
 - e. Recon routes to passage point.
3. Linkup. Unit commanders meet at linkup point established by headquarters ordering passage, co-locate command posts. Exchange information and coordinate IAW paragraph 1a and 1b of Annex F.

4. Passage of Command.
 - a. Battle position is under command of stationary force at all times.
 - b. Passing unit takes command of forward zone outlined by BHL on passing line of departure (LD).
 - c. If emergency arises, battle is fought from co-located command posts.

5. Execution.
 - a. Passing unit moves to ATK PSN/AA and sends forward scouts.
 - b. Stationary unit sends guide to contact point - guide knows routes and passage points (stationary unit provides additional guides at obstacles).
 - c. Passing unit makes contact, uses recognition signals, and reports contact to higher headquarters.
 - d. Passing unit moves to passage lane.
 - (1) Guided by stationary unit guides.
 - (2) Passing unit provides own guides along route as necessary for march control.
 - (3) Stationary unit provides additional guides at passage lane.
 - (4) Movement under listening silence.
 - e. Passing unit moves through passage lane/point.
 - (1) Activates fire support channels.
 - (2) Is prepared to maneuver and deploy if attacked.
 - (3) Passing unit counts vehicles through the release point on route, ensures all vehicles are present.
 - (4) Maintains internal security and goes to weapons tight status.

- f. Passing unit deploys at LD.
 - (1) Most critical phase.
 - (2) Passing unit may have to deploy prior to LD due to enemy fires.
- g. Call for fires and smoke in support unit.
- h. Moving unit assumes control of forward zone forward of BHL at LD.
- i. Fight battle from co-located command post if emergency develops.
- j. Passing unit receives enemy update and goes to weapons free status.
- k. Notify higher headquarters of deployment.

B. Rearward Passage.

- 1. Sequence of action is the same as forward passage.
- 2. Reconnaissance. By passing force, same as forward passage. Add in the following:
 - a. Select redeployment point (RDP). A point where unit moves into column formation.
 - b. Select intermediate assembly area (IAA) and assembly area for passing unit after passage is complete.
 - c. Passing unit selects assembly area well to rear of stationary unit (beyond direct fire engagement range). Coordinate use of area with the squadron commander in sector.
- 3. Linkup is the same as forward passage.
- 4. Passage of Command.
 - a. Battle position under command of stationary unit at all times.
 - b. Stationary unit assumes control of forward zone beyond BHL when the stationary force has

visual contact with the enemy and the co-located command posts have coordinated a transfer of responsibility.

- c. If emergency arises, battle is fought from co-located command post.
5. Execution.
- a. Unit commanders linkup and co-locate command posts.
 - b. Information exchange and coordination performed.
 - c. Passing unit sends scouts to contact points. Stationary unit sends guides to contact points.
 - d. All static unit positions are informed of the time and place of passage.
 - e. Recognition signals exchanged at contact points. Passing unit weapons are oriented to enemy.
 - f. Passing unit reports contact to headquarters ordering passage.
 - g. Passing unit forms into column at RDP and goes to weapons tight status; commanders exchange latest enemy situation.
 - h. Stationary unit indirect fire support channels are opened to passing unit.
 - i. Passing unit moves to passage lane, conducts passage.
 - j. Passing unit counts vehicles and equipment through the passage lane. Weapons remain oriented to enemy. Passing unit confirms end of column has passed through passage lane/point.
 - k. Passing unit occupies intermediate or final assembly area; confirms presence of all

personnel and equipment; maintains security, and moves to linkup with the remainder of the unit in AA.

Note. Passing unit sends trains and support elements through passage prior to the passage of the combat force.

C. Hasty Passage. The battlefield and enemy situation may not allow for the execution of procedures as outlined in A and B. Hasty passage procedures will emphasize speed of execution, ease of coordination, flexibility and tactical responsiveness.

1. Sequence of actions. Same as forward and rearward passage.

2. Reconnaissance. Conducted by passing force if time permits.

- a. Primarily by map.
- b. Selected by route, avoids command post, trains, and battle positions.
- c. Assembly area or attack position sited to the rear of forward battle positions; covered and concealed with rapid and easy access to passage lane or point.

3. Linkup. Unit commanders or XOs meet at linkup point identified by higher headquarters if time permits, or coordinates by radio.

- a. Exchange information.
 - (1) Enemy situation.
 - (2) Friendly situation or disposition.
 - (3) Supporting fires.
 - (4) Obstacles.
- b. Coordinate.
 - (1) Passage lane/point.

- (2) Identification of passing force.
 - (3) Routes through obstacles.
 - (4) Handover of battle (rearward passage)
 - (5) Lines of departure.
 - (6) RFL or RFA for supporting fires.
 - (7) Communications.
4. Passage of Command.
- a. Battle position is always under command of stationary force.
 - b. Passing unit takes command forward of a zone between RFL and line of departure for forward passage.
 - c. Stationary unit assumes control between zone forward of battle position to BHL (limit of direct fire) during rearward passage.
 - d. Stationary unit identifies passage lanes/points and passes them by radio to passing unit.
5. Execution.
- a. Passing unit displays recognition signals.
 - b. Passing unit sends scouts to contact point if time permits.
 - c. Stationary unit sends guides to contact point. Guides know routes and passage lanes (stationary unit posts additional guides at obstacles).
 - d. Passing unit makes contact, using recognition signals and reports to higher headquarters.
 - e. Passing unit moves to passage lanes.
 - (1) Guided by stationary unit guides.
 - (2) Additional guides from stationary unit posted at obstacles at critical points.
 - (3) Movement conducted under listening silence, if situation permits.

- f. Passing unit moves through passage lane/point.
 - (1) Use column on road for rapid rearward passage; in battle formation for forward passage.
 - (2) Activate fire support channels.
 - (3) Preplanned supporting forces executed by stationary unit behind BHL.
 - (4) Passing unit reports completion of passage to higher headquarters, goes to weapons tight status.
- g. Passing unit crosses LD.
 - (1) Most critical phase.
 - (2) Passing unit crosses LD in battle formation.
- h. Passing unit goes to weapons free once LD is crossed on forward passage.
- i. Stationary unit remains at weapons tight status during rearward passage until last friendly element has passed or an enemy attack is clearly identified.

ANNEX I

OPERATIONAL TERMS

These terms are developed to shorten the length of radio transmission and prevent confusion by eliminating long transmissions on radio nets.

ASSEMBLE	--	Call sign principal reports to specified location. "ASSEMBLE A15."
BANDITS	--	Enemy aircraft (observer indicates direction). "BANDITS, NORTH, WEAPONS FREE."
BEADWINDOW	--	Radio check/vehicle status.
BENT	--	Equipment inoperative. "SIX SLANT BENT."
BLITZ	--	Move to. "BLITZ A13."
BOG	--	Used in route recon to indicate areas that will not support a unit's heaviest vehicle. "ROUTE RED, FROM KLICK 1 TO KLICK 2, BOG."
BOGEY	--	Unidentified aircraft (observer gives direction). "BOGEY, EAST, WEAPONS TIGHT."
CANDLES	--	Artificial illumination. "REQUEST CANDLES ON B64."
CHATTER	--	Communications jamming. "CHATTER ON MY INTERNAL."

CHECKPOINT	--	Easily identified point to control movement.
DISK	--	Area or zone recon. "DISK, A14, B63, B41."
ESTABLISHED	--	Unit consolidated on designated control measure, ready to continue mission.
FIX	--	Location of specific call sign, "FIX Y3B12."
FLASH, FLASH	--	Clear the net immediately; critical information follows.
GAS	--	Chemical attack.
GEAR	--	Movement technique. Gear 1: Bounding overwatch. Gear 2: Traveling overwatch. Gear 3: Traveling.
GEIGER CHASE	--	Conduct radiological survey. "GEIGER CHASE AREA B23-B37."
GEIGER SOUR	--	Area is contaminated. "B23 IS GEIGER SOUR."
GEIGER SWEET	--	Area is not contaminated. "B37 IS GEIGER SWEET."
GET	--	Put specific person designated by call sign on the radio. "GET A34, OUT."

- GUIDONS -- Troop net call sign; requires immediate clearing of the net for passage of critical orders. Orders group will respond in order:
 1st plt
 2d Plt
 3d Plt
 4th Plt
 XO
 1SG
 FIST
- HOLD -- Used in recon to indicate a route that will allow the movement of a unit's heaviest vehicle. "ROUTE RED, FROM KLICK 1 TO KLICK 2 HOLD."
- HOMESTEAD -- Established AA/OP to remain over 24 hours.
- HOSTILE -- A unit or vehicle that is positively identified as enemy.
- HUSH -- Levels of signal security.
 HUSH 1: Execute EMCON I: Normal operations.
 HUSH 2: Execute EMCON II: No HF transmission.
 HUSH 3: Execute EMCON III: No transmissions until contact.
- JINK -- Movement involving abrupt and erratic changes of direction and speed to avoid direct fires.
- KLICK -- A predesignated critical point along road marches. "KLICK 19 CLEAR."

MIDDLEMAN -- Radio relay. "REQUEST MIDDLEMAN ON A/L."

NO ANSWER, OUT -- Negative contact; net is clear.

ORDERS -- Oral orders to follow, prepare to copy. Put the call sign principal on the radio.

PLOT -- General enemy or friendly summary and commander's assessment.

PRESENT -- Call sign principal report to specified location at specified time. "F37 PRESENT AT N26, 30 MINUTES."

REDCON System -- Readiness of unit on receipt of orders:

REDCON-1: Unit is fully ready to execute.

REDCON-2: Unit is ready to execute within 15 minutes.

REDCON-3: Unit is ready to execute within 30 minutes.

REDCON-4: Unit is ready to execute within one hour.

SADDLE -- Troop.

SET -- Unit established on designated control measure. "SET B37."

STAND-TO -- Unit ready to fight. "STAND-TO 0430."

STATUS -- General enemy or friendly summary and commander's assessment; a quick and informal exchange of information between commanders and operations officer; not a formatted report.

STIRRUP -- Platoon.

THUNDER -- Move immediately in the most expeditious manner.

TIRSEC -- Execute the terrain index reference secure system.

VISIT -- Established AA/OP to remain less than 24 hours.

WEAPONS FREE -- Engage targets not identified as friendly.

WEAPONS HOLD -- Do not engage unless attacked (can be used for any type of weapon—specify).

WEAPONS TIGHT -- Engage targets identified as enemy (can be used for any type of weapon—specify).

ZAPPED -- Not recoverable; combat loss; destroyed; maintenance deadline. "TWO SLANT BRAVO, ZAPPED." "TEN TANKS ENGAGED, ZAPPED EIGHT."

STANDARD WARNINGS

Short blast vehicle horn--enemy air attack.

Siren, long blast vehicle horn--enemy ground attack.

Metal on metal--chemical attack.