ST 3-20.983

SCOUT PLATOON TACTICAL SOP

US Army Armor Center & School
Fort Knox, Kentucky
40121-5000

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SCOUT PLATOON TACSOP

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902	Blue 2 – SITREP	X	X	X	X	X	X
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Card	Battle Task / Subject	BCT	TF	CO/TM	PLT	BRT	RECCE PLT
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PREFACE

The purpose of this supplement material is to provide scout platoons in maneuver task forces and brigade scout troops with a standardized means by which to operate.

This document is intended to be a starting point for unit SOPs and should be modified to fit the requirements and operating conditions for the unit. Comments and recommendations on this document should be sent to:

Commander
US Army Armor School and Center
ATTN: ATZK-TDD-C
Directorate of Training, Doctrine and Combat Development
Fort Knox, KY 40121-5000

Unless otherwise stated, masculine nouns and pronouns do not refer exclusively to men.

INTRODUCTION

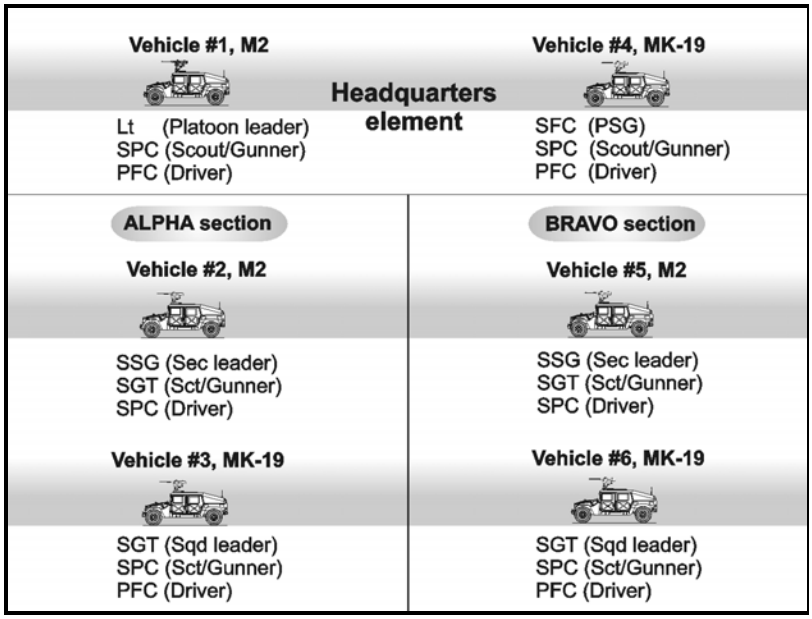
Purpose. This SOP standardizes routine procedures for combat operations, combat support (CS), and combat service support (CSS) within the scout platoon. It applies in all situations except when modified by troop or higher orders.

Scope: All soldiers in the platoon will read and comply with this SOP.

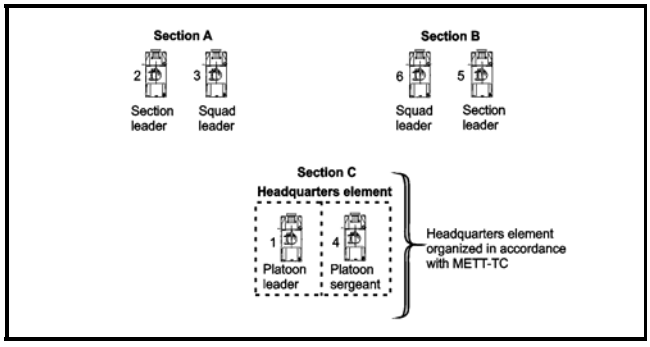
Distribution: This SOP will be issued to all squad leaders. The platoon leader is responsible for maintenance and distribution of this document.

100 – ORGANIZATION FOR COMBAT

1. This card describes the Task Force and BRT Scout platoon organization. Depending on the mission, the platoon leader may organize the platoon into two sections of three vehicles (shown immediately below); three sections of two vehicles (bottom figure); or into six single-vehicle squads.



Two Section Organization



Three Section Organization

100.1 – ORGANIZATION FOR COMBAT (cont.)

2. Responsibilities.
   a. PLATOON LEADER (PL)
      1) Responsible for everything the platoon does or fails to do.
      2) Operates on BN CMD and PLT net (TF Scout platoon) or Troop CMD and PLT net (BRT).
      3) Keep CDR informed.
      4) Develop maneuver, fire, and observation plan to execute platoon's assigned missions.
      5) Coordinate with adjacent units/platoons and maintain contact throughout operation.
      6) Have a thorough knowledge of reconnaissance and security operations.
      7) Be an expert in enemy organizations, doctrine and equipment.
      8) Be versatile, able to exercise sound judgment and make effective, quick decisions based on the tactical situation and the commander's intent.
   b. PLATOON SERGEANT (PSG)
      1) Operate on BN CMD and PLT net (TF Scout platoon) or Troop CMD and PLT net (BRT).
      2) Assume control of platoon in absence of PL.
      3) Submit all digital and voice admin/log reports. Responsible to consolidate platoon's LOGSTAT/PERSTAT and forward it to 1SG.
      4) Supervise rearm, refuel, maintenance, and feeding of platoon.
      5) Supervise evacuation of platoon casualties, KIAs and POWs.
   c. SECTION LEADERS
      1) Responsible for tactical employment and control of section.
      2) Responsible for maintenance and operation of all vehicles and equipment organic and attached to section.
      3) Responsible for the training and combat readiness of their sections.
      4) Operate on PLT and Section nets. BPT switch section net to higher net (TF CMD, Troop CMD).
      5) Consolidate and send section LOGSTAT/PERSTAT to PSG.
   d. SQUAD LEADER
      1) Responsible for tactical employment and control of squad.
      2) Responsible for maintenance and operation of vehicle and equipment.
      3) Responsible for the training and combat readiness of their squad.
      4) Operate on PLT and Section nets. BPT switch section net to higher net (TF CMD, Troop CMD).

      .

101 – STANDARD FIELD UNIFORM

1. This card prescribes the standard uniform for soldiers when deploying or during field training exercises.

2. Uniform while mounted.
   a. BDUs w/leather boots and gloves.
   b. Kevlar helmet with chinstrap.
   c. Protective mask.
   d. Individual weapon.
   e. MOPP level 0-4 as ordered.
   f. Body armor.
   g. Goggles.
   h. Earplugs.

3. Uniform while dismounted.
   a. BDUs.
   b. Kevlar helmet with chinstrap.
   c. LBE complete including:
      1) First aid dressing w/pouch
      2) Black leather gloves or ballistic gloves for infantrymen
      3) Ballistic goggles/BLEPS
      4) 2x1QT canteens
      5) 2x ammunition pouches w/magazines
   d. Protective mask.
   e. Individual weapon.
   f. MOPP level 0-4 as ordered.
   g. Body Armor.
   h. Earplugs.

4. Uniform during heavy labor/staffing.
   a. BDUs.
   b. Flak vest/helmet/weapon/LCE/protective mask within arms reach.
   c. MOPP level 0-4 as ordered.
   d. Kevlar helmet with chinstrap.

5. Prohibited items.
   a. BDU soft caps/berets (unless specifically permitted).
   b. Sheath knives.

102 – INDIVIDUAL EQUIPMENT PACKING LIST

ITEMS IN "A" BAG (Duffel)
4-Brown T-Shirts
4-Underwear
2-BDU
7-Pair wool OD/Black socks
1-Laundry Bag
2-Towels
1-Pair Long Underwear
1-Pile Cap Seasonal
1-Pair Boots
1-Field Jacket w/liner (if not worn/seasonal)
1-Gortex (if not worn/seasonal)
1-Sleeping Mat
1-Wet Weather Bag
1-Sleeping Bag
6-MREs

ITEMS IN "B" BAG (Duffel)
2-Sets BDUs/DCUs
1-Poncho Liner (if issued)
1-Wool Scarf
3-PT Shorts
2-PT Shirts
1-PT (Winter) Uniform
1-Pair PT Running Shoes
1-Pair Shower Shoes
1-Field Jacket Liner
1-Shelter Half
5-Tent Stakes
1-Tent Rope
3-Tent Poles
1-Pair of Coveralls
Additional Toiletries
NOTE: Gortex Boots are not a substitute for 2 pair of boots. These may be brought in addition to your regular boots.

ITEMS IN "C" BAG (Rucksack)
1-Set BDUs/DCUs
2-Underwear
1-Set Wet Weather Gear
1-Pair Chemical Protective Gloves w/Inserts
1-Towel and Washcloth
1-Wet Weather Bag
1-MOPP Suit
2-Brown T-Shirts
2-Pair OD/Black Socks
1-Pair Overshoes
1-Personal Hygiene Kit
3-MREs
1-Boot Care Kit
1-Poncho
1-Entrenching Tool
1-Pair Gloves w/Wool Inserts
1-Patrol Cap (BDU)
1-Watch Cap
NOTE: If 2QT Canteen is issued it will go on the left side of the rucksack.

103 – PRE-COMBAT CHECKS (PCC)

Soldiers and crews conduct PCC's to achieve full preparation for tactical operations. Leaders select PCC items to inspect to ensure that their unit is fully prepared. These checks and inspections are conducted in assembly areas, prior to movements, and in rear areas when crews are preparing to move out or link-up with their unit.

1. Individual preparation for combat:
   - ⧄# Uniform
   - ⧄# BDUs
   - ⧄# Flak vest (under/over)
   - ⧄# Load bearing equipment complete
   - ⧄# First aid packet complete
   - ⧄# Canteen(s) full and serviceable
   - ⧄# Weapons cleaning kit
   - ⧄# Protective mask with components:
     - o M13 decon kit
     - o M258A1 decon kit
     - o M8 detector paper
     - o Antifogging kit
     - o Optical inserts (if applicable)
     - o NAAK's
   - ⧄# Goggles
   - ⧄# MOPP suit marked
   - ⧄# Helmet with camouflage cover and band
   - ⧄# Assigned weapon with magazines/clips
   - ⧄# ID tags/ID card
   - ⧄# Current drivers license
   - ⧄# Briefed on seasonal safety
   - ⧄# Briefed on current mission/situation
   - ⧄# Briefed on risk assessment
   - ⧄# Casualty feeder card
   - ⧄# ROE card
   - ⧄# Shot records by exception
   - ⧄# Risk management card
   - ⧄# Watch

2. **Section/Squad Leader:**
   - ⧄# Binoculars
   - ⧄# GPS (when applicable)
   - ⧄# Compass
   - ⧄# Map with current overlays:
     - o Enemy
     - o Maneuver
     - o Fire support
     - o Obstacles
     - o CSS
   - ⧄# Current SOI and call-sign board
   - ⧄# Challenge/password
   - ⧄# TACSOP/leader notebook
   - ⧄# Marking pens
   - ⧄# Note books
   - ⧄# Demo card
   - ⧄# POW documents/tags
   - ⧄# Call for fire card
   - ⧄# MEDEVAC card
   - ⧄# Rules of engagement
   - ⧄# Battle rosters
   - ⧄# Operations order
   - ⧄# Map canister
   - ⧄# Rehearsal kit

3. **Vehicle preparation for combat (3-days of supply):**
   - ⧄# Load plan posted
   - ⧄# Load plan complied with (equipment lashed down tightly), TA-50 stowed
   - ⧄# Topped off
   - ⧄# POL package products
   - ⧄# Water cans full
   - ⧄# MRE's stowed
   - ⧄# Crew served weapons cleaning kits
   - ⧄# Equipment manuals present
   - ⧄# OVM stowed/cleaned/serviceable
   - ⧄# Spare track/road wheel/tires
   - ⧄# Vehicle first aid kits and CLS bag complete
   - ⧄# Contraband check
   - ⧄# Vehicle dispatched and log book includes:
     - o DD Form 518
     - o Cleaning equipment rags, solvents, alcohol, paper, etc.)
     - o Standard Form 91
     - o DD Form 1970
     - o M110 report
     - o DA Form 5988E/2404
   - ⧄# Vehicle equipment kits
   - ⧄# Miscellaneous items (rags, trash bags, etc.)

103.1 – PRE-COMBAT CHECKS (PCC) (cont.)

4. **Automotive:**
   - ⧄# DA Form 5988E/2404 (verify PMCS daily before opns checks complete)
   - ⧄# Fire extinguishers sealed/tagged/dated
   - ⧄# Battery levels correct/cables secure
   - ⧄# All access plates and seals installed
   - ⧄# Interior policed
   - ⧄# All interior items secured

5. **Armament system (as applicable):**
   - ⧄# DA Form 5988E/2404 (PMCS-daily before ops checks complete)
   - ⧄# Clean
   - ⧄# Spare barrels, cleaning tools, bolts, and ruptured cartridge extractors present
   - ⧄# Head space and timing set on M2 HB, gauges present
   - ⧄# Mark-19 properly mounted and function checked
   - ⧄# Sights/optical equipment fully operational
   - ⧄# Class IV/V ammunition per load plan & basic load requirements
   - ⧄# Weapons cleaning kits w/Class III package

6. **Vehicle NBC equipment:**
   - ⧄# M11/M13 decon apparatus vertically mounted/serviceable
   - ⧄# M8/M9 chem detection paper

7. **NBC defense equipment:**
   - ⧄# 1 - M256 chemical agent detector issued to each vehicle (wheeled or combat)
   - ⧄# 1 - IM-174 or AN/VDR-2 RADIAC meter issued per platoon
   - ⧄# 2 - IM-93 dosimeters per platoon
   - ⧄# 2 - NBC contamination marking kits per platoon
   - ⧄# DS2 issued for M11 and M13 decon apparatuses
   - ⧄# M8A1/M22 chemical alarms issued and operational
   - ⧄# M273 refill kit issued for each alarm

8. **Communications equipment:**
   - ⧄# Current SOI & and call sign cards
   - ⧄# Vehicle intercom fully operational
   - ⧄# SINCGARS and TACSAT radios:
     - o operational
     - o securely mounted
     - o frequencies, hopset and fills set
     - o connections clean
     - o check antennas
     - o hand mikes operational
   - ⧄# WD-1 spools complete (DR8/RL39)
   - ⧄# Protective mask intercom operational
   - ⧄# Batteries stocked
   - ⧄# FBCB2 and peripheral systems (PLGR, EPLRS, INC) initialized

103.2 – PRE-COMBAT CHECKS (PCC) (cont.)

9. **Preparation for execution:**
   - ⋕ Prepare for displacement
   - ⋕ Retrieve all equipment
   - ⋕ Police area
   - ⋕ Properly dispose of garbage
   - ⋕ Safety brief
   - ⋕ Sensitive items (account for personnel & sensitive items)
   - ⋕ Troop leading procedures/rehearsals
   - ⋕ Resupply complete (LOGSTAT green)
   - ⋕ Rehearsals complete

10. **Leader checks:**
    - ⋕ Familiarity w/plan
    - ⋕ Plan briefed to soldier
    - ⋕ PCI done on:
      - o soldiers
      - o equipment
      - o vehicles
      - o self
    - ⋕ Safety risk assessment
    - ⋕ All sensitive item serial numbers

103.3 – FBCB2 PCC/PCI CHECKS AND FILTER SETTINGS (cont.)

1. Digital preparation as part of Pre-Combat Checks (PCC) and Pre-Combat Inspections (PCI) includes procedures on FBCB2 System settings and before operations checks necessary to prepare the BCT for combat.

2. As a minimum the following PCCs and PCIs are completed on a daily basis or at least 2 hours prior to an operation. Report completion of these PCCs and PCIs through the chain of command. Deficiencies and problems are noted in this report.

3. This card is applicable to all personnel or units assigned or attached to this command. The instructions contained in this card will be implemented in the absence of specific orders.

4. Clear Queues and Logs

Note: Remember anything cleared (messages, address groups, SA settings), is lost and needs to be reentered if still required for the operation.

   a. Clear select Queues and Logs daily during stand-to.
   b. Clear select Queues and Logs prior to executing any new mission.
   c. As a minimum clear:
      1) Commo Logs
      2) Message Transmission Logs
      3) Situational Awareness (SA) Snap Shot Data
      4) Messages (**doing this will get rid of any of their saved mission messages, so be careful**)
      5) Incoming MSG Queue (**save any required messages before clearing FIPR queue**)
      6) Sent Messages (**if tracking Machine Acknowledgements, they will be deleted**)
      7) Other messages and settings as required

5. MEDEVAC. These must be filled in for the MEDEVAC request to work.
   a. MEDEVAC Requestor's Call Sign
   b. MEDEVAC Voice Net Frequency

6. Situation Awareness/Admin Settings
   a. Own Platform Settings. With version 3.5.4 upgrades, own platform time and motion filters are fixed to automatically report every 5 minutes or 100 meters of movement.
   b. Friendly SA Settings.

Mission	Stale	Old	Purge
Reconnaissance	15 minutes	20 Minutes	24 hours
Counter-Reconnaissance	15 minutes	30 minutes	24 hours
Movement to Contact	5 minutes	20 minutes	24 hours
Attack	5 minutes	20 minutes	24 hours
Defend	15 minutes	40 minutes	24 hours
SOSO (static)	15 minutes	40 minutes	24 hours
SOSO (dynamic)	15 minutes	20 minutes	24 hours
Prepare for Combat	60 minutes	2 hours	24 hours
Assembly Area Ops	60 minutes	2 hours	24 hours
Convoy/Movement Ops	10 minutes	20 minutes	24 hours

103.4 – FBCB2 PCC/PCI CHECKS AND FILTER SETTINGS (cont.)

c. Observed SA Settings

Mission	Stale	Old	Purge
Counter-Reconnaissance	20 minutes	40 minutes	1 hour
Reconnaissance	30 minutes	60 minutes	4 hours
Enemy Attack	10 minutes	20 minutes	1 hour
Enemy Defense	30 minutes	60 minutes	4 hours

d. Air Dimension SA Settings

Mission	Stale	Old	Purge
Reconnaissance	5 minutes	12 Minutes	24 minutes
Counter-Reconnaissance	5 minutes	12 minutes	20 minutes
Movement to Contact	5 minutes	12 minutes	20 minutes
Attack	5 minutes	12 minutes	20 minutes
Defend	10 minutes	20 minutes	24 minutes
SOSO (static)	5 minutes	12 minutes	20 minutes
SOSO (dynamic)	5 minutes	12 minutes	20 minutes
Prepare for Combat	10 minutes	20 minutes	24 minutes
Assembly Area Ops	10 minutes	20 minutes	24 minutes
Convoy/Movement Ops	5 minutes	12 minutes	20 minutes

PCI MATRIX

Items	Platoon	Troop
UTO Version	X	X
Logs/Queues Cleared	X	X
Filters/Admin Setting Set	X	X
CTIL Latest Version	X	
Message Folder Set-up	X	X
BCT Orders Saved		X
BCT Overlays Loaded & Displayed		X
Trp or TF Orders Saved	X	X
Trp Or TF Overlays Loaded & Displayed	X	X
Plt Orders Saved	X	
Plt Overlays Loaded & Displayed	X	
PERSTAT Completed/Updated	X	X
Address Groups Completed	X	X
Overlay Graphics Group Created	X	X
Quick Send Button Programmed	X	X
Digital and FM Commo Checks Complete	X	X

103.5 – FBCB2 PCC/PCI CHECKS AND FILTER SETTINGS (cont.)

FBCB2 Leader's PCC Card:

CABLES:
- ❑ Are all cables clean and serviceable?
- ❑ Are cables connected between INC and CPU; PLGR and CPU; INC and EPLRS?
- ❑ Is the W4 cable attached from INC to ASIP? Is it attached correctly?

ASIP:
- ❑ Is the ASIP power on? (VAA power must be on)
- ❑ Is ASIP on correct hopset? Look under ADMIN/MISC on FBCB2
- ❑ Is ASIP in PCKT (Packet) mode?
- ❑ Does ASIP time match PLGR time?
- ❑ Is ASIP on CH 1?
- ❑ Is ASIP in FH mode?
- ❑ Does ASIP have COMSEC? Is it the correct fill?
- ❑ Have you done a check on FM voice?
- ❑ Are the antennas screwed down on mounts? Antenna cables correctly connected? Are antennas still tied down?

PLGR:
- ❑ Does PLGR have a FOM 1 and TFOM 3?
- ❑ Is PLGR data cable correctly attached to PLGR?
- ❑ Is the PLGR power cable attached?
- ❑ Is the PLGR antenna attached to PLGR?
- ❑ Is the PLGR antenna (puck) underneath equipment or radar scattering camouflage netting?

DISPLAY:
- ❑ Is the Black Out engaged on the FBCB2 display? Has the display been dimmed?
- ❑ Is the cable from the CPU attached to the screen?
- ❑ Is the keyboard cable attached to the screen? Is the stylus present and FMC?
- ❑ Have you calibrated the touchscreen?

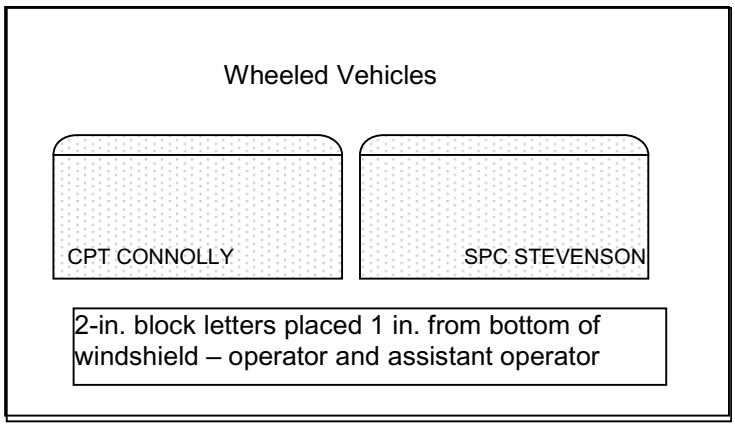
EPLRS:
- ❑ Does the EPLRS have COMSEC? Is it correct? * If you are controlled by an NCS you should not be in Trac Net unless you are part of the BRT, Spitfire equipped and enabled.
- ❑ Is the EPLRS on the correct Guard Channel? *
- ❑ Is the RSID correct? * Look under ADMIN/MISC on FBCB2
- ❑ Is the EPLRS "Out of Net" light blinking every second? Once every 4 seconds?
- ❑ Is the EPLRS antenna screwed down on mount? Antenna cable attached?
- ❑ Is the EPLRS power cable attached to its port?
- ❑ Is the EPLRS antenna cable attached to EPLRS radio?

PLATOON SA & C2:
- ❑ Can I see my SINCGARS only platforms? If no, refer to ASIP procedures.
- ❑ Can they see me? If no, refer to ASIP and PLGR procedures. If PLGR NMC, manually input your position location.
- ❑ Can I see my company commander? 1SG/CP?
- ❑ Can I message to others, send/receive?
- ❑ Can I see my brigade S6 icon? BCT Cdr? BCT S3? Attachments (i.e. ADA, ENG)? If no, refer to EPLRS procedures. Are the ICONs current?
- ❑ Am I on the correct Unit Task Organization (UTO)? If not, ensure radios are fully operational and contact brigade S6.
- ❑ Do I have all the current overlays posted or available (i.e. Operations, Fire Support, MSR, Obstacle)?
- ❑ PL – Operations, Fire Support, CSS, Obstacle, Enemy Current Sit
- ❑ PSG – Operations, Fire Support, CSS, Obstacle, Enemy Current Sit
- ❑ Does my platoon have the current CTIL? If no, contact 1SG.
- ❑ Can I message to others, send/receive?

104 – STANDARD VEHICLE MARKINGS and RECOGNITION SIGNALS

1. This card outlines the procedures for both vehicle markings and battle boards.

2. Administrative Marking:
   a. Apply administrative markings to identify equipment ownership and alert personnel to safety and operating restrictions in lusterless black paint.
   b. Mark and paint vehicles, construction, and materiel handling equipment IAW TBE 43-0209 and the following:
      1) Name and rank markings

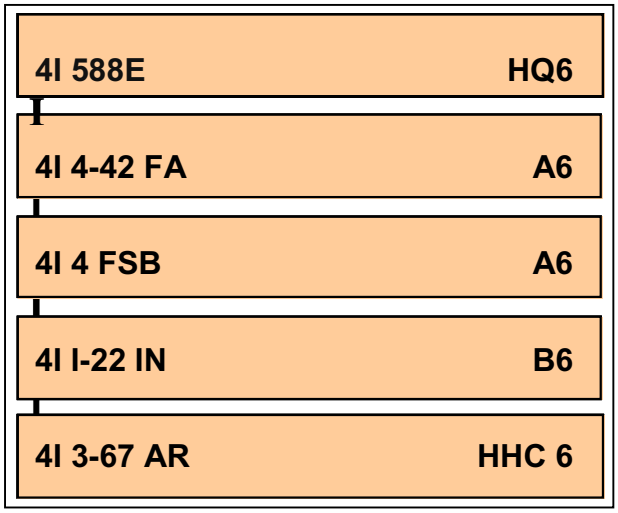


NOTE: During combat operations, remove name and rank markings or cover them in green tape.

Bumper Number Markings.

Right side of bumper – Division and unit designation

Left Side --Designate company (i.e., HQ, HHC, A) and then personnel position.



Note: Wheeled vehicles 2.5T and below use 2-inch block letters. 2.5T wheeled vehicles and tracks will use 3-inch block letters.

Numbers	Who
Battalion	
1-4	Numbered Staff
5	Executive Officer
6	Commander
6	AHHC Commander
7-9	Supply/NBC/1SG/CSM
Line Companies	
10-30	1st, 2nd, 3rd Platoon
60-69	Company/Command Tracks
HHC	
20-92	Commo Section
30-39	Scouts
40-49	Mortars
50-59	Medics
60-69	Command Vehicles
70-79	Maintenance Section
>= 100	Trains/Support Platoon

104.1 – STANDARD VEHICLE MARKINGS and RECOGNITION SIGNALS (cont.)

c. Mark trailers habitually assigned to a single prime mover with the same markings as the prime mover followed by a "T" (i.e., HQ4T pulled by HQ4). Mark all other trailers sequentially beginning with the number 100T (i.e., B100T, HQ 103T, etc.).

3. No vehicles are allowed to have nicknames, caricatures, logos, unit emblems, animals, skulls/crossbones, sabers, or qualifications ratings stenciled or placed on the vehicles. Command HMMWVs with built up storage areas (doghouse) on the back of the vehicle may have a unit crest or patch on the back hatch. Units will not use flags displaying rank on radio antennas.

4. Convoy and Passage of Lines Signals.
   a. Daytime.
      1) Link-up/Advance elements: Red and Green flags.
      2) Lead Vehicles: Red and Green flags.
      3) Trail Vehicles: Yellow and Green flags.
      4) Remaining Vehicles: Green flag.
   b. Night or Limited Visibility.
      1) Link-up/Advance elements: 1 Red and 1 Green light source.
      2) Lead Vehicles: 1 Green and 1 Red light source.
      3) Trail Vehicles: 2 Yellow and 2 Green light sources.
      4) Remaining Vehicles: 1 Red light source.

5. Passage Lane Marking
   a. Daytime.
      1) Mark lane entrance with one VS-17 panel (orange side toward friendly forces) suspended between two long engineer pickets on left side of lane, spaced one meter apart.
      2) Mark lane exit with two VS-17 panels (orange side toward friendly forces) suspended between three engineer pickets on left side of lane exit, spaced one meter apart.
      3) Single, long engineer pickets mark left side of lane at 100-meter intervals and at critical points such as turns and forks.
      4) Emplace all pickets with channel side toward friendly forces to allow limited visibility exposure of light source.
   b. Night or Limited Visibility
      1) Mark pickets with light source of same color, oriented toward friendly forces.
      2) Emplace pickets with the channel side oriented toward friendly forces.
      3) Use opaque filter, if available, to reduce glare.

6. Limited Visibility Guidelines
   a. Vehicles.
      1) Do not use any active sources (chemlights, flashlights, etc.) when illumination is 40% or greater.
      2) May use active measures when illumination is lower than 40% or conditions reduce visibility below safe conditions. Priority for use:
         a. IR chemlight (taped for one direction visibility)
         b. Visual chemlight (taped for one direction visibility)
         c. Flashlight (taped pinhole)
         d. Blackout markers
   b. Chemical Contamination. White chemlight in the "U" of pickets or on tippy toms, 100 meters out from and following boundary of contaminated area; disseminate location of bypass when found.
   c. FASCAM. Chemlight of any color except white in "U" of pickets or on tippy toms, along boundary of minefield; disseminate color of chemlight; disseminate location of bypass when found.
   d. Breach Lane. See Card 308.
   e. PZ/LZ. See Card 941

104.2 – STANDARD VEHICLE MARKINGS and RECOGNITION SIGNALS (cont.)

f. MEDEVAC. See Cards 940 and 941. During daylight VS-17 panel is tied to antennas or displayed on top of vehicles with colored flags denoting nature of casualty. At night use orange chemlight to denote casualty with appropriate color chemlight for nature of casualty.
   - ⊄# Routine Evac (6 hours) – Green
   - ⊄# Priority Evac (2 hours) – Orange
   - ⊄# Urgent Evac (1 hour) – Red

g. BCT/TF Recognition Colors.
   - ⊄# Bde – Red
   - ⊄# Infantry TF – Blue
   - ⊄# Armor TF 1 – Yellow
   - ⊄# Armor TF 2 – Green
   - ⊄# FSB – Orange

h. Troop/Platoon Recognition Colors. Chemlights will be used to mark vehicles at night, using tapes or light holders to reduce the visible light. Signal lights will be mounted centered on the back of the vehicle with the Bde or TF color on the left, troop color in the middle, and platoon color on the right.
   - ⊄# Troop – Red
   - ⊄# 1st Platoon – Red
   - ⊄# 2d Platoon – White
   - ⊄# Striker – Blue
   - ⊄# TF Scout Platoon – Red and white
   - ⊄# Sleeping areas – white tape/chemlight

i. Maintenance Evacuation.
   - ⊄# Deadline requiring evac to UMCP – Yellow range flag/chemlight at top of antenna
   - ⊄# Deadline requiring mechanic without evac – Green range flag/chemlight at top of antenna

105 – ORDERS AND OVERLAYS

1. OPORD. The following discussion of OPORD requirements is organized according to the five-paragraph format for field orders.

Note: Take attendance, ensure attendees have a map with graphics and take notes.

a. **Standard five-paragraph format.** The OPORD is normally issued in the standard five-paragraph format, as illustrated in the following example.

TASK ORGANIZATION (company).

PARAGRAPH 1. Situation.
- a. Weather and light data.
- b. Terrain.
- c. Enemy forces.
- d. Friendly forces.
- e. Attachments and detachments (platoon/higher).

PARAGRAPH 2. Mission (who, what when, where, and why).

PARAGRAPH 3. Execution.
- a. Intent (for both commander and platoon leader).
- b. Concept of the operation.
- c. Specific instructions.
- d. Coordinating instructions.

PARAGRAPH 4. Service Support.
- a. Location of trains.
- b. MateriEl and services.
- c. Medical services.
- d. Personnel.
- e. Miscellaneous.

PARAGRAPH 5. Command and Signal.
- a. Command.
- b. Signal.

TIME CHECK (for synchronization).

Five-paragraph OPORD format

b. OPORD matrix format. The following charts on the next three pages show how the OPORD can be presented in matrix format. The platoon leader can adapt this example to fit his unit's operational requirements.

105.1 – ORDERS AND OVERLAYS (cont.)

<table>
<tr><td colspan="2">TASK ORGANIZATON</td></tr>
<tr><td colspan="2">ENEMY SITUATION

LOCATIONS / STRENGTH / EQUIPMENT

PROBABLE COA

MOST DANGEROUS COA</td></tr>
<tr><td colspan="2">FRIENDLY FORCES</td></tr>
<tr><td>BCT MSN/CDR’S INTENT</td><td>TF MSN/CDR’S INTENT</td></tr>
<tr><td colspan="2">TROOP MSN / CDR’s INTENT</td></tr>
<tr><td>DECISIVE POINTS</td><td rowspan="2">KEY TASKS</td></tr>
<tr><td>END STATE</td></tr>
</table>

105.2 – ORDERS AND OVERLAYS (cont.)

LEFT UNIT			
RIGHT UNIT			
FRONT UNIT			
REAR UNIT			
ATTACHMENTS/DETACHMENTS			
WEATHER		**TERRAIN**	**ROUTES**
BMNT	**HI**	**O**	
SR	**LO**	**A**	
SS	**PRECIP**	**K**	
EENT	**W-Spd**	**O**	
MR	**W-Dir**	**C**	
% ILLUM	**BARO**		
VISIBILITY **NBC/SMOKE** **TRAFFICABILITY**			
MISSION			
EXECUTION **CONCEPT OF THE OPERATION (TASK/PURPOSE/ENDSTATE)**			

OP LOCATIONS	NAIs	SPECIFIED TASKS

105.3 – ORDERS AND OVERLAYS (cont.)

OP LOCATIONS	NAIs	SPECIFIED TASKS

FIRES

TGT #	DESCRIPTION	GRID	ATTITUDE	OBSERVER	TRIGGER

FSO CALLSIGN FSO FREQ	DS BN CALLSIGN DS BN FREQ	MORTAR CALLSIGN MORTAR FREQ

COORDINATING INSTRUCTIONS

ORDER OF MARCH	MOPP	ADA STATUS	BACKBRIEF	REHEARSAL
ROUTE	SP TIME	LD TIME		

PIR
CCIR

SERVICE SUPPORT			
RESUPPLY TIME	RESUPPLY METHOD	MEDICAL	
CL I	MSR LOC	CCP	
CL III	WATER POINTS	FAS	
CL V	TRAINS LOC	MAS	
CSR		WIA EVAC	
MAINTENANCE	MORTUARY	DIRTY WIA	
UMCP	KIA EVAC	EPW WIA	
RECOVER/EVAC	DIRTY KIA		
PRIORITIES	ENEMY KIA		

CIVILIAN CONSIDERATIONS	ROE

105.4 – ORDERS AND OVERLAYS (cont.)

COMMAND	SIGNAL
CDR LOC	SOI
1SG LOC	C/PW
TF/BCT MAIN CP	AJ FREQ
TF/BCT CDR LOC	SPEC SIGNALS

FBCB2 ORDERS AND OVERLAY TECHNIQUES

1. Graphics and Graphic Control Measures.
   a. Keep overlays simple as possible to reduce transmission times and screen clutter. The basis for graphics will always be company with platoon graphics. Do not repeat control measures to reduce error and file size. The Mission Data Loader allows for loading large overlays quickly, but this can create problems if the overlays have to be transmitted over the tactical internet during operations. Simple overlays organized by BOS area allow for quicker transmission and reduced screen clutter, enabling users to display the information required, as it is needed.
   b. Overlay Standard Graphics Color Coding. This is an example of standard color-coding within a TF down to Platoon Level.
      - Brigade (and BRT) C2: Blue
      - TF 1-67 C2: Cyan
      - DS FA C2: Bamboo Green
      - Engineers: Salmon
      - FSC: Neon Green
      - Templated Enemy Position: Plum Red
      - Confirmed Enemy Location: Red
      - Friendly and enemy obstacles: Default (Green)
      - Critical Friendly Zones will be color of the unit they are intended to support
      - Targets: Default (Black)
      - Fire Support Coordination Measure (FSCM): Default (Black) or color of creating unit.
      - ACAs use colors for names and are depicted using the color of the ACA's name.
      - Unknown, Displaced Civilian, or Non-Governmental Organization: Yellow
      - Sensor Range Fan: Blue
      - Weapons Range Fan: Light Green
      - Obstacle Graphics: Green (default)
      - Scouts/Mortars – Cyan (TF color)
      - A CO: Blue
      - B CO: Magenta
      - C CO: White
        - 1st PLT: Red
        - 2d PLT: White
        - 3d PLT: Blue

105.5 – ORDERS AND OVERLAYS (cont.)

2. Orders and Overlay Naming Convention. Orders should be assigned and saved with standard names no matter what digital system they are created on. The standard naming convention is:
   366_00_02_BN_MVR_R01_010800ZNOV01
   The initial alphanumeric group is the originating unit (TF 3-66); the second group of characters is the order number (00-02); the third group identifies the overlay (Bn Maneuver overlay); the fourth group identifies the revision number (R01); and the final group is the date/time group. This naming convention will be used for all digital orders and overlays. **NOTE:** Software prohibits using dashes, slashes or punctuation characters in the naming convention.

3. The normal overlays that will be used are:
   a. Maneuver graphics
   b. Fire Support Overlay
   c. NAI/TAI (may be combined with FS overlay)
   d. Obstacles
   e. CSS (incorporate into maneuver if file isn't too large)
   f. TIRS

4. The PL and PSG are responsible for creating and disseminating overlays.

5. FBCB2 will be used for dissemination of orders of all types to the maximum extent possible. The formats in FBCB2 limit the amount of information that can be created. The field limitations are (number of characters):
   - Situation – 4,000
   - Mission – 2,000
   - Commander's Intent – 2,000
   - Execution – 6,000
   - Comments – 200
   - Service Support – 6,000
   - Command and Signal – 2,000
   - Annexes – 6,000 each

6. Conduct face-to-face orders briefings and rehearsals whenever possible, accompanied by written execution matrices or orders for ready reference.

106 - TROOP LEADING PROCEDURES

The following are the steps in troop-leading procedures. This listing includes the various conditions, events, and procedures that constitute each step.

1. **Receive and analyze the mission.**
   a. Task identification (specified, implied, and essential).
   b. Limitations and constraints.
   c. Additional resources required.
   d. Coordination requirements.
   e. Reverse planning schedule.

2. **Issue the warning order**.
   a. Enemy situation (with a copy of the situational template).
   b. Restated mission.
   c. Changes to task organization.
   d. Delegation of critical tasks. BEGIN PCC/PCIs. Platoon leader must give a focus.
   e. Coordination requirements.
   f. REDCON level and conditions under which it will change. To relieve soldiers for preparation tasks, use the lowest REDCON level that will provide adequate security.
   g. Reverse planning schedule.
   h. Time and place the OPORD will be issued.
   i. Service support requirements.
   j. Begin graphics production

3. **Make a tentative plan**.
   a. Identify Task and Purpose based on mission.
   b. METT-TC analysis.
   c. Integration of the intelligence preparation of the battlefield (IPB).
   d. Analysis of courses of action.
   e. Contingencies.

4. **Initiate movement.**
   a. Time the route to the start point (SP).
   b. Determine why/when to move.
   c. Position the platoon at a location advantageous to preparation for the mission.

5. **Conduct reconnaissance.**
   a. Map/air/ground reconnaissance.
   b. Leader reconnaissance.

6. **Complete the plan.**
   a. Complete the details of how the platoon/section will accomplish each task.
   b. Develop platoon graphics as additions to troop or TF graphics.
   c. Integrate the fire support (FS) plan.
   d. Develop the communication plan.
   e. Integrate the ENG plan.
   f. Integrate CS.
   g. Execute CSS.

106.1 – TROOP LEADING PROCEDURES (cont.)

7. **Issue the order**.
   a. PL checks graphics.
   b. Use terrain model or dry erase board.
   c. Mission/Intent/Task Purpose/ Actions on the OBJ /Actions on Contact (minimum).
   d. Rules of Engagement (ROE) / Rules of Interaction (ROI).
   e. MEDEVAC procedures and plan.
   f. End with backbriefs.

8. **Supervise and refine**.
   a. Conduct pre-combat checks (PCC) and pre-combat inspections (PCI).
   b. Supervise section/squad orders.
   c. Conduct a platoon-level backbrief.
   d. Conduct platoon-level rehearsals in order of precedence:
      1) Full dress (run-through).
      2) Sand table (walk-through).
      3) Map (talk-through).
      4) FM and FBCB2 (talk/read-through).
   e. Check and conduct training on mission-critical tasks.
   f. If time is available, plan for as many contingencies as possible at this point.

9. **Backbrief Format**. Backbriefs will normally be conducted after troop orders and after rehearsals.
   a. Higher CDRs' mission and intent (two echelons up).
   b. Platoon mission, task/purpose/endstate by phase and event, and relationship to other units.
   c. Key platoon actions (what achieves success)
   d. Risk Assessment
      1) Safety risks
      2) Tactical risks
      3) Fratricide risks
      4) Risk reduction measures
   e. Issues and required assistance
      1) Ability to meet timeline
      2) Ability to accomplish tasks

10. **Questions for Backbriefs and PCC/PCI**. The following is the minimum information to be checked during backbriefs and PCC/PCI.
    a. All elements briefed
    b. Graphics posted
    c. Enemy situation, avenues of approach, positions, COAs
    d. Kill zones, obstacles and bypasses
    e. OP locations, associated NAIs, and expected duration
    f. Actions on contact
    g. Actions on objective
    h. Location of elements forward and adjacent to the unit
    i. Routes
    j. Passage of lines recognition signals
    k. Displacement criteria
    l. PIR
    m. Air defense threat and status
    n. Commo card updated and frequencies set
    o. FBCB2 filter settings
    p. Actions if commo lost
    q. Casualty collection points

106.2 – TROOP LEADING PROCEDURES (cont.)

r. Location of aid station
s. MEDEVAC procedures and frequencies
t. MOPP level and times
u. ROE/ROI
v. Force protection concerns and actions

107-110 – NOT USED

111 – CROSS-ATTACHMENT PROCEDURES

1. The following actions will be executed for platoon cross-attachments.

Platoon
❑ Platoon leader receives coordination data (linkup time/place, location, new unit, frequencies) from Troop Cdr ❑ Platoon is rearmed, refueled, resupplied ❑ Platoon moves to link up point ❑ Platoon leader enters gaining unit net ❑ Platoon leader reports to gaining unit Cdr/CP and provides status report. ❑ Platoon leader coordinates: ⊄# Mission ⊄# Maps ⊄# Orders and overlays ⊄# TACSOP ⊄# Provides battle roster ⊄# Green 2 Report ❑ Units conduct digital communications checks and check message groups ❑ PSG submits LOGSTAT and PERSTAT reports to gaining unit 1SG

2. UTR changes are executed at BCT level. Units involved in the cross-attachment need to check default address groups in FBCB2 to ensure that database updated them; manually update if not.

3. **Receiving Attachments.** When additional assets are attached, the platoon leader takes the following actions:
   a. Briefs incoming element leaders on the following:
      ⊄# Platoon organization
      ⊄# OPORD
      ⊄# Overlays and graphic control measures
      ⊄# Logistics and maintenance status
      ⊄# Command and control items (callsigns, frequencies, SOI data, digital connectivity, communications systems status)
      ⊄# SOP
   b. Informs attachments of the following information requirements that must be provided to the PSG:
      ⊄# Battle rosters (with numbers) / PERSTAT report
      ⊄# Green 2 by serial number
      ⊄# UBL and special equipment
      ⊄# LOGSTAT
4. To ensure effective support, assists the element leaders in their planning process.
   a. Assigns tasks and missions appropriate to the element's capabilities and equipment

200 – COMMAND and CONTROL

1. This card addresses basic command and control procedures for the scout platoon

2. Succession of command:
   a. Platoon Leader
   b. Platoon Sergeant
   c. Senior Scout

3. If the PL is a casualty, the PSG will assume control of the platoon and report to the troop commander and CP (BRT scout platoon) or the BN/TF Cdr (TF scout platoon). The senior scout will assume the duties of the PSG. If the PL's vehicle becomes NMC, he will immediately assume control of his section's other HMMWV.

4. Responsibilities.
   a. Platoon Leader.
      1) Operate on troop command and PLT net (BRT); BN/TF command and PLT net (TF scout platoon).
      2) Keep Cdr and/or S3 informed.
      3) Develop fire, maneuver and observation plan to execute platoon's assigned mission.
      4) Coordinate with adjacent units and maintain contact throughout the operation.
   b. Platoon Sergeant.
      1) Operate on troop command and PLT net (BRT); BN/TF command and PLT net (TF scout platoon).
      2) Assume control of PLT in absence of PL.
      3) Submit all digital and voice admin/log reports. Responsible for consolidating the platoon's LOGSTAT/PERSTAT and forwarding to the HHC or BRT 1SG.
      4) Supervise rearming, refueling, maintenance and feeding of PLT.
      5) Supervise evacuation of PLT casualties, KIAs and EPWs.
   c. Section Leaders.
      1) Responsible for tactical employment of the section to achieve the commander's intent.
      2) Responsible for maintenance and operation of assigned vehicles and equipment.
      3) Operation on PLT and Section FM nets. Be prepared to switch section net to higher net (i.e. Troop or TF Command)
      4) Consolidate and send section LOGSTAT/PERSTAT FBCB2 data to the PSG.

201 – NOT USED

202 – CONNECTIVITY PLAY

1. This card provides guidelines for establishing and checking communications within the platoon.

2. Timeline. The chart below establishes standards for expeditiously establishing and validating communications and connectivity. The platoon will complete through Phase II within 8 hours of closing on the TAA.

PHASE	CONNECTIVITY EVENT
I	FM
II	PLT FBCB2

3. Phase I. The chart below is the checklist for establishing FM communications on the platoon net.

PLATOON NET (FM)

INITIATOR	TIME	RESPONDER	✓	REMARKS
PL		PSG		
PL		A SEC LDR		
PL		B SEC LDR		
PL		A SEC SQD LDR		
PL		B SEC SQD LDR		

4. Phase II.
   a. Platoon Connectivity.

ACTION/MESSAGE	FROM	TO
OVERLAY	PL	PSG, SEC LDRs, SQD LDRs
FREETEXT	PL	PSG, SEC LDRs, SQD LDRs
OPORD	PL	PSG, SEC LDRs, SQD LDRs
OVERLAY	PSG	PL, SEC LDRs, SQD LDRs
FREETEXT	PSG	PL, SEC LDRs, SQD LDRs
OPORD	PSG	PL, SEC LDRs, SQD LDRs
FREETEXT	A SEC LDR	PL, PSG, B SEC LDR
SITREP	A SEC LDR	PL, PSG, B SEC LDR
FREETEXT	B SEC LDR	PL, PSG, A SEC LDR
SITREP	B SEC LDR	PL, PSG, A SEC LDR
SALUTE	ALL	DEFAULT
OBSTACLE REPORT	ALL	DEFAULT

   b. SU Status. At a minimum, each vehicle will have an icon for the operational vehicles within the platoon.
   c. Success is 5 out of 6 of the FBCB2 systems available showing current in the platoon.
   d. Communication Status Chart. PSG will keep the PL and XO informed about the status of FBCB2 systems (ie. Hardware turned in, software problems, vehicles down for maintenance, etc.)

202.1 – CONNECTIVITY PLAY (cont.)

SAMPLE STATUS CHART

	UNIT			
	OPERATIONAL	NOT AVAILABLE	TOTAL	%
FM	11	1	12	92%
FBCB2	5	1	6	83%
EPLRS	6		6	100%

80% - 100% (Green)
60% - 79% (Amber)
40% - 59% (Red)
39% or less (Black)

e. PCI Status Chart.

	PL	PSG	A SECTION	B SECTION
Friendly SU Visibility				
Enemy SU Visibility				
Correct UTR				
Default Addresses Set				
CTIL Posted				
Fire Mission Thread				
Enemy SU Thread				
Graphics/OPORD Thread				
Correct Security Level				

203 – STANDARD CALLSIGNS / HOPSETS

1. This card lists the standard call signs and hop set frequencies within a TF. Complete the matrix with specific unit data. BRT scout platoon refer to the BRT TACSOP (ST 3-90.9713) for a troop matrix.

TF UNITS	CALLSIGNS	HOPSET ID
BN CMD		
BN RETRANS		
BN A/L		
BN O/I		
SCOUTS		
MORTARS (CMD)		
MORTARS FD 1 (BN FSO)		
MORTARS FD 2		
HHC		
A COMPANY		
1/A		
2/A		
3/A		
B COMPANY		
1/B		
2/B		
3/B		
C COMPANY		
1/C		
2/C		
3/C		
MEDICS		
FSC CMD		
FSC SPO		
FSC MAINT PLT		
FSC S&T PLT		
BCT UNITS	**CALLSIGN**	**HOPSET ID**
BDE CMD		
BDE RETRANS		
BDE O/I		
BDE O/I RETRANS		
BDE A/L		
BDE FS		
BRT CMD		
1/BRT		
2/BRT		
STRIKER PLT		

203.1 – STANDARD CALLSIGNS / HOPSETS (cont.)

SUFFIXES

CDR	6
XO	5
CSM/1SG	7
S1	1
S2	2
S3	3
S4	4
S6	23
IEW LNO	36
FSCOORD	42
FSO	14
ALO	24
ADA	33
ABE/ENG	34
CHEM	30
SURG/MEDIC	40
CHAP	28
MCO	86
MCT	87
MCS	88
SPO	74
UMCP	90
MAIN CP	MIKE
TAC CP	TANGO
REAR CP	ROMEO

EXPANDERS

DRIVER	DELTA
ASST/NCOIC/AIR	ALPHA
PILOT	PAPA
LNO	LIMA
RTO	ROMEO

PLATOONS

1ST	RED
2ND	WHITE
3RD	BLUE

203.2 - STANDARD CALLSIGNS / HOPSETS (cont.)

	FM NETS	
	BN/TF CMD	PLT NET
PL	X	X
PSG	X	X
A SEC LDR	X	X
B SEC LDR	X	X
A SEC SQD LDR	X	X
B SEC SQD LDR	X	X

STANDARD HOPSET LOADS – Post on quick reference cards mounted next to radios.

CHANNEL	Platoon Vehicles Radio 1	Platoon Vehicles Radio 2
1	PLT	BN/TF CMD
2	BRT 1ST PLT	BN/TF FS
3	BRT 2ND PLT	BRT CMD
4	STRIKER PLT	BN/TF O/I
5	BCT CMD	ADJ BN/TF SCT PLT
6	BCT O/I	OPEN

204 – EMERGENCY DESTRUCTION PROCEDURES

1. This card specifies emergency destruction procedures for cryptographic and classified material.

2. Field Emergency Destruction. The platoon leader or platoon sergeant has authority to implement this plan. If they are not present or available, the senior person present may implement this plan. Report implementation of this plan to the TF or BCT S2 as soon as possible

3. Priorities/Methods of Destruction.

DESTRUCTION PRIORITY	ACTIONS
Classified documents (SOI, maps, overlays, OPORDS, INTSUMS)	❑ Destroy by burning or smashing
ANCD	❑ Clear the variable fill, "Z ALL" ❑ Remove the battery ❑ Destroy the equipment with axe and/or mattock
FBCB2	❑ Destroy FBCB2 button ❑ Remove hardware and consolidate with other equipment to burn with thermite grenade
Other COMSEC equipment (radios)	❑ "Z" out ❑ Destroy with thermite grenade, axe or mattock
Weapons	❑ Crew-served, individual, AT – disassemble, scatter parts, smash or use thermite grenade
PVS-7s, LRAS3, etc.	❑ Destroy with thermite grenade, ax or mattock
Vehicles	❑ Thermite grenade

NOTE: IN ALL INSTANCES, WHEN TIME AND CONDITIONS PERMIT, INSPECT THE EQUIPMENT TO ENSURE THE DESTRUCTION METHODS WERE EFFECTIVE.

4. If time permits, consolidate documents and equipment inside turret and destroy with thermite grenade.

5. Capture/Compromise.
   a. FBCB2 Emergency Destruction Procedures. Take the following actions when capture or exploitation is imminent:
      1) Initiate the "Destroy FBCB2" function.
      2) Destroy equipment in the following order: FBCB2 hard disks, CD-ROMs, COMSEC equipment, FBCB2 manuals, and radios.
      3) Disassemble and destroy the hardware as much as possible or destroy with a thermite grenade.
   b. Password Compromise. In the event of compromise notify the TF S6.

205 – UTO / UTR PROCEDURES

1. This card describes basic procedures associated with Unit Task Organization (UTO) and Unit Task Reorganization (UTR) changes for the Tactical Internet (TI).

2. The BCT will use the UTO process to digitally reorganize elements in the task force.
   a. Procedures.
      1) The BCT or BN/TF S6 will announce, via FM, when a UTO will be sent.
      2) There will be 2 options for the user to select, CONTINUE or DELAY. Unless you are in the middle of an operation, hit the CONTINUE button.
   b. DELAY button. Hit the DELAY button if you are conducting an operation, building overlays, etc. Once complete, hit the CONTINUE button when the UTO window shows up on your screen (every 15 min).
   c. NMC Vehicles. Once your vehicle is FMC, power up FBCB2 and the associated radios. Wait for the UTO (15 min). Hit the CONTINUE button to execute the UTO. If after 1 hour there is no UTO message, contact unit commo for assistance.

206 – NOT USED

207 – READINESS LEVELS

Security readiness conditions (REDCON) provide the leader with the information he needs to prepare for the upcoming mission while allowing him to maintain necessary security. As time of execution nears, the REDCON level increases in accordance with mission requirements. The following paragraphs outline preparation criteria for each REDCON level. The following are the BCT standard REDCON Levels:

1. REDCON-1 (full alert):
   a. Unit is ready to move/fight immediately and dismounted security has re-mounted.
   b. Vehicles loaded and secured, and weapons manned.
   c. Vehicle engines running. (REDCON-1.5 means the above except engines are off).
   d. Chemical agent detectors/alarms remain deployed for defensive operations.
   e. FBCB2 on.

2. REDCON-2 (full alert; engines off):
   a. Unit prepared to move in 15 minutes.
   b. Pre-combat checks completed (if increasing readiness from REDCON-3 to REDCON-2)
   c. Equipment stowed except as needed for local security.
   d. Vehicles and weapons manned.
   e. Local security established.
   f. Status reports submitted to the Main CP.
   g. Sensitive items (Green 2) report submitted to higher Main CP.
   h. Engines off to conserve fuel and limit noise.
   i. Chemical agent detectors/alarms remain deployed.
   j. FBCB2 on.

3. REDCON-3 (reduced security):
   a. Unit prepared to move in 30 minutes.
   b. Fifty percent of the platoon standing down for mission planning and preparation (feeding, rest, maintenance).
   c. Remaining soldiers providing security, OPs, manning weapons and monitoring radios.

4. REDCON-4 (preparation phase/minimum security):
   a. Unit prepared to move in 1 hour.
   b. Seventy-five percent of the platoon standing down for mission planning and preparation.
   c. Remaining soldiers providing security.

5. REDCON-5. Requires more than 1 hour for unit to execute mission.

6. STAND-TO. At the time prescribed by the OPORD or CDR, the following will be accomplished:
   a. Equipment stowed (except for wire and telephone communications gear).
   b. Vehicles and weapons manned, and all weapon systems scanning assigned sectors.
   c. PCC complete.
   d. Vehicles started together on order of PL or CDR (short count).
   e. Prepared to move.
   f. Status Report (BLUE 2) submitted to CP.
   g. Release from stand-to to REDCON level on order of CDR/PL.

208 – 209 NOT USED

210 – ICON MANAGEMENT

1. This card outlines procedures for managing enemy and friendly SU within the platoon.

2. Enemy SU.
   a. Ensure effective reporting, enemy icon management (ie. eliminating redundant reports/icons, ensuring report updates, and observer handover with transfer of icon responsibility), and creating digital SPOTREPS from FM reports.
      1) Report initial contact by FM.
      2) If a squad is in direct fire contact, they will attempt to break contact, reporting situation via FM. The platoon HQ or troop CP (BRT scout platoon) will produce and manage the icon based on the FM report.
   b. Ensure that the S2 ASAS is in the address group for SPOTREPS. This is set in the default message group. Subordinates may add to the address group but not delete from it without special instructions.

3. Friendly SU.
   a. Collapse and Expand. Collapse all units to the company level, with the exception of units within the TF and all ISR elements (ie. BRT, MI CO and adjacent BN/TF scout platoons).

211 – FBCB2 EMPLOYMENT

1. This card addresses the use of digital and FM communications means.

2. Digital communication systems are the primary means for dissemination of orders and reports within the task force and with higher and adjacent units.

3. Recommended digital message use is:
   - Enemy spot reports. (It is critical to pass spot reports via FBCB2 as this creates an enemy icon that is transmitted network wide.) If the element in contact cannot make a digital report, send an FM SALT report to the appropriate CP and the CP will create the digital report
   - Planned Call for Fire (CFF) missions for designated observers; follow up via FM
   - Digital NBC 1 report. This creates a contaminated area icon across the network. An FM report on the unit net should follow
   - Send Obstacle Reports, BRIDGEREPS, and other geo-reference reports digitally

4. FM radio remains the primary means of communications after crossing the Line of Departure (LD) because it is more responsive, multiple stations can monitor, and the parties convey emotion during the transmission – a critical aspect in assessing and understanding the battlefield situation. FM radio is recommended as the primary means of communication for:
   - Initial contact/SPOT reports
   - Coordinating operations when in contact or moving
   - CFF on targets of opportunity; particularly moving targets
   - Subsequent adjustment of fires on planned and unplanned targets
   - Urgent MEDEVAC requests
   - Enemy air warning

212 – ANTI-JAMMING PROCEDURES

1. This card addresses procedures for reacting to jamming of communication systems.

2. Single Channel FM.
   a. Switch SINCGARS to high power and attempt to resume communications.
   b. If jamming continues, switch to alternate frequency.
   c. Submit a Green 5 MIJI Report (Card 925)

3. Tactical Internet.
   a. Indicator is that all the FBCB2 icons will go stale.
   b. Conduct troubleshooting on the FBCB2, PLGR, SINCGARS, EPLRS and associated cables. See Card 103 and FBCB2 –10 manual.
   c. If you verify that the PLGR, radios and FBCB2 are functioning properly, go to FM reporting of locations and spot reports.
   d. Submit a Green 5 MIJI Report.

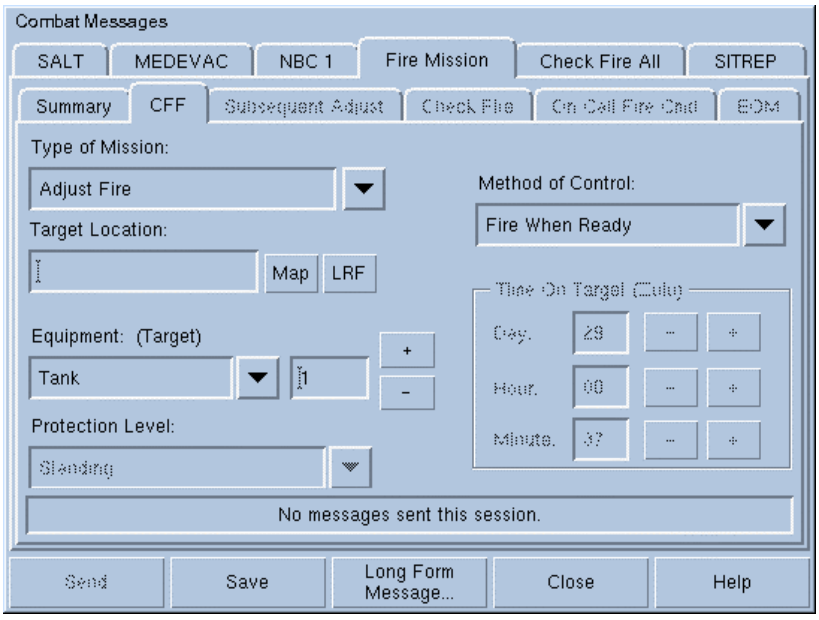
4. PLGR.
   a. Indicator is PLGR “gumball” on FBCB2 stays RED. This means that the PLGR cannot synchronize with FBCB2. A possible cause may be the PLGR cannot acquire enough satellites to maintain a location Figure of Merit (FOM) 1 or a Time Figure of Merit (TFOM) 3.
   b. Conduct troubleshooting on the PLGR to determine if the cables or PLGR itself are faulty. See Card 103 and FBCB2 –10 manual.
   c. Check with the other sections in the platoon to determine if they have the same problem.
   d. Check to ensure that the PLGR antenna is not covered by equipment or radar scattering camouflage netting.
   e. If you verify that the PLGR and associated cables are functioning properly and the problem exists across the platoon:
      1) Notify higher headquarters of possible jamming of PLGR data signal.
      2) If in a static position (ie. battle position or assembly area), conduct manual position reporting on your FBCB2 every 30 minutes and continue submitting spot reports via FBCB2.
      3) If moving or in contact, report location and spot reports via FM.

213– FBCB2 CALL FOR FIRE (CFF)

1. This card addresses FBCB2 CFF procedures.

2. CFF procedures. Conduct digital CFFs on planned priority targets. Digital CFFs can be sent to the appropriate FSE for action (BCT FSE for BRT scout platoons and BN/TF FSE for TF scout platoon). FM will remain the primary means of calling for fire for immediate suppression and targets of opportunity. Do not send digital CFFs to your FSE unless specifically designated as a primary or alternate observer for a target.

3. FBCB2 CFF. There are two ways of sending a digital CFF with FBCB2: (1) the CFF message or (2) toggling the Immediate Suppression button on the SPOTREP. **There are several key requirements and considerations for both means:**
   a. CFF Format. The most frequently used form is the short Combat Message format. To use this, the observer must take the following actions:
      1) All CFF-related messages must have the appropriate FSE AFATDS address in the action addressees (BRT – BCT FSE; TF Scout PLT – BN/TF FSE). This is not a default address and must be added by the observer. If more than one AFATDS box is in the address group, AFATDS may not process the CFF due to duplication.
      2) The observer must send an FBCB2 Observer Readiness report prior to sending the CFF so that the AFATDS knows the observer's location for subsequent adjustments. Any time the observer moves, this report must be updated. A technique is to either save the message to a folder so it can be quickly recalled and updated, or link it to the Quick Send button.
      3) To send a CFF using the Combat Message format:
         ⇗ Select 'Combat Messages", then "Fire Mission' tab, then 'CFF' tab. The following message box appears:



         ⇗ Select the type of mission from the drop down menu.
         ⇗ Select the target location by either filling in the grid coordinates (including grid zone designator), selecting 'Map' (where you click the cursor on the map display area)
         ⇗ Select method of control from the drop down menu.
         ⇗ Select send. No message box saying the message was sent will appear. Sent text appears in the text box at the bottom of the Combat Message Box.

213.1 – FBCB2 CALL FOR FIRE (CFF)(cont.)

4) The CFF for a target can be linked to the Quick Send Button.
   - Save the CFF to the Combat Message Folder, and then select the Quick Send Button.
   - Select the Combat Message Folder and highlight the CFF message.
   - Select the Button Label text box, type in CFF; select the Balloon Label text box, type in Fire Mission; select 'Apply'.
   - To send, select the Quick Send Button. The CFF message will come up; make any changes necessary and hit 'Send'.

b. SPOTREP Immediate Suppression. When using this method, there are some limitations:
   1) If there are numerous CFFs being submitted, this will be low in the priority.
   2) Only immediate suppression or immediate smoke register in AFATDS. AFATDS will recognize this as a Fire for Effect mission.
   3) The limitations and addressing requirements in paragraph 3.a (2) apply.

4. Changes to UTO/UTR may require changes in BN/TF FSE's AFATDS. The PL or the PSG will coordinate with the BN/TF FSE for any changes in the observer database and address groups.

214 – CLEARANCE OF FIRES

1. This card describes the clearance of fires procedures for the platoon.

2. The platoon will employ positive clearance procedures.
   a. Intent. Make every effort to clear fires. However, lack of coordination should not prevent execution of critical fire missions.
   b. BRT Scout Platoon. BRT Commander is the clearing authority for all fires in BRT area of operations. Under certain circumstances, he may delegate this authority to the Striker PL or XO.
   c. TF Scout Platoon. BN/TF commander is the clearing authority for all fires in the BN/TF area of operations. Under certain circumstances, he may delegate this authority to the FSE, S3 or XO.

3. Coordination/communication means.
   a. Use direct coordination with adjacent units.
   b. If direct coordination cannot be made, contact the adjacent BN area on the battalion fire support net (DS BN CF2) or contact the commander on the brigade command net (alternate).

4. Requests for clearance will include:
   a. Target number and grid.
   b. Target description.
   c. Attack system/munitions.
   d. Duration, if known (e.g. smoke or illumination).
   e. Time of attack ("now" or planned DTG). Ex: "Request clearance, target # AA0001, NK123456, 300 meter radius, dismounted infantry, 155mm, DPICM, now."

5. If clearance to fire is approved, the FSE calls the requestor on the FS net and announces, "target number AA#### cleared for attack NLT (date/time)."

6. If the clearance to fire is denied, the FSE calls the requestor on the FS net and announces, "target number AA#### denied" and the reason for denial (e.g. "too close to friendly position"). (**To avoid misunderstanding, the FSE will avoid using the words "not clear."**)

7. FBCB2 facilitates the clearance of indirect fires (primarily denying fires due to presence of friendly forces), but do not use it as the sole means for clearing fires. FBCB2 provides situational understanding (SU) and assists in denying fires, but dismounts, inoperative vehicles, and elements not equipped with FBCB2 will not be shown.

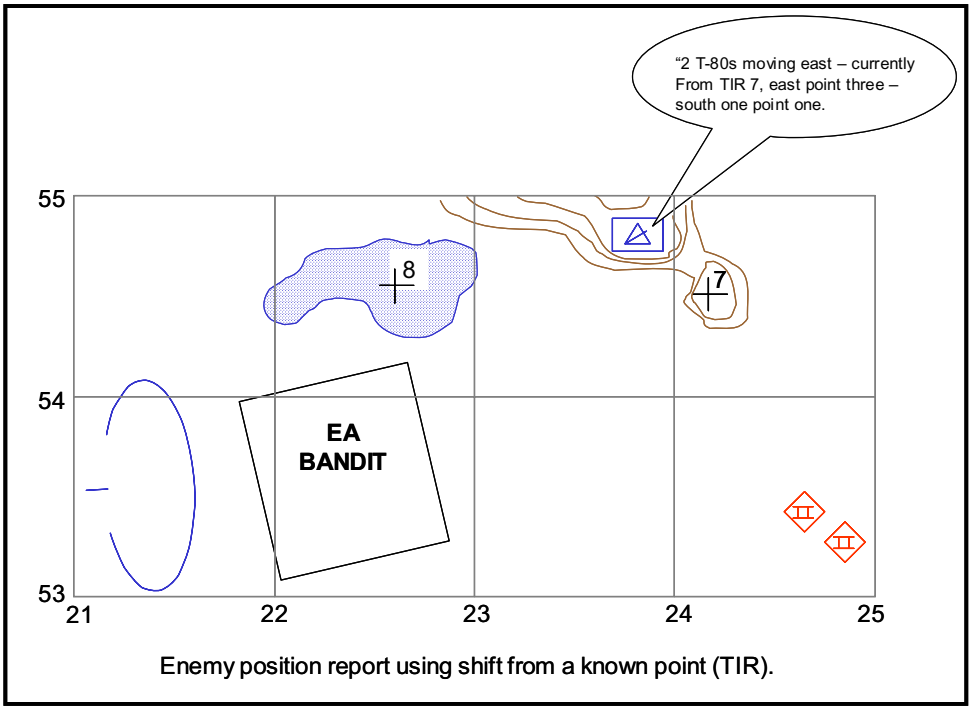
8. Minimum safe distance considerations (surface-to-surface danger/close distances).
   a. Mortar & FA - 600 meters.
   b. MLRS: M26 rocket - 2000 meters; M39 ATACMS - 4000 meters.

215 – REPORTING LOCATIONS

1. The purpose of this card is to provide methods when a platoon must report friendly or enemy locations to higher headquarters or other maneuver elements.

2. Methods.
   a. Shift from an issued graphic control measure, such as a checkpoint or TRP.
   b. Shift from a point in a Terrain Index Reference System (TIRS).
   c. Shift from a point in a Grid Index Reference System (GIRS).
   d. If equipped, use the FBCB2 system to report locations.

3. Example of a shift from a known point.



Enemy position report using shift from a known point (TIR).

216 – LIMITED VISIBILITY OPERATIONS

1. The purpose of this card is to list the steps the platoon will take in limited visibility operations.

STEP	ACTION – Limited visibility operations
1	Conduct FM linkup with adjacent units and exchange operational data.
2	Drivers and gunners emplace limited visibility markings using thermal tape, CIP panels, and chemlights.
3	TCs, drivers and gunners test NVGs.
4	Gunners test AN/TAS-4 or LRAS3 (if equipped).
5	Digital TCs program routes into the FBCB2 system; other TCs plot routes on map
6	Digital platoons use the FBCB2 systems and set waypoints to navigate and control directions; other scout platoons use maps, PVS-7s and PLGRs.
7	Scan using the TAS-4s or LRAS3.
8	Platoon leader/PSG coordinate logistical requirements specific to limited visibility operations.

300 – NOT USED

301 – QUARTERING PARTY

1. The scout platoon is usually dispatched as a quartering party to find, clear, and occupy an assembly area(s) prior to the arrival of a larger main body. The quartering party must:
   a. Reconnoiter the site and route(s) used to approach and occupy it.
   b. Secure the area prior to occupation.
   c. Organize the area prior to the main body's arrival.

2. The quartering party should look for these characteristics quartering an assembly area:
   a. Concealment from overhead observation.
   b. Cover from direct fire.
   c. Good drainage; ground surface to support unit vehicles.
   d. Adequate exits, entrances, and road networks.
   e. Enough space for adequate dispersion.
   f. The PL/PSG briefs the platoon, using FBCB2 to distribute orders and overlays.
      1) Determines essential equipment needed. Equipment for guides is:
         a) Binoculars/NVG
         b) Kevlar, LCE, weapon, mask, CPOG
         c) Flag sets/flash lights with filter sets; colored chemlights
         d) Paper, engineer tape and stakes
         e) One complete NBC survey and monitoring kit
         f) Mine detector
      2) Identifies the location of the assembly area
      3) Gives specific instructions upon arrival at assembly area
      4) States time of main body's arrival at the assembly area
      5) Identifies order of march
      6) States NBC conditions
      7) Establishes MOPP level
   g. The quartering party initiates movement to the assembly area:
      1) Moves on assigned route(s)
      2) Maintains security
      3) Reconnoiters the route of march from SP to RP
      4) Monitors for NBC contamination
      5) Marks obstacles and bypass routes
      6) Reports critical information to the element quartering party leader using FBCB2 or FM as appropriate

3. The quartering party moves into the assembly area and prepares the area for arrival of the main body. The quartering party leader annotates critical graphics, positions, sectors of fire, and other critical control measures on an FBCB2 overlay and distributes the information.
   a. Selects and marks routes from the RP to new locations.
   b. Selects and posts guides in time to meet the main body.
   c. Marks entrances, exits, and internal routes.
   d. Marks vehicle or subordinate element positions where maximum cover, concealment, and dispersion provide 360-degree security.
   e. Marks mines and obstacles, removing them if time permits and assets are on hand.
   f. Clears dead space and key terrain through patrolling.
   g. Organizes local security.

4. Main body occupies assembly area.
   a. Quartering party guides (waiting in covered and concealed positions) move out to guide elements to selected or designated areas without halting.
   b. Establishes and maintains local security for air and ground forces.

302 – TACTICAL ROAD MARCH

1. The scout platoon conducts tactical road marches independently or as part of a larger element.

2. Speed/intervals.
   a. March speed: 40 kph (hard surface), 30 kph (all others)
   b. Catch-up speed: 50 kph (hard surface), 40 kph (all others)
   c. Blackout march speed: 20 kph (25 kph catch-up speed).
   d. Vehicle interval: 50 meters at night or in urban areas; 100 meters or dust interval in daylight/open terrain.

3. Security.
   a. The platoon leader specifies appropriate threat level.
   b. Direction of travel is 12 o'clock
      1) Lead vehicle scans 10 to 2
      2) Subsequent vehicles alternate scanning 8 to 11 and 1 to 4
      3) Trail vehicle scans 4 to 8.

4. Road march checklist.
   a. Determine/report number of operational vehicles.
   b. Top off fuel and other Class III products.
   c. Upload ammunition and other Class V products.
   d. Complete PMCS.
   e. Complete prepare-to-fire checks.
   f. Test, zero, and boresight weapon systems as applicable.
   g. Complete rollover and fire drills.
   h. Specify time for platoon OPORD.
   i. Complete reconnaissance.
   j. Rehearse actions on contact (ambush/ground/air).
   k. Rehearse actions at halts (scheduled/unscheduled).
   l. Complete fire support plan.
   m. Rehearse actions for mechanical breakdown.
   n. Rehearse MEDEVAC/CASEVAC.
   o. Tie down all loads.
   p. Complete communications checks.
   q. Inspect obstacle reduction kits.
   r. Load and test PLGR units.
   s. Complete FM/FBCB2 commo checks.
   t. Designate graphic control measures (rally points)
   u. Identify critical points.
   v. Ensure digital connectivity with all vehicles and troop or TF HQ.
   w. Send road march overlay to all BCs.
   x. Designate march order, movement technique, interval, and rate of march.
   y. Test NVGs (including VVS-2) for proper operation.
   z. If applicable, prepare for limited visibility operations, taking the following steps:
      1) Mount chemlights or polarity tape on vehicles.
      2) Specify the color identification of elements to the front and rear.
      3) Check all night vision devices prior to movement.
      4) Specify correct vehicle interval (normally 50 meters; variable according to road conditions and operational factors).
      5) Specify the rate of march.

302.1 – TACTICAL ROAD MARCH (cont.)

5. Halts.
   a. Scheduled.
      1) Scheduled every 100 km or 2 hours.
      2) March column immediately moves into a herringbone formation.
      3) Lead/trail vehicles provide guides for traffic flow if needed.
      4) Establishes local security with turret weapons.
      5) Places OPs on key terrain surrounding the platoon position.
      6) Drivers perform maintenance as time permits if actions are not planned.

   b. Unscheduled halts.
      1) Immediately seek cause of the halt.
      2) Clear route by assuming a coil or herringbone formation.
      3) Establish local security. Squad leaders will send one man forward to next vehicle to determine reason for halt. Platoon notifies higher headquarters.
      4) Determine a course of action.
      5) Report to higher headquarters if appropriate.
      6) Continue the movement.

6. Execution.
   a. The scout platoon maintains security during movement.
      1) Ensures lead and downwind elements conduct continuous chemical monitoring.
      2) Maintains air guards.
      3) Maintains local security through crew sectors of observation and weapons orientation.

   b. The PSG coordinates maintenance/recovery requirements.
      1) Handles emergency repair and recovery of vehicles.
      2) Handles medical aid and evacuation.
      3) Handles emergency refueling.
      4) Provides higher HQ with the location of non-repairable vehicles.

7. Vehicle breakdowns.
   a. The column continues to move and close up the gap.
   b. The PSG will request maintenance support from 1SG or maintenance/recovery team.
      1) Move disabled vehicles off the road as far as possible.
      2) Place safety warning devices behind vehicle.
      3) Post traffic control to wave march elements by.
      4) Post local security.
      5) Attempt repair.
   c. If crew cannot repair, prepare vehicle for recovery.

8. The scout platoon clears the RP.
   a. Meets guides at the designated RP.
   b. Completes movement IAW times designated in the order.
   c. Platoon leader forwards crossing report to higher HQs using voice then FBCB2.

9. The scout platoon continues its mission.

303 – OCCUPATION OF AN ASSEMBLY AREA

1. The scout platoon occupies an assembly area as shown in card 305.1. (BRT scout platoon refer to the BRT TACSOP, ST 3-20.9713, for occupation of a troop assembly area)

2. The platoon accomplishes the following AA activities:
   a. Immediate actions.
   b. Establish 100% security.
   c. Position vehicles.
   d. Reduce to REDCON 2 on platoon short count.
   e. Establish OPs.
   f. Assign sectors of fire, TRPs, trigger lines.
   g. Conduct hands-on sensitive items check.
   h. Develop range cards and sector sketches.

3. Arrival +30 minutes:
   a. Reduce to REDCON 3.
   b. Emplace NBC alarms.
   c. Range cards/sector sketches to PL

4. Arrival +60 minutes:
   a. Reduce to REDCON 4.
   b. Platoon fire plan complete.
   c. Begin camouflaging.
   d. Priorities of work:
      1) Troop leading procedures
      2) Weapons/LRAS checks
      3) Maintenance
      4) Resupply
      5) Hasty fighting positions for infantry crew-served/anti-tank weapons
      6) Rest

5. Arrival +120 minutes
   a. Report platoon status to higher HQ.
   b. Implement rest plan.

6. Establishes personal hygiene and field sanitation site, establishes field sanitation measures which include use of the following:
   a. Cat holes.
   b. Field latrines.
   c. Plastic bags.
   d. Burying procedures for garbage during operational deployments IAW host nation regulations.

7. The platoon leader develops a defensive plan and forwards to higher headquarters using FBCB2.

8. The platoon leader coordinates, at a minimum, with the elements on the left and the right using voice then FBCB2.

9. Leaders conduct TLP.

304 – PASSAGE OF LINES / RECON HANDOVER

1. The scout platoon conducts forward or rearward passage of lines to move into or out of contact with the enemy as directed.
   a. If stationary, the platoon occupies defensive positions and assists the passing unit.
   b. If passing, the platoon executes tactical movement (mounted or dismounted) through the stationary unit.
   c. The passage may be forward or rearward, depending on whether the passing unit is moving toward (forward) or away from (rearward) an enemy unit or area of operations.

2. The platoon leader or platoon sergeant coordinates with the other unit to exchange the following information:
   a. Enemy situation and NBC conditions
   b. Location of obstacles, lanes, and marking
   c. Unit designation and composition (number and type of vehicles)
   d. Arrival / passage times
   e. Location of attack positions or AAs
   f. Both units' missions and plans
   g. Direct and indirect fire plans
   h. Location of contact points, passage points, traffic control points, and passage lanes
   i. Primary and alternate routes
   j. Guide and LNO requirements
   k. Battle handover line (BHL) and criteria
   l. Order of march
   m. Passage procedures
   n. Actions on enemy contact
   o. Support locations, particularly medical and vehicle recovery
   p. Anticipated support requirements
   q. Chain of command and CP locations
   r. Communication/signal information (frequencies and digital architecture/IP addresses
   s. Recognition signals

3. Execution. All passing vehicles conduct the following actions when executing passage:
   a. Display proper recognition signals
   b. Orient weapons in the direction of the enemy
   c. Report CP arrival to higher headquarters
   d. Move along passage lane without stopping or deviating from it
   e. Bypass disabled / destroyed vehicles
   f. Follow directions from guides
   g. Report graphic control measures as directed, particularly if passage is with an analog unit
   h. Report completion of passage to higher headquarters

4. Critical Items for Forward Passage:
   a. Focus on enemy and ability to be deployed at BHL
   b. Carefully coordinate BHL, handover criteria and actions if contact comes early
   c. Communications planning and coordination

5. Critical Items for Rearward Passage:
   a. Focus on fratricide prevention
   b. Carefully coordinate recognition signals, contact points, and lanes
   c. Keep FBCB2 NMC vehicles close to platforms with working FBCB2
   d. Communications planning and coordination.

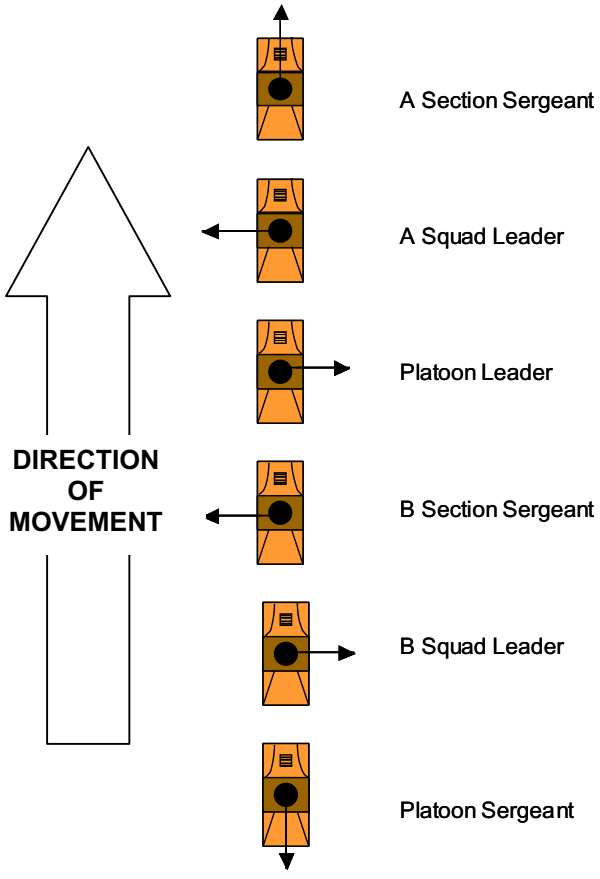
304.1 – PASSAGE OF LINES / RECON HANDOVER (cont.)

6. In a scout platoon, two types of reconnaissance handover may occur:
   a. Higher headquarters coordinates handover. In this case, emphasize the following:
      1) Location of reconnaissance handover line or point.
      2) Method for conducting handover.
      3) Critical control measures.
      4) Communication procedures (visual signals, FM/voice, digital).
      5) Actions on contact during handover.
   b. The platoon leader coordinates handover.
      1) Exchange the following information as applicable:
         a) ISR plan.
         b) Updated threat situation.
         c) Impact of civilian considerations on operations.
         d) Fire support information.
         e) Procedures for exchanging information between analog and digital units, if necessary.
         f) Communication data, to include:
            ⋕ Internet protocol (IP) addresses
            ⋕ FM and/or Enhanced Position Location Reporting System (EPLRS) frequencies
            ⋕ Communications security (COMSEC) key
            ⋕ Signal operating instructions (SOI)
      2) Establish or coordinate the following as necessary:
         a) Location of reconnaissance handover line.
         b) Method for reconnaissance handover.
         c) Coordinate criteria for target acquisition handover.
         d) Coordinate for ISR asset support to assist in maintaining contact during handover.
         e) Select contact point(s) or linkup point(s) and observation points, if needed.
         f) Coordinate passage points, lanes and routes with other units, if necessary.
         g) Coordinate vehicle recognition markings and far and near recognition signals with other units, as necessary.
         h) Determine method to pass contact to other elements/units.
         i) Management of enemy icons (i.e. initial observers delete their icons and gaining element creates new icon. If both elements are part of the same troop or task force and the troop CP or S2 is able to manage the enemy icons, this will not be necessary).

305 – FORMATIONS

The Scout platoon executes movement IAW the tactical situation and commander's intent.

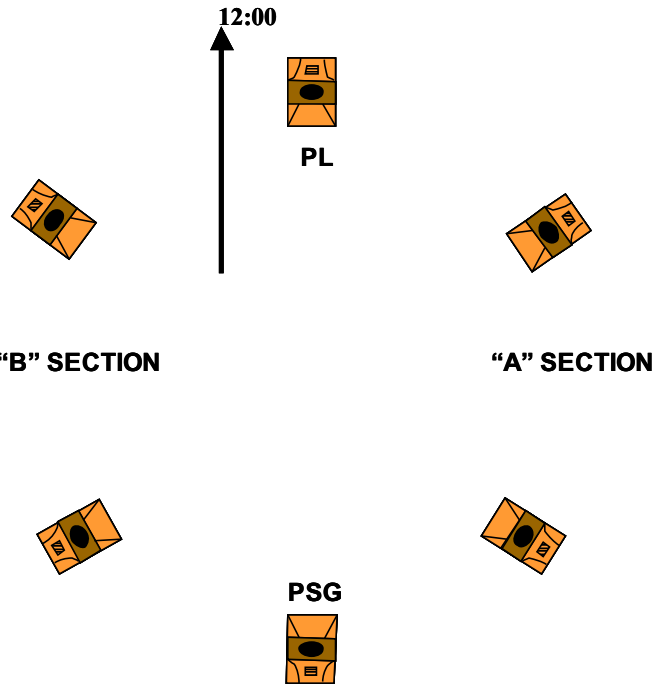
1. Column formation.
   a. The column is used when:
      1) Speed is critical
      2) The platoon is moving through restricted terrain on a specific route
      3) Enemy contact is not likely.
   b. Each vehicle normally follows directly behind the vehicle in front of it.
   c. If the situation dictates, vehicles can disperse laterally to enhance security.
   d. The column formation has the following characteristics, advantages, and limitations:
      1) It provides excellent control and fires to the flanks.
      2) It permits only limited fires to the front and rear.
      3) It is easy to control.
      4) It provides extremely limited overall security.
      5) It is normally used for traveling only.



Scout platoon column formation.

305.1 – FORMATIONS (cont.)

2. Coil formation.
   a. The coil formation is used when:
      1) The platoon is stationary for a specified amount of time.
      2) Security is paramount.
      3) Occupying platoon assembly areas or providing security for a BCT assembly area or other unit.
   b. Platoons use the coil formation for hasty protective posture.



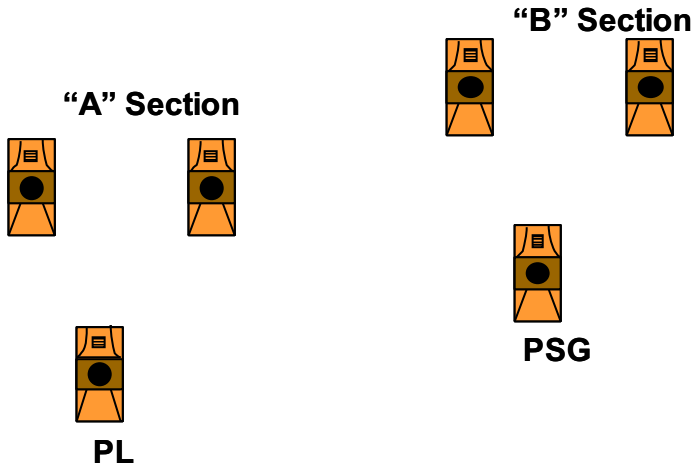
PLATOON COIL FORMATION

Note: Direction of travel is 12 o'clock; entrance at 6 o'clock.

3. Tactical movement formations.
   a. Three-vehicle section formations. When the platoon operates in a configuration with two sections of three vehicles each, the individual sections can employ formations of their own.
      1) The wedge formation provides maximum security, with two vehicles overwatching the reconnoitering vehicle forward.
      2) The vee formation provides maximum reconnaissance forward and speeds the rate of reconnaissance while using a single vehicle for overwatch.

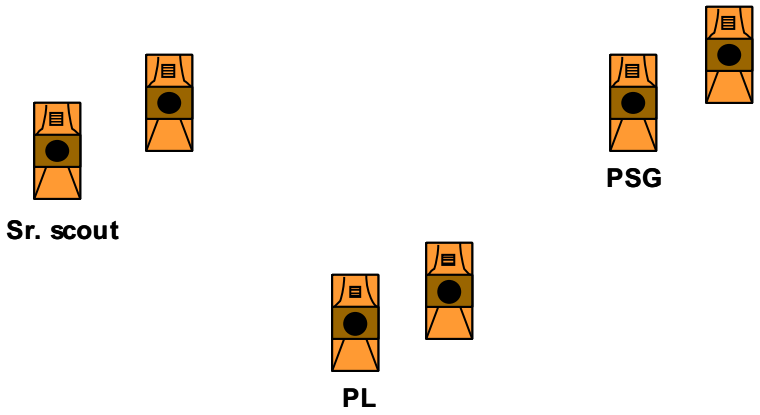
Section wedge formation **Section "Vee" formation**

305.2 – FORMATIONS (cont.)



Platoon formation using three-vehicle sections.

b. Two-vehicle section formations.
   1) With three sections the platoon maintains relative positioning based on terrain and combat losses.
   2) The platoon formations enable immediate mutual support and provide depth within the platoon



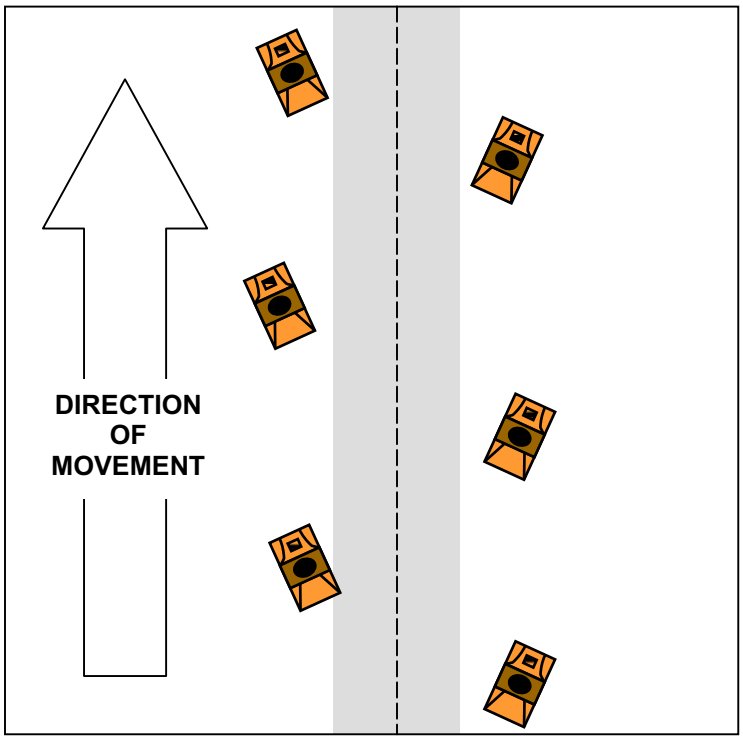
Platoon "vee" formation using two-vehicle sections.

4. Herringbone formation.
   a. The scout platoon uses the herringbone to disperse when traveling in column formation.
      1) It is used during air attacks or when the column must stop during movement.
      2) It enables vehicles to quickly disperse to covered and concealed positions off of the road or from an open area.

305.3 – FORMATIONS (cont.)

3) Drivers reposition vehicles as needed to take advantage of the best cover, concealment, and fields of fire.
4) Scouts dismount and establish security as the situation dictates.

b. The herringbone is quickly executed to provide security with minimal instruction.



Herringbone

305.4 - ACTIONS ON CONTACT

1. When the scout platoon encounters enemy forces, it must quickly execute actions on contact IAW the purpose of the operation and the commander's guidance. All scouts must clearly understand actions on contact and be able to execute them without hesitation or deliberation.
   a. To properly execute actions on contact, the scout platoon must apply the fundamentals of reconnaissance and follow these guidelines;
      - Remain focused on the reconnaissance objective
      - Report quickly and accurately
      - Maintain contact with the enemy (visual)
      - Retain freedom to maneuver
   b. The four steps of action on contact are:
      1) Return fire, deploy and report
      2) Develop the situation
      3) Choose a course of action
      4) Execute/ recommend a course of action

2. There are seven basic forms of contact. The platoon executes standard actions for each form of contact.
   a. Direct fire.
      1) While moving - facing an inferior force. An inferior force for a scout section is 4 or less dismounted soldiers or a single light skinned vehicle. The appropriate actions are to destroy, if possible, report, and bypass.
      2) While moving - facing a superior or unknown force. A superior force for a scout section is 5 or more dismounts or one or more armored vehicles. The appropriate actions are to return fire, report, move to cover and attempt to bypass. Remain in visual contact with this enemy until positive reconnaissance handover has occurred with another force.
   b. Indirect fire.
      1) While moving mounted or dismounted, the scout section should attempt to continue moving seeking cover and concealment. The move should be at a minimum 500 meters.
      2) While stationary in an OP and taking indirect fire, the scout section should sit out the initial volley and then attempt to move to the alternate OP site, which should be at least 500 meters away.
   c. Visual observation.
      1) The appropriate actions when observed by an enemy force while moving are:
      2) Break contact and report.
      3) Regain and maintain visual contact if required
      4) While stationary or in an OP and observed by an inferior force. Maintain noise, light, and camouflage discipline. Determine if you have the advantage and have not been seen. Do not compromise your location unless it is necessary to preserve your OP and complete the mission.
      5) While stationary or in an OP and observed by a superior force. Maintain noise, light, and camouflage discipline. Determine if you have the advantage and have not been seen. Do not compromise your location, prepare to break contact and conduct a survivability move if necessary.
      6) Do not call for fire unless you have a high payoff target (HPT) or an essential fire support task (EFST) criterion has been met. When the enemy observes indirect fires, he knows he is being observed and will conduct sweeps in order to find your OP.
   d. Obstacle/restriction (man-made or natural).
      1) Seek cover and concealment.
      2) Report.
      3) Establish near side security.
      4) Identify the enemy influencing the obstacle/restriction using LRAS3, binoculars or NVDs.
      5) Reconnoiter the obstacle to determine the obstacle type, width, orientation, depth, density and composition. Use the AN/PSN 11 or LRAS3 to determine GPS grid coordinates.

305.5 - ACTIONS ON CONTACT (cont.)

6) Locate and reconnoiter bypass.
7) Set far side security, mark bypass, and lead vehicles through bypass.
8) Send Blue 9 and Blue 10 reports (Cards 909, 910) via FBCB2 or FM.
9) Continue mission.

(NOTE: Remember obstacles are always covered by direct and/or indirect fires.)

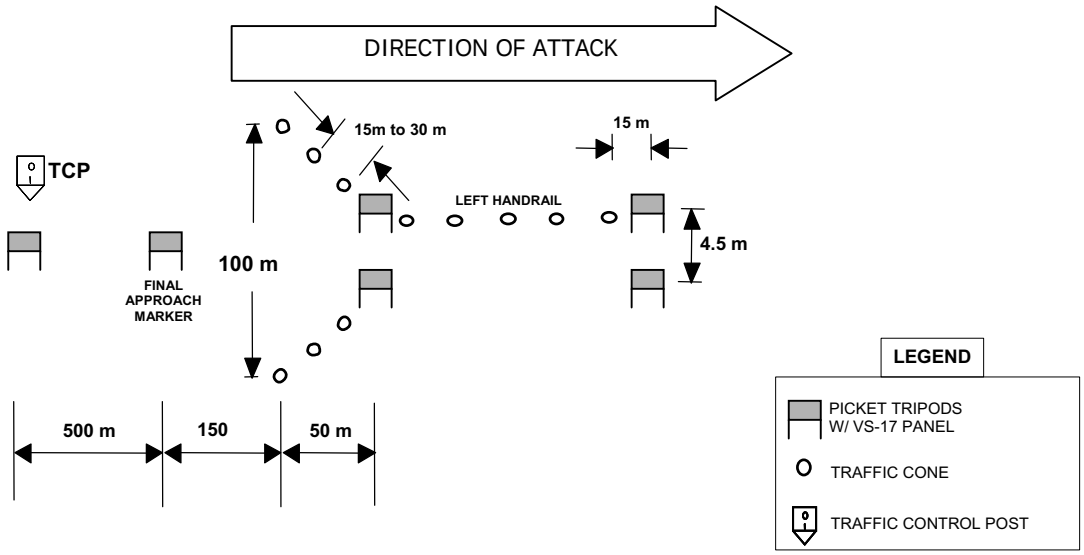
e. Air.
   1) Disperse and seek cover.
   2) If engaged, all elements engage with all weapons.
f. NBC.
   1) Go to MOPP 4.
   2) Submit NBC 1 via FM and FBCB2.
   3) Treat and evacuate casualties.
   4) Reconnoiter and mark bypass.
   5) Continue mission.
g. Electronic warfare (most likely form is jamming).
   1) Check equipment for malfunctions.
   2) Increase radio power.
   3) Switch unit to anti-jamming frequency
   4) Send MIJI report.

3. The scout section must take the following steps when executing actions on contact:
   a. Step 1 – Deploy and report.
      1) The section that makes initial visual contact with the enemy deploys to covered terrain that affords good observation and fields of fire.
      2) If the scouts receive fire from the enemy, they return fire, but only with the intent of breaking direct fire contact.
      3) The scout section in contact submits a contact report and follows as soon as possible with a spot report using the SALUTE format (size, activity, location, unit identification, time, and equipment) via FM or FBCB2.
   b. Step 2 – Evaluate and develop the situation.
      1) The scouts next concentrate on defining enemy composition and activity.
      2) If the enemy has not detected the scout section and time is available, the scouts reconnoiter the threat position, emphasizing stealth, dismounted reconnaissance, and use of such assets as LRAS3, GSR and TUAVs.
   c. Step 3 – Choose and recommend a COA and maneuver the force.
      1) Once the scout element in contact has developed the situation and the platoon leader has enough information to make a decision, he selects a COA.
      2) He ensures:
         a) The COA is within the capabilities of the platoon.
         b) That it allows the scouts to continue the reconnaissance as quickly as possible.
         c) That it supports the CDR's concept of the operation.
      3) Once he decides on a COA, he recommends it to his CDR, providing information on how the platoon COA will affect the next higher echelon's situation.
4. Step 4 – Execute the chosen course of action as directed by the commander/leader.

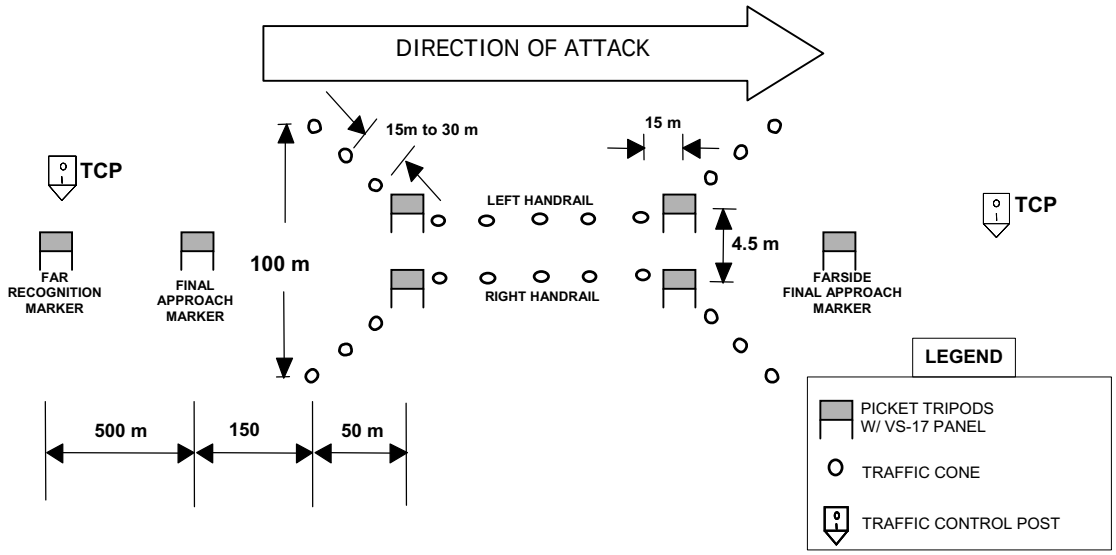
306 - 307 NOT USED

308 – STANDARD LANE MARKING (INITIAL, INTERMEDIATE, FULL)

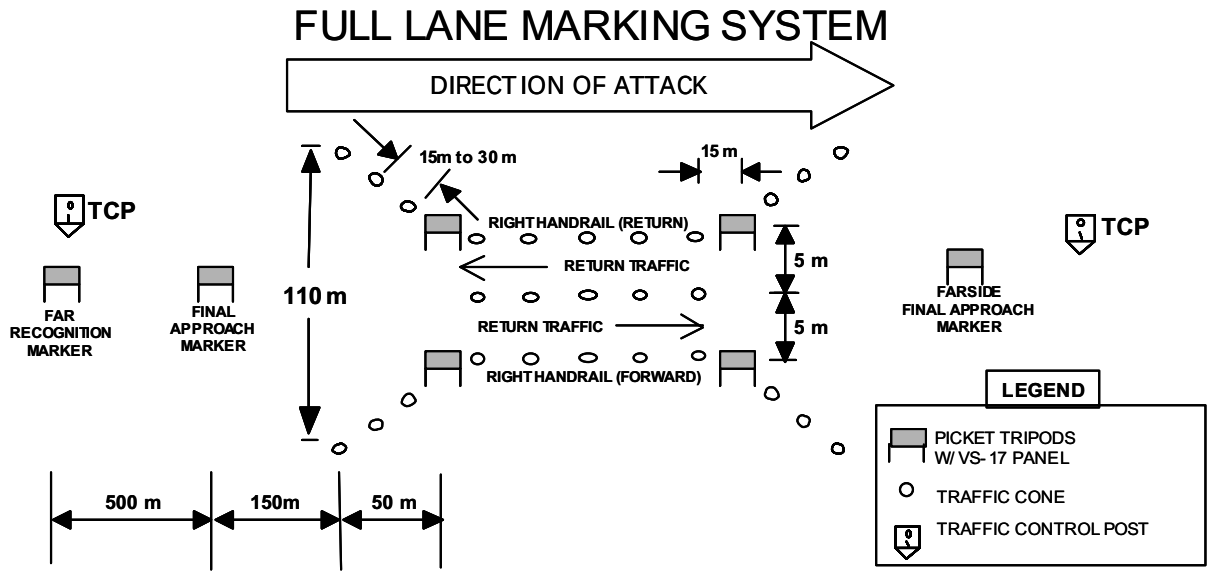
INITIAL LANE MARKING SYSTEM



INTERMEDIATE LANE MARKING SYSTEM

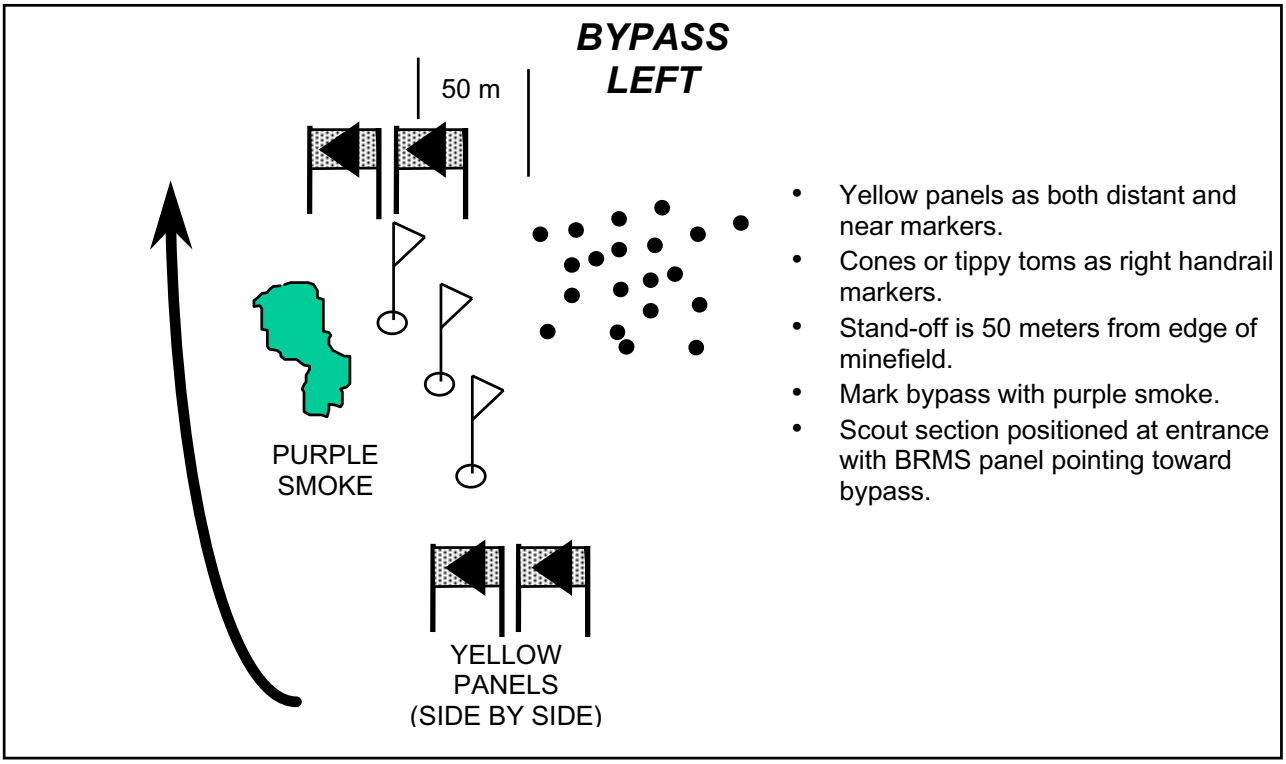


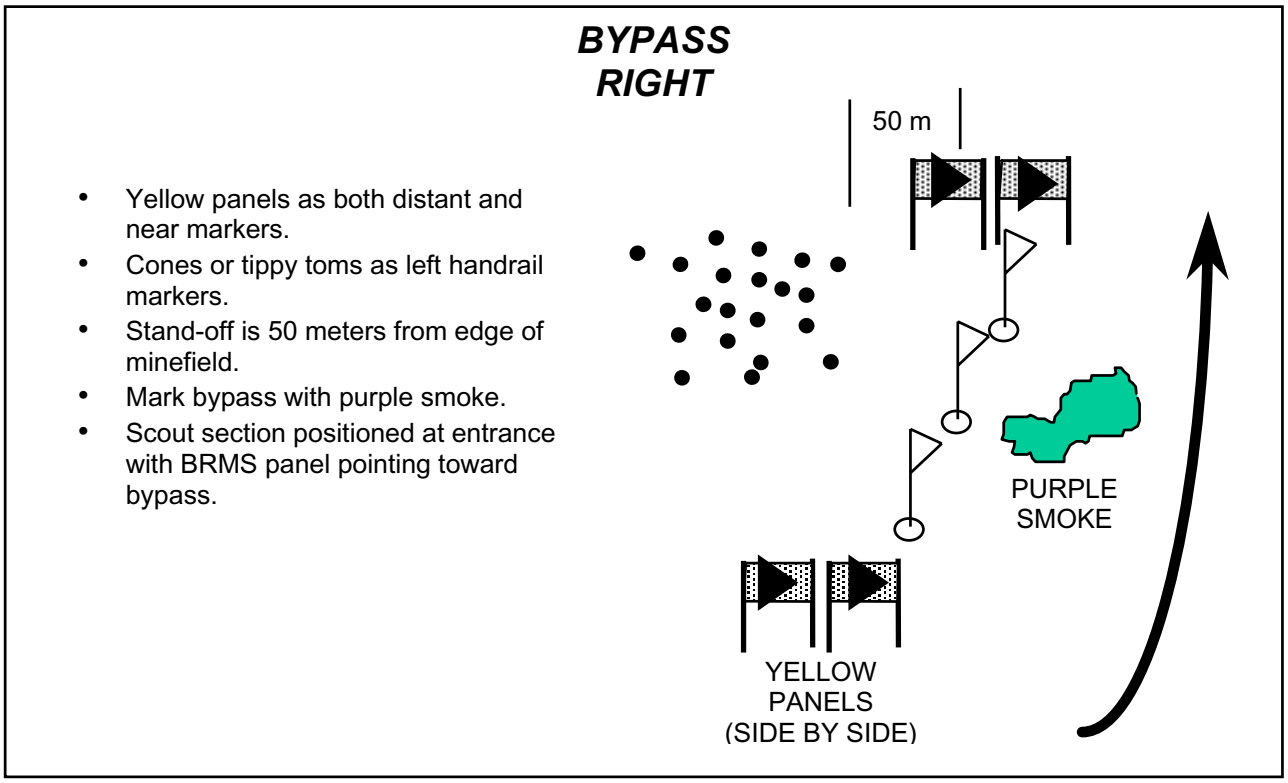
308.1 – STANDARD LANE MARKING (INITIAL, INTERMEDIATE, FULL)



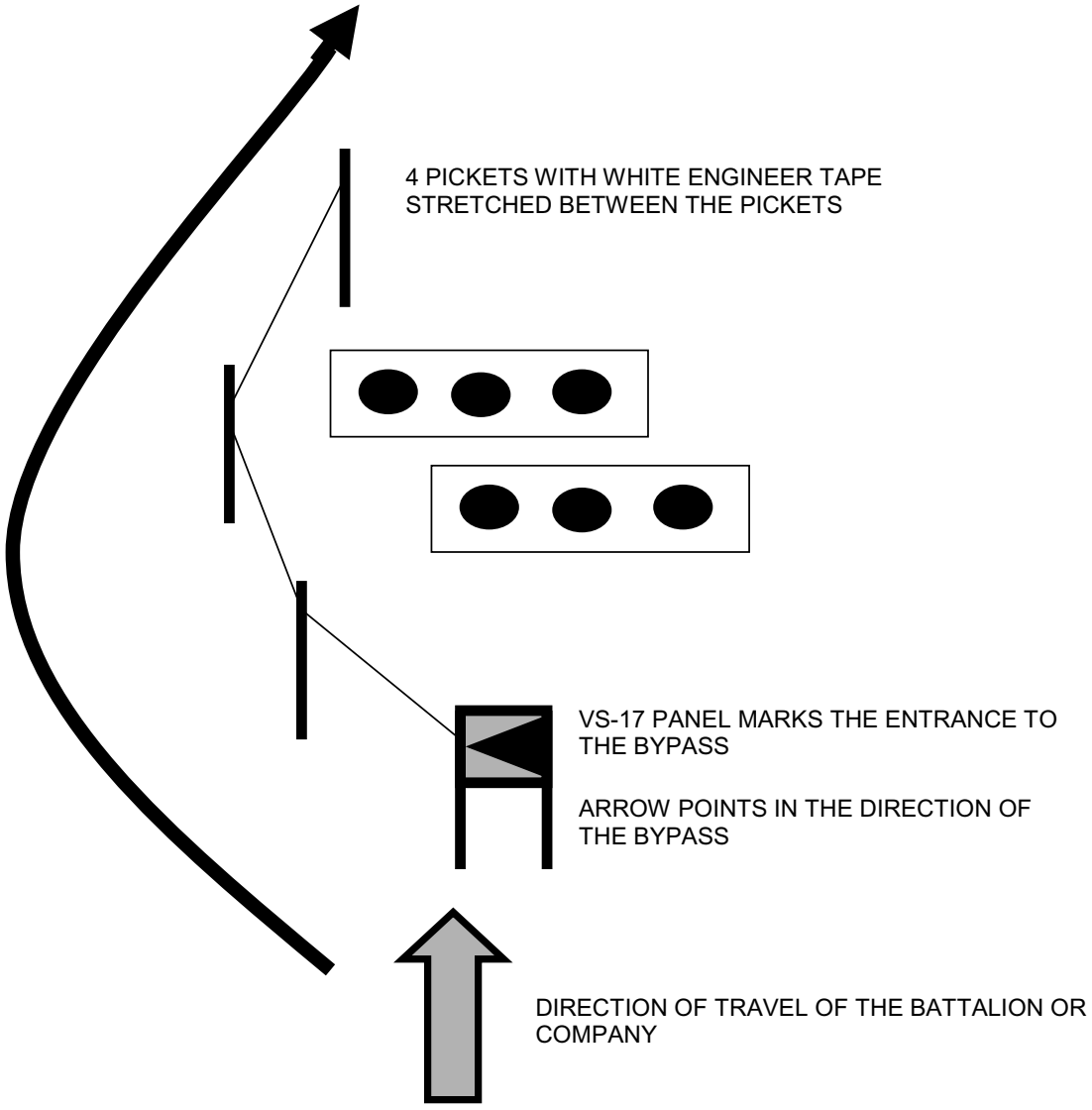
308.2 – STANDARD BYPASS MARKING

The following two diagrams represent standard bypass markings emplaced by supporting engineers and may be encountered by scout platoon elements at obstacle bypass locations.





308.3 – HASTY BYPASS MARKING



FOR A BYPASS LEFT OR RIGHT, THE UNIT MARKING THE BYPASS WILL USE A VS-17 PANEL TO MARK THE ENTRANCE AND DIRECTION TO THE BYPASS. THEY WILL THEN USE FOUR PICKETS, APPROXIMATELY 50 METERS FROM THE EDGE OF THE OBSTACLE, TO ACT AS HANDRAILS ON THE INSIDE OF THE BYPASS. UNITS WILL TRAVEL WITH THE PICKETS ON THEIR RIGHT FOR A BYPASS LEFT AND PICKETS ON THE LEFT FOR A BYPASS RIGHT. MARK THE ENTRANCE OF THE BYPASS WITH COLORED SMOKE (IF AVAILABLE) AND REPORT THE BYPASS LOCATION. FOR A NIGHT BYPASS, ADD CHEMLIGHTS TO THE PICKETS. THE UNIT MARKING THE BYPASS WILL CREATE A FBCB2 BRIDGEREP.

309 - 310 NOT USED

311 – URBAN OPERATIONS

1. As in all operations, the scout platoon plays a critical role in setting the conditions for successful urban operations. Detailed reconnaissance, mapping of the urban terrain, HUMINT reconnaissance, and support of transitions from full-scale operations to stability operations (and vice versa) will be required.

2. Training. Training for urban operations requires special training considerations. It may require three to five weeks to prepare for urban operations depending upon the quality and availability of facilities and OPFOR. Specific areas which require additional training, skills, or resources are:
   a. Maneuvering and navigating in urban areas.
   b. Navigating by aerial photos.
   c. Close quarter combat (CQC) and entry techniques.
   d. Conducting battle drills such as:
      1) corner drills
      2) actions at obstacles
      3) breaching urban obstacles
      4) clearing buildings
   e. ROE and civilian/noncombatant considerations.

3. Planning. Planning is similar to any reconnaissance operation, but requires some special considerations:
   a. The scout platoon will likely have to conduct a reconnaissance of the area perimeter to assist in the initial isolation of the area.
   b. Determine availability of additional reconnaissance assets.
   c. Define the ISR objectives and PIR with higher HQ.
   d. Determine requirements to establish OPs and define length of time and type of support requirements.
   e. Identify ingress and egress routes.
   f. Determine if the operation is dismounted, mounted, or a combination.
   g. Define platoon organization
   h. Develop the communications plan. Expect to have to use FM relay teams in built-up areas.
   i. Ensure MEDEVAC assets are positioned forward with security. Identify ingress and egress routes for MEDEVAC and resupply.

4. Preparation.
   a. Vehicles:
      1) Sandbag the floors and tops of vehicles to provide additional protection. Ensure that vision and weapons traverse is not blocked.
      2) Remove all flammables from vehicle exterior.
      3) Increase basic load of small arms and machine gun ammunition and grenades.
      4) Tie antennas down.
      5) Mount tow cables front and rear for expedient recovery.
      6) Increase basic load of water and MREs.
   b. Individuals (reduce load to absolute essentials).
      1) Eye protection, knee and elbow pads, gloves.
      2) Body armor.
      3) Small arms ammunition and grenades (including smoke grenades).
      4) Radios.
      5) NVGs.
      6) Extra batteries for radios, NVGs, flashlights.
      7) Flashlights, chemlights (colored and IR).
      8) Paint for marking buildings.
      9) Water and MREs. Water consumption will be higher than in other operations.

311.1 - URBAN OPERATIONS (cont.)

5. Threats. Urban operations add a variety of threats.
   a. Armored vehicle and long-range anti-armor fires are reduced.
      1) Scout sections execute movement in depth to provide overwatch and supporting fires as required.
      2) Plan indirect fire to support tactical movement and defensive operations.
   b. Snipers, RPGs, petrol and satchel bombs, car bombs, command detonated mines, industrial chemical/material hazards, mortar/artillery fires, and collapsing buildings are the major threats.
      1) Optimize use of observers in vehicles to ensure 360-degree coverage.
      2) Ensure OPs are positioned to provide effective observation of potential danger areas.
   c. The ability of reconnaissance troops to avoid contact is significantly more difficult in urban operations.

6. Urban reconnaissance operations -- See card 825.

312 - 315 NOT USED

400 - 401 NOT USED

402 – ESTABLISHING AN OBSERVATION POST

1. This card describes the procedures the scout platoon will follow when establishing observation posts.

2. The platoon has the capability to man up to 6 OPs for a short duration (less than 12 hours) with 2-3 man teams with a HMMWV.

3. The platoon has the capability to man up to 3 OPs for 12 hours or longer. When establishing an OP for a long duration the platoon uses two dismounted teams with two HMMWVs. This allows the team at the OP to sustain itself for a longer period of time.

4. The team will observe a NAI and report information back to the PL/PSG. The platoon leader will then update the commander and pass information between the TF scouts and BRT scouts on the BRT CMD net.

5. When establishing OPs, the platoon will position their scouts to provide focus, depth and redundancy. Striker teams provide observation of TAIs when possible.

6. Secure the OP site using these procedures:
   a. Vehicles stop short of the OP site; the leader places them in an overwatch position.
   b. The leader dismounts with scouts and prepares to move forward to reconnoiter the OP site.
   c. The leader briefs the scouts on the dismounted mission and ensures they have the following equipment (METT-TC):
      1) Personal weapons and ammunition, protective masks, and seasonal uniform.
      2) Radio.
      3) M249 SAW or M240 machine gun with ammunition.
      4) M256 kit, M8A1 or chemical agent monitor (CAM), and M8 paper.
   d. Scouts establish 360-degree local security.
   e. Scouts check for mines, booby traps, chemical contamination, and enemy activity.

7. Section leader's determine suitability of OP sites based on these criteria:
   a. OPs must be able to communicate with PL/PSG and Troop CDR/XO/CP (BRT) TF Main CP (TF Scouts).
   b. OPs must allow maximum surveillance of assigned sectors, enemy avenues of approach, and/or NAIs. The dismounted party leader adjusts OP sites accordingly and reports any changes to the platoon leader.
   c. OPs must provide adequate cover and concealment for the observers.
   d. OPs must have access to covered and concealed routes back to the vehicle positions.
   e. OP locations must not attract attention.
   f. OPs must be within visual contact and small arms range of the vehicle positions (METT-TC).
   g. Dead space around the OPs must be covered using patrols, obstacles, and/or early warning devices (METT-TC).
   h. The parent platform/command post must establish an FBCB2 position report for the OP.

8. Select and occupy vehicle fighting positions taking these steps:
   a. Vehicles occupy positions.
   b. Vehicle commanders develop range cards and stake in their positions.
   c. Leader checks positions and range cards.
   d. Vehicles back into hide positions.

9. Establish the OP taking these steps:
   a. Assign a minimum of two observers to man the OP at all times to maintain continuous surveillance.
   b. Brief observers on the mission of the OP, covering the following points:
      1) Sector(s) of responsibility, target reference points (TRP), avenues of approach, NAIs, and areas of special concern (such as dead space and high-use areas).

402.1 - ESTABLISHING AN OBSERVATION POST (cont)

2) When and how to report, call for fire, and use challenge procedures
3) Actions on enemy contact.
4) Call signs, frequencies, sign/countersign procedures, challenges and passwords, and signals.
5) Relief time.
6) Control measures and indirect fire targets.

c. Check equipment and other operational items (use acronym CWORMSSS as a guide) including the following:
1) Compass
2) Weapon
3) Optics (Binos, PVS-7s, etc.)
4) Radio (ASIP) with extra batteries and hand mike
5) Map with current graphics and a protractor
6) SOP (specifically 900's cards for report formats)
7) SOI extract with current challenge/password, frequencies, net IDs
8) Seasonal uniform (wet weather gear, MOPP suit, extra water, MREs, etc.)

d. Observers make a sector sketch including the following information:
1) OP positions.
2) Vehicle hide and fighting positions.
3) Sector boundaries and TRPs.
4) Small arms fields of fire.
5) All dead space (outlined).
6) Dominant/key terrain features.
7) Location of obstacles and early warning devices.
8) Patrol routes.
9) Indirect fire targets, trigger lines, and final protective fires (FPF).
10) Leaders report occupation of the OP to the platoon leader.

10. Improve the survivability of the OP for long-term occupation taking these steps:
a. Establish wire communications and/or place vehicle in FM low-power.
b. Camouflage the OP, routes, vehicles, and equipment as follows:
1) Maximize use of all natural and artificial materials.
2) Break up the outline of the position with camouflage nets or natural foliage. Do not cut natural materials in the immediate OP area; get the materials from at least 100 meters behind position.
3) Direct dismounted soldiers to camouflage their faces, hands, and helmets.
c. Dig in the OP as a two-man fighting position with at least eighteen inches of overhead cover.
d. Emplace early warning devices and/or obstacles in dead space and on enemy avenues of approach near the OP.
e. Emplace M8/M22 chemical agent alert system.
f. Emplace M9 paper.
g. Plan indirect fires and FPF. Report these to the platoon leader for inclusion in the platoon fire plan.
h. Enforce strict noise, light, and litter discipline.
i. Restrict movement in and around the OP and keep vehicles in hide position

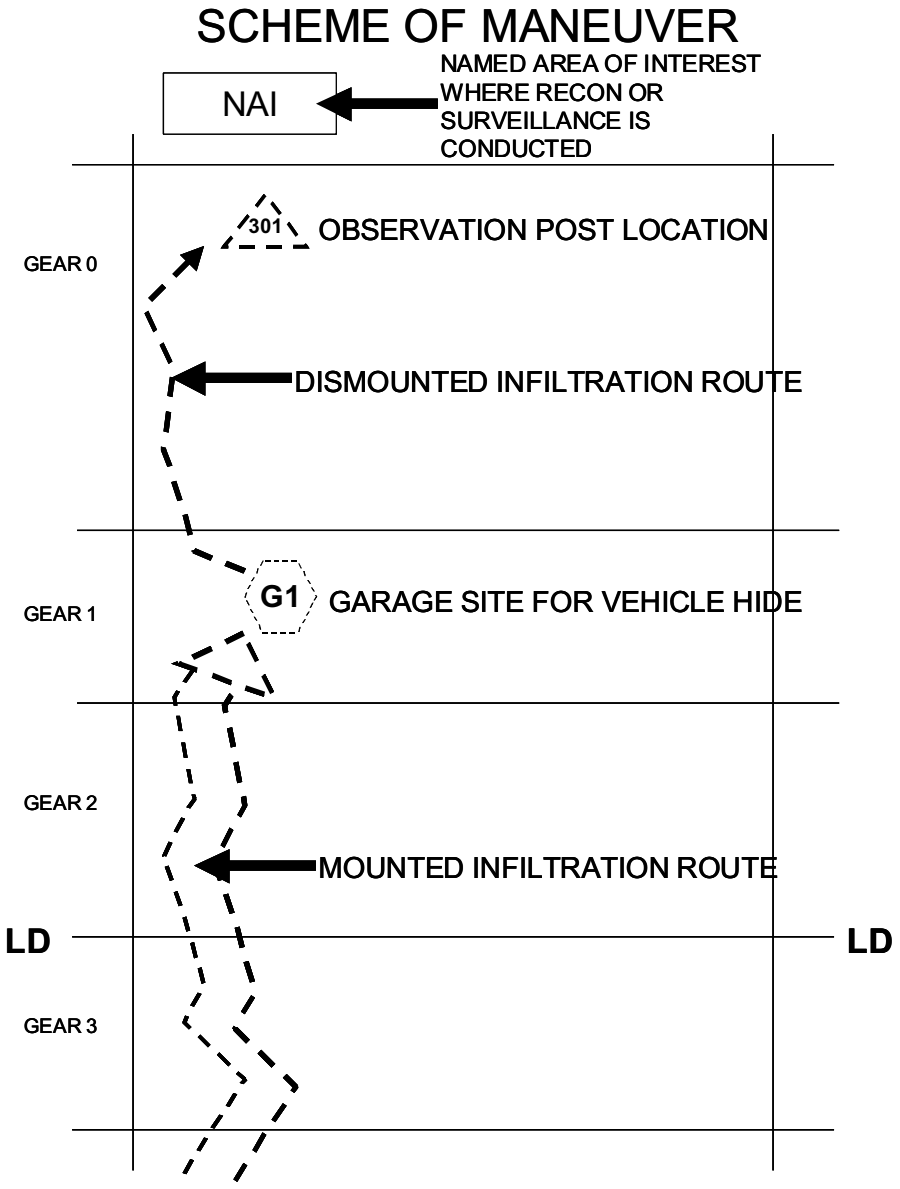
11. Operate the OP, following these guidelines:
a. Conduct continuous surveillance of the assigned sector. Scouts use their physical senses and all other means to detect enemy activity. Observers rotate duties every twenty to thirty minutes to reduce eye fatigue.
b. Conduct communications checks every thirty minutes or more often as required.
c. Set up and inspect night vision devices before dark to ensure proper operation.
d. Ensure observers immediately report tactical information to give the unit/section/squad early warning of enemy approach.

402.2 - ESTABLISHING AN OBSERVATION POST (cont)

e. Challenge any person approaching the OP whose identity is unknown.
f. Leave the OP only on order, when relieved, or to avoid capture.

12. Plan and occupy alternate and subsequent OPs as required taking these steps:
    a. Reconnoiter and prepare additional OPs as time and mission permit.
    b. Plan and rehearse routes to each new position.
    c. Report locations and movement times to the platoon leader.
    d. Occupy OPs as required by the mission.

13. The scout platoon leader and troop CP/TF FSO will ensure NFAs are placed over each OP location and updated when the OP moves.



402.3 - ESTABLISHING AN OBSERVATION POST (cont)

14. **Gears** are code words for movement techniques. The Troop CDR, TF S3, or PL determines what gear to use.
    a. GEAR 3 – Traveling – No enemy contact expected
    b. GEAR 2 – Traveling Overwatch – Enemy contact possible
    c. GEAR 1 – Bounding Overwatch – Enemy contact likely
    d. GEAR 0 – Dismounted – Enemy contact expected

15. Garage Site is the location where sections will dismount and hide vehicles prior to moving to an OP or on a dismounted recon of an NAI.

16. Activities At Garage Site:
    a. Move vehicles into a concealed location.
    b. Recon area 200 meters around site for possible enemy contact.
    c. Back the vehicle into location and recon all routes out of garage site.
    d. Emplace camouflage netting over vehicle windshield and hood.
    e. Ensure all mirrors and lights are covered.
    f. Cache water and CL I away from vehicles, mark grid and report.
    g. Consolidate sensitive items and man only one vehicle.
    h. Man weapons station on vehicle at all times.
    i. Be prepared to use one vehicle to retrans troop or platoon nets or push forward for CASEVAC.
    j. Dismounts depart on mission.
    k. Radio watch and gunner should be only personnel on vehicles, all others move into hide site no more than 100 meters away from vehicle.

17. Team leaders brief teams on:
    a. Sectors/NAIs
    b. Reporting times/radio checks
    c. Actions on contact
    d. Call signs, frequencies, challenges, and signals
    e. Relief times
    f. Indirect targets

403 – 410 NOT USED

500 - 501 NOT USED

502 – RULES OF ENGAGEMENT/INTERACTION (ROE/ROI) CARDS

All threat military personnel and vehicles transporting threat personnel or their equipment may be engaged subject to the following restrictions:

A. When possible, the threat will be warned first and asked to surrender.

B. Armed force is the last resort.

C. Armed civilians will be engaged only in self-defense.

D. Civilian aircraft will not be engaged, except in self-defense, without approval from division level.

E. All civilians should be treated with respect and dignity. Civilians and their property should not be harmed unless necessary to save US lives. If possible, civilians should be evacuated before any US attack. Privately owned property may be used only if publicly owned property is unavailable or its use is inappropriate.

F. If civilians are in the area, artillery, mortars, AC-130s, attack helicopters, and tube-launched or rocket-launched weapons should not be used against known or suspected targets without the permission of a ground maneuver commander (LTC or higher)

G. If civilians are in the area, all air attacks must be controlled by FAC or FO, and close air support, white phosphorus weapons, and incendiary weapons are prohibited without approval from division.

H. If civilians are in the area, shoot only at known threat locations.

I. Public works such as power stations, Water treatment plants, dams, and other public utilities may not be engaged without approval from division level.

J. Hospitals, churches, shrines, schools, museums, and other historical or cultural sites will be engaged only in self-defense against fire from these locations.

K. All indirect fire and air attacks must be observed.

L. Pilots must be briefed for each mission as to the location of civilians and friendly forces.

M. Booby traps are not authorized. Authority to emplace mines is reserved for the division commander. Riot control agents can be used only with approval from division level.

N. Prisoners should be treated humanely, with respect and dignity.

O. Annex R to the OPLAN provides more detail. In the event this card conflicts with the OPLAN, the OPLAN should be followed.

DISTRIBUTION: ONE FOR EACH SOLDIER DEPLOYED (ALL RANKS)

502.1 – RULES OF ENGAGEMENT/INTERACTION (ROE/ROI) CARDS (cont.)

Graduated Response Card
Situation: Your unit is conducting an operation (i.e., secure a weapons storage facility). Signs have been posted that no crowds are allowed near the facility. After a period of time, a crowd of civilians begins to gather. You are given the order to disperse the crowd as quickly and safely as possible. Use the following steps, listed in ascending order of intensity, either independently or in combination to disperse the crowd:
1. Employ **bullhorns** to relay instructions to the crowd to disperse. 2. **Honk the horns** of unit vehicles to disperse the crowd. 3. Emplace **concertina wire** to keep the crowd from gaining access to the area. 4. **Start the unit vehicles** to show the crowd that you will move on them if necessary. 5. Employ **vehicles** as a show of force to the crowd. 6. Fix **bayonets.** 7. Conduct procedures as prescribed in **civil disturbance drills.** 8. Use **pepper spray** to disperse the crowd. 9. Show the crowd that you have **CS gas canisters.** 10. Employ **CS gas** to disperse the crowd. 11. **Fire rounds** into the air. 12. Employ the use of **deadly force.**

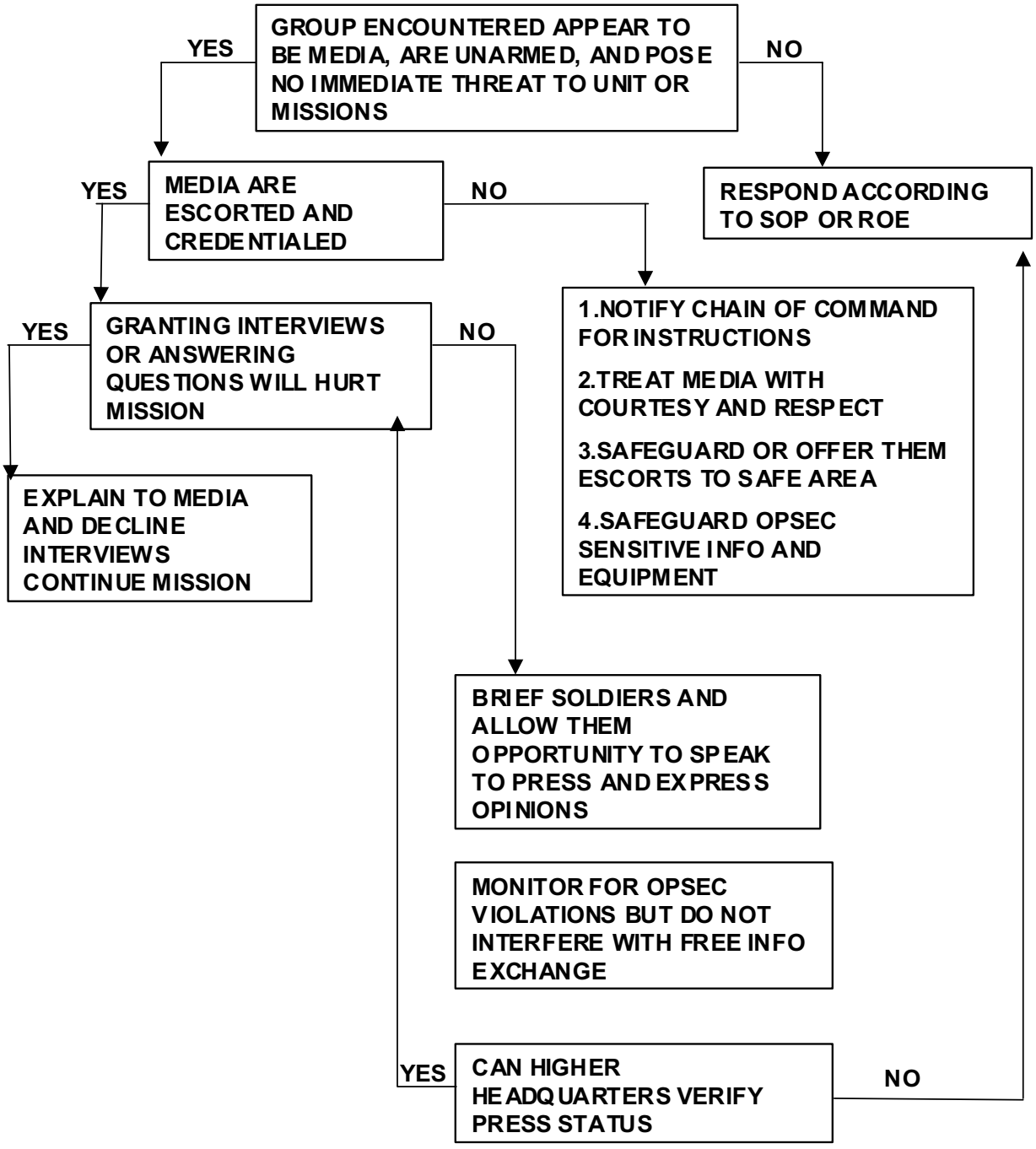
502.2 – RULES OF ENGAGEMENT/INTERACTION (ROE/ROI) CARDS (cont.)

1. Leaders must plan for contingencies when preparing personnel for operations. The ROE/ROI must be clear and flexible enough to accommodate rapid changes in any situation that may develop. Below are some examples of situations encountered at checkpoints, along with possible responses.

SITUATION	POSSIBLE RESPONSES
• Diversions covering the efforts to sneak or rush through the checkpoint, such as: - Sniper attack. - Ambulance arriving at checkpoint, with sirens blaring. - Staged fights or riots near the checkpoints.	• Close the checkpoint; rapidly emplace barricades to stop and contain both vehicular and pedestrian traffic in and around the checkpoint. • Use reaction force to handle situations outside checkpoint so that checkpoint personnel do not have to leave it. • Remain calm; report to higher headquarters.
• Sniper fire.	• Take cover. • Employ smoke. • Protect wounded. • Identify location of sniper. • Report. • Respond in accordance with ROE.
• Thrown projectiles.	• Maintain standoff. • Protect self and others. • Do not throw objects back. • Report. • Respond with force in accordance with ROE.
• Imminent harm.	• Protect self and others. • Use force in accordance with ROE. • Report.
• Civilian casualty.	• Provide first aid. • Report; request MEDEVAC.
• Drive-by shooting.	• Take cover. • Report. • Respond with force in accordance with ROE.

503 – MEDIA FLOWCHART

BATTLEFIELD MEDIA ENCOUNTER FLOWCHART



504 – NOT USED

505 – CIVIL DISTURBANCE CHECKLIST

1. This card prescribes the procedures the platoon will follow in reacting to a civil disturbance.

2. General. Belligerent parties and gangs may start civil disturbances or riots. In some cases, their intent may be to provoke a level of response by US forces that may be exploited politically and in the media.
   a. Commander's intent and the ROE will always govern actions when any unit, regardless of how small, reacts to a civil disturbance.
   b. Host nation officials, police, MPs, US or allied CA, and PSYOP must be involved as early as possible in maintaining or restoring order in the population.
   c. Request to use non-lethal munitions (such as tear gas) from the troop/TF Commander.

3. When civil disturbances occur the platoon will:
   a. Isolate the trouble spots from outside influence using combat units and patrols to secure key terrain in and around the disturbance area.
   b. Recommend the QRF (Reserve) to REDCON 1. Inform CDR when criteria are met.
   c. Dominate the situation through force presence (combat units) and control of information (PSYOPS).
   d. Apply force in accordance with the ROE.
   e. Allow local authorities to gain control as soon as possible (Utilize CA Team).
   f. Identify, capture, and remove leaders and violent participants from the disturbed area quickly (Utilize CA, Local Police or MPs, SJA).
   g. Maintain a current COP with emphasis on the affected area, leading personalities, and military and civilian assets available to contain and quell violence.
   h. Continue to maintain presence in other areas to discourage the spreading of disorder.
   i. Intensify public information efforts in order to inform the population of the situation and to deter additional public participation in the disorder (Utilize PSYOPS, CA).

506 – 507 NOT USED

508 - OPERATE A CHECK POINT / ROADBLOCK

1. This card describes the procedures the platoon will use to operate a checkpoint / roadblock.

2. Purpose. A scout platoon may be directed to establish a checkpoint to achieve one or more of the following purposes:
   a. Deter illegal movement.
   b. Create a roadblock.
   c. Control movement into the AO or onto a specific route.
   d. Demonstrate the presence of peace forces.
   e. Prevent smuggling of contraband.
   f. Enforce the terms of peace agreements.
   g. Serve as an OP and/or patrol base.

3. The platoon leader conducts troop-leading procedures with emphasis on the following:
   a. Task and purpose of the roadblock/checkpoint.
   b. Determine the most advantageous location for the roadblock/checkpoint.
   c. Develop contingency plans that address possible and/or expected situations during operation of the roadblock/checkpoint.

4. The platoon order addresses the following:
   a. Orientation, to include the area to be secured or isolated, routes, start points (SP) and release points (RP), and the time/distance factors for the quick-reaction force (QRF) response.
   b. Threat situation.
   c. Weather.
   d. Mission statement that includes location, start time, duration, and follow-on mission.
   e. Higher commander's intent.
   f. Concept of the operation.
   g. Criteria and documentation for passage through the checkpoint.
   h. Search procedures and prohibited items.
   i. Criteria for civil detention.
   j. Coordination with civil authorities.
   k. Priorities for service support and description of CSS operations to support the operation.
   l. Responsibility and procedures for integrating analog elements into the digital network.

5. In preparing for operations, the platoon leader:
   a. Conducts reconnaissance.
   b. Coordinates for personnel, as required.
   c. Directs rehearsals, as time permits.
   d. Prior to departure, informs troop or TF CP, of time and location for departure, composition, and disposition of forces at roadblock/checkpoint.

6. The platoon sergeant supervises the establishment and the maintenance of roadblock/checkpoint security.

7. Construction of the roadblock/checkpoint under supervision of the platoon sergeant:
   a. Emplace parallel obstacles across the road.
   b. Distance between the obstacles is based on the amount of traffic to be held in the search area.
   c. Place a barrier pole between obstacles to control movement from the search area to the exit obstacle.
   d. Emplace barrier wire and pickets around the area.
   e. Employ warning signs (printed in the native language and English) on all perimeter barriers.
   f. Establish overwatch positions, parking and/or holding areas.

508.1 - OPERATE A CHECKPOINT / ROADBLOCK (cont.)

g. Establish vehicle search areas.
h. Establish separate search areas for males and females.
i. Establish detention areas.
j. Dig drop holes and fighting positions to provide protection for searchers in the event of problems during the search and to prevent searchers from masking security element fires.
k. Ensure adequate lighting for night operations.
l. Ensure translator is present at the roadblock/ checkpoint.
m. Report completion of roadblock/checkpoint to higher headquarters.

8. The checkpoint will:
   a. Check and/or inspect military convoys.
   b. Check and/or inspect civilian vehicles for authorization to use the route.
   c. Search military and/or civilian vehicles for specified personnel (defined in higher orders/intel reports).
   d. Search vehicles and personnel for specified items (utilize contraband checklists).
   e. Detain personnel and vehicles, equipment, and/or items in holding area as necessary.
   f. CA/PSYOPS teams question detained personnel to obtain information of immediate importance.
   g. Coordinate with Troop CP (for BRT scouts) and TF S3 (for TF scouts) to evacuate detained personnel and/or seized vehicles, equipment, and other items as directed.
   h. Employ active and passive protective measures, and improve roadblock/checkpoint as time and situation permit.

9. Checkpoint OIC/NCOIC reacts to hostile elements and/or actions IAW order and ROE/ROI:
   a. Fire warning shots to deter personnel or vehicles attempting to flee/breach.
   b. Control fleeing civilians using minimal force required.
   c. Use necessary force to disarm evading military or paramilitary forces.
   d. Fire to disable all vehicles attempting to flee/breach the roadblock/checkpoint.
   e. Destroy vehicles that return or initiate fires.
   f. Destroy vehicles that persist in attempting to flee/breach the roadblock/checkpoint.
   g. Administer first aid to casualties.
   h. Send situation report (SITREP) to higher headquarters.

10. Soldiers will conduct these operations in standard field uniform and full protective equipment. All soldiers should carry flashlights and colored chemlights. Additional protective gear (eye shields, riot shields) and flex cuffs (plastic zip strips) may be required. The table below lists basic equipment for executing roadblocks/checkpoints and searches.

Roadblocks / Checkpoints	Searches
❑ Portable lights	❑ Portable lights
❑ Marking lights	❑ Ladders
❑ Traffic cones	❑ Hand tools and crow bars
❑ Traffic signs	❑ Picks and shovels
❑ Barriers	❑ Rope
❑ Pickets and concertina wire	❑ Engineer tape
❑ Loud speaker	❑ Mine detectors and probes
❑ Fire Extinguishers	❑ Mine markers
❑ Search mirrors	

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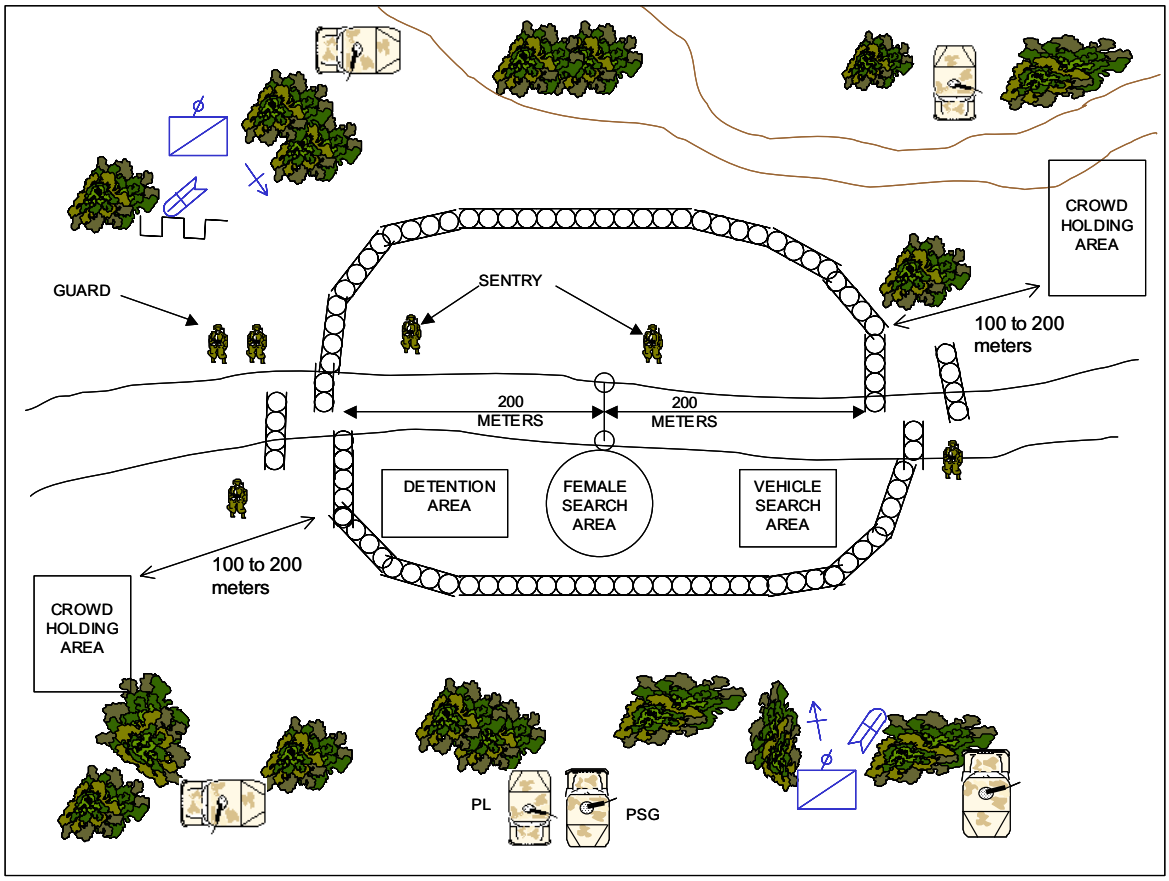
508.2 - OPERATE A CHECK POINT / ROADBLOCK (cont.)



Scout Platoon Operating A Checkpoint

509 – NOT USED

510 – CONDUCT A MOUNTED PATROL

1. The card describes the procedures the platoon will use when conducting mounted patrols.

STEP	*ACTION*
1	Conduct TLP.
2	Section conducts before-operations maintenance on vehicle, LRAS, and weapons.
3	Drivers mark vehicles with proper friendly recognition symbols for both day and limited visibility.
4	Have interpreter ride in a leader vehicle, preferably with the platoon leader.
5	Integrate medics and maintenance/recovery into movement formation.
6	Order of march per order.
7	Perform actions on contact IAW ROE and orders.
8	Report all control measures to CP or conduct radio checks every 30 minutes, whichever is sooner.
9	Complete patrol debrief form at the conclusion of the patrol and send to CP.

2. Mounted patrols capitalize on the mobility of the unit's vehicles. Mounted urban patrolling principles include the following:
   a. Ensure mutual support and depth by maintaining constant observation among vehicles.
   b. Coordinate a supporting fire plan with any dismounted units in the area.
   c. Maintain all-around security.
   d. Develop a reliable communications plan for mounted and dismounted elements.
   e. Adjust patrol routes and speed to promote deception and avoid repetitive patterns.
   f. Maintain situational awareness.

511 – ACTIONS AT A MINE STRIKE

1. This card provides guidance on actions at a mine strike.

2. The following table lists steps the platoon takes when a mine strike occurs while the platoon is conducting stability operations and support operations.

STEP	*ACTION – Conduct Mine Strike Actions*
1	Convoy halts. All personnel remain mounted. Uninjured crewmen and undamaged vehicles maintain 360-degree security and return fire if mine strike is part of an ambush.
2	Senior leader assesses the situation and collects casualty reports.
3	Senior leader accounts for all sensitive items (as the situation permits).
4	Senior leader sends SITREPs (FM voice initially, following up with digital SITREP) and obstacle report and calls for engineer support to assist in clearing the minefield (if not a single mine).
5	Squad leader orders sweep team to clear a footpath to damaged vehicle. Sweep team clears path with fiberglass or wooden probes and marks left and right limits of path with spray paint or chem lights every 3 meters.
6	Once the sweep team clears the footpath to the vehicle, medic or combat lifesaver moves forward to treat casualties and then evacuates the casualties to an operational vehicle.
7	Sweep team clears a path to a designated landing zone and initiates aerial MEDEVAC for injured personnel, if appropriate.
8	Extract and account for all personnel and sensitive items.
9	Once engineers have cleared a lane for the vehicles, unit continues movement to designated location.

512 – 514 NOT USED

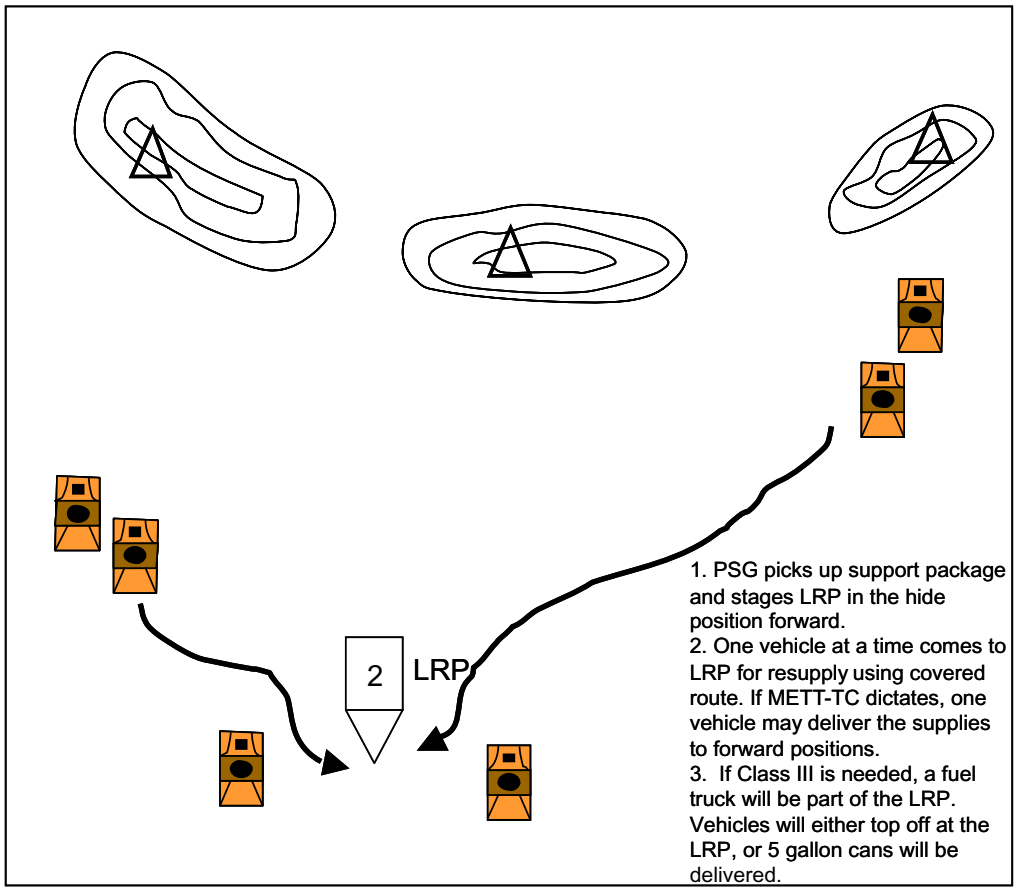
600 – NOT USED

601 – STANDARD SUPPLY OPERATIONS

1. Scout platoon logistical operations are primarily the responsibility of the 1SG and the PSG. Included in this responsibility is the coordination of maintenance operations. Requests for support are submitted through the PSG to the 1SG.

2. Executing Resupply.
   a. Service Station. 1SG establishes a resupply point in a hidden area forward in the troop/platoon AO. Sections rotate to the LRP for resupply (see figure below). If resupply requirements are small, section sends one vehicle back to pick up supplies for the section. The resupply point is set up with stations in the following sequence:
      1) 1SG sergeant collects 5988s from the PSG. Vehicles requiring maintenance support are directed to a maintenance area in a covered/concealed location nearby.
      2) Refuel
      3) Ammo
      4) Medical
      5) Class I and water
   b. Cache resupply. During operations, the 1SG or PSG may create caches for resupply.
      1) Caches will typically contain:
         - 5-gallon water and fuel cans
         - MREs
         - Batteries
         - Class V
      2) Site selection, use and recovery:
         - Recon the site
         - Waterproof items if required
         - Select entry and exit points
         - Camouflage the site
         - Create/disseminate FBCB2 Logistic Supply Point report
         - When cache site is no longer needed, secure the site and remove all signs of presence

601.1 – STANDARD SUPPLY OPERATIONS (cont.)



Service Station Resupply

REQUESTING SUPPLIES

1. Class I.
   a. 1SG/PSGs provides information on time/location for resupply operations, distributing the information via FBCB2 and OPORDS, or via FM on scout platoon net.
   b. Water trailer will be provided during each LOGPAC. PSG will ensure that all water cans on each vehicle are topped off at each resupply. Standard water consumption factors:
      1) Hot climate – 5-6 gallons per day
      2) Temperate climate – 4-5 gallons per day
      3) Cold climate – 3.5-5 gallons per day
   c. Ice is available daily at LOGPACs. Unless otherwise requested, each vehicle gets a standard of two 5-lb bags of ice daily.
   d. Vehicles receive Class I in the following manner:
      1) PSG notifies vehicles to move to LOGPAC site.
      2) Normally three stations, in sequence: water trailer, MRE point, T or A rations point.

2. Class II.
   a. Normally restricted to emergency or mission essential requirements.
   b. Soldiers advise PSG on Class II shortages via FBCB2, FM or face to face. PSG forwards requirements to 1SG.

601.2 – STANDARD SUPPLY OPERATIONS (cont.)

3. Class III.
   a. ALL vehicles will top off at each LOGPAC and fill 5-gallon fuel cans, as necessary.
   b. Emergency resupply is coordinated with the 1SG.
   c. Class III (P). Platoons deploy with 15-day supply of packaged POL. PSG requests from the 1SG those Class III(P) items necessary to maintain the UBL.

4. Class IV. Advise PSG of Class IV requirements.

5. Class V. Advise PSG of Class V requirements.

6. Class VI. Soldiers notify PSG of Class VI needs. All soldiers receive a 30-day supply prior to deployment.

7. Class VII. Handled through PSG. PSG forwards requirements to 1SG who coordinates with the S4.

8. Class VIII.
   a. Advise the PSG of Class VIII requests who then passes them to the ambulance team to request through medical channels.
   b. Soldiers will inventory CLS Bags and First Aid kits regularly and submit shortages to the PSG.
   c. Do not destroy Class VIII that has to be abandoned.

9. Class IX. Operator level repair parts are ordered from discrepancies annotated on the 5988E that are turned into the PSG prior to the LOGPAC.

10. Maps. Notify the PSG of map needs.

11. Captured Material. Report to the PSG.

12. Mail Responsibilities:
    1) Procedures.
       a) PSG distributes mail at the LOGPAC. Soldiers give all outgoing mail to the PSG.
       b) Injured soldiers receive their mail at the medical treatment facility.
    2) Emergency Destruction of Mail and Postal Effects. Destroy, by fire, shredding, or rendering unusable, when capture or destruction by the enemy is imminent.

602 – NOT USED

603 – MAINTENANCE OPERATIONS

1. The chart below depicts the 48-hour 5988E flow standard in the BCT. This flow is modified to fit mission requirements and times.

2. FBCB2 Repair. Operators troubleshoot equipment if problems occur. If they cannot solve the problems, the supporting 31U will troubleshoot. If he is not able to repair, equipment is evacuated to the TFSA or BSA.

48-HOUR BRT 5988E FLOW

DAY 1 AM

STEP 1 – Soldier identifies a fault and correctly annotates on 5988E
STEP 2 - PSG verifies the fault and ensures the 5988E is filled out to standard
STEP 3 - PLT 5988Es are consolidated and turned in to the 1SG for completeness
STEP 4 – 1SG turns 5988Es over to respective CRT Team Chief
STEP 5 - CRT Team Chief has fault verified and annotates the part NSN, priority and quantity required; **NMC faults immediately reported to FSC SPT OPS via FBCB2 and/or FM**

DAY 1 PM

STEP 5a - CRT Team Chief or 1SG pick up NMC parts from CTCP and update 5988E
STEP 6 - CRT Team Chief gives all other 5988Es to the 1SG
STEP 7 - 1SG takes 5988Es to maintenance meeting and gives to FSC maintenance platoon leader
STEP 8 - Maintenance platoon leader gives 5988Es to ULLS clerk
STEP 9 - ULLS clerk adds fault and orders the parts required (if OH in PLL or shop stock part is pulled and sent forward as required)

DAY 2 AM

STEP 10 - ULLS clerk creates ULLS to SARSS and ULLS to SAMS disks and gives to SAMS operator
STEP 11 - SAMS BLASTs data to both SARSS1 and SAMS2 in BSA

DAY 2 PM

STEP 12 - SAMS operator receives Status BLAST from SARSS1 and gives a disk to ULLS clerk who reads disk into ULLS box
STEP 13 - ULLS operator prints out new 5988Es (one per piece of equip) prior to FSC maintenance meeting
STEP 14 - 1SG gets 5988Es from maintenance platoon leader at the FSC maintenance meeting
STEP 15 - 1SG hands out 5988Es to PSGs who hands them out to all soldiers at LOGPAC
Back to step 1.....

Note: Non-5988E day (Day 2 in chart above) results are sent via FM/FBCB2 for 02 priority only. Include fault, NSN, mechanic verification, bumper number, and vehicle location

603.1 – MAINTENANCE (cont.)

3. If a vehicle becomes non-mission capable (NMC) during a mission
   c. Immediately notify the PSG.
   d. Try to move to a hide position.
   e. Wingman moves away and provides overwatch while self recovery is attempted.
   f. Crew has ½ hour to recover vehicle before it is sent to UMCP.

4. If vehicle is not recovered with in ½ hour, 2 soldiers stay with NMC vehicle, the third soldier goes with the wingman's vehicle. Sensitive items and the manpack radio are removed from the vehicle. Crew that remains moves to overwatch the vehicle if not in hide, camouflage the vehicle if it is in hide. If vehicle is discovered by the enemy, crew begins escape and evasion techniques to link up with the platoon.

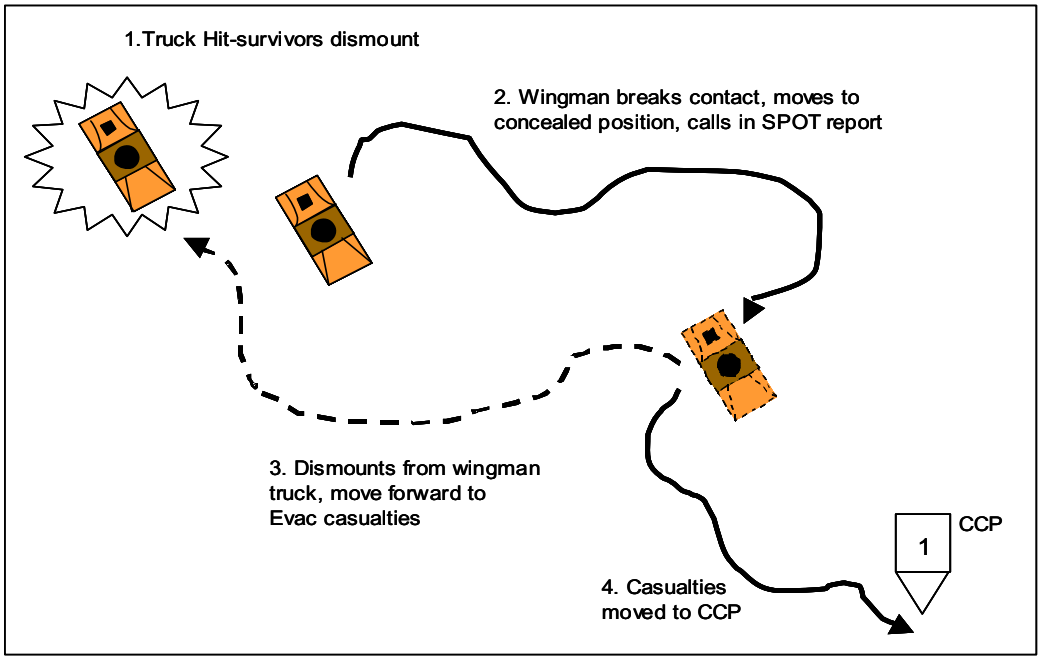
604 – 605 NOT USED

606 – MEDICAL EVACUATION

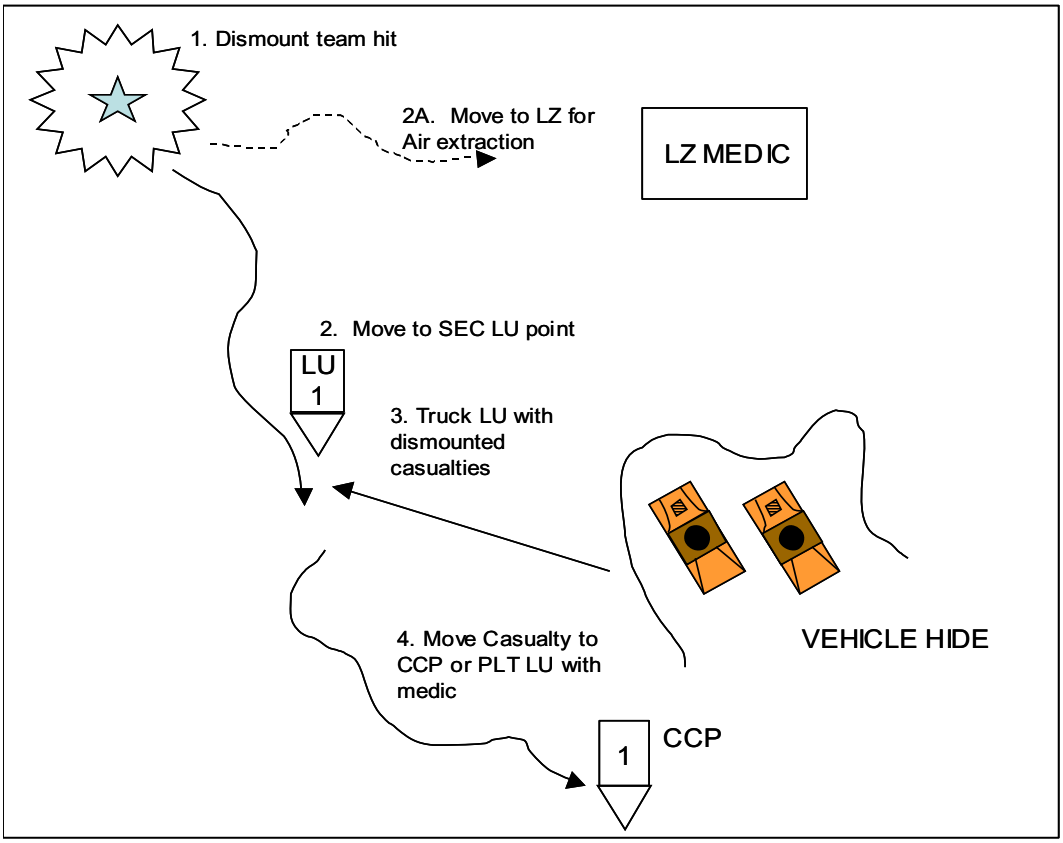
1. This card describes procedures for the conduct of medical evacuation procedures. SEE CARD 940 FOR MEDEVAC REQUEST FORMAT (ANALOG and DIGITAL); CARD 941 FOR HELIPOINT MARKING.

2. Medical Planning Considerations.
   a. Platoon members/combat lifesavers/medics will administer first aid to injured soldiers and report through platoon leader/sergeant to company CP/1SG to request evacuation. Each vehicle will have a combat lifesaver in it.
   b. The injured soldier's Kevlar, LCE, sleeping bag, personnel hygiene bag, MRE, dog tags, MARC card, ID Card, DA 1155, DA 1156 and protective equipment will accompany him. Turn in all remaining equipment to the PSG for turn-in.
   c. Casualties are transported from the scene of action to the company combat trains/casualty collection point by the company ambulance or platoon vehicles, when possible. Urgent casualties are transported directly to an aid station or ambulance exchange point. Contaminated casualties are evacuated on "dirty" routes indicated on the CSS overlay.
   d. Priority of evacuation is:
      1) Green – Routine 6 Hours
      2) Orange – Priority 2 Hours
      3) Red – Urgent 1 Hour
      4) Yellow – NBC
      5) KIAs as soon as possible (mission dictates), or as requested via FM.
   e. Air MEDEVAC is utilized only if the casualty is at risk of losing life or limb, or if the tactical situation demands its use.
   f. Aid stations must be located as far forward as possible for rapid transport and treatment. Soldiers must know the bumper number/unit reference number (URN) of aid stations so that they can rapidly find them on the FBCB2 situational display.
   g. Whenever possible, the FSB medical company will co-locate ambulance exchange points (AXPs) with aid stations to reduce turn around times for company ambulances and to reduce patient handling/transfer.
   h. The primary FM frequency for controlling medical evacuation across the brigade is the forward support medical company command frequency. **This frequency will be entered into the FBCB2 MEDEVAC message as part of platoon PCCs/PCIs.**
3. There are two basic types of evacuation for the scout platoon, mounted and dismounted.
   a. Mounted evacuation actions:
      1) Survivors remove ruck sacks and injured out of the truck if possible.
      2) Pull dismounted radio and "Zero" remaining radios. Conduct OPSEC check.
      3) Move away from the truck to a concealed position.
      4) Wingman provides overwatch from a concealed position. He then sends a SPOT report by FM to the PSG or 1SG. He conducts a link up with the PSG or 1SG at the closest CCP. See below.

606.1– MEDICAL EVACUATION (cont.)



b. Dismounted evacuation actions:
   1) Survivors pull casualties into covered/concealed position.
   2) Call in SPOT report to PSG/1SG. Assess the situation to determine if feasible to move to link up (LU) point or move to LZ.
   3) Trucks are moved forward to pick up dismount team.
   4) Casualties are either air evac'd or linked up with PSG/1SG at CCP. See below.



606.2 – MEDICAL EVACUATION (cont.)

4. MEDEVAC Marking.
   a. VS-17 panels are used during the day to mark vehicles with casualties. Tie the panel to the antenna (between the antennas if two exist), or display the panel on the top or side of the vehicle as most appropriate. Additionally, use the colored flag set to denote the nature of the casualty:
      1) Red – seriously wounded; litter or litter urgent
      2) Green – wounded; not serious, routine evacuation
      3) Yellow – chemical casualty
   b. During night operations, chemical lights will be used to mark vehicles. Use orange chemlights to mark the vehicle and red, green or yellow chemlights to denote the nature of the casualty.

607 – 608 NOT USED

609 – HANDLING EPWS AND CAPTURED MATERIAL

1. The Plt will avoid actively taking EPWs. As a general rule, disarm enemy soldiers, instruct them by any means available to stay put, and call in the grid to the troop/TF Main CP, then continue mission. If taking prisoners is unavoidable, take the following actions:
   a. Never approach an EPW. Force them to approach you to ensure there is no ambush. Keep them in your weapons sights as another performs the search. The following table lists procedures for the handling of captured personnel and materials.

Step	Action-Procedures for Handling EPWs
1	The PSG vehicle is the EPW holding location.
2	The capturing crew must disarm the EPWs and implement the “five S” handling procedure (search, segregate, silence, speed and safeguard). Do not interrogate prisoners.
3	PSG notifies the 1SG of the EPWs and provides 8 or 10 digit location of capture.
4	PSG ensures that EPWs are tagged listing the capturing unit, date/time of capture, place of capture, circumstances surrounding the capture.
5	Captured documents are tagged with the same information (war trophies are subject to ROE).
6	Advise PSG of captured equipment to affirm or deny intelligence value and for disposition.
7	Protective masks and clothing, ID cards and personal items of no tactical value are returned to the EPWs after they are searched.
8	EPWs are transported under guard to the company EPW collection point, where the 1SG assumes responsibility.

610 – NOT USED

700 – NOT USED

701 – NBC WARNINGS AND ALARMS

1. This card describes the standard warnings and alarms for platoon through BCT.

2. NBC THREAT Warning System. Consists of five (5) conditions reflecting indicators and probability of enemy NBC munitions employment. The BCT directed minimum protective actions are included for each threat level.

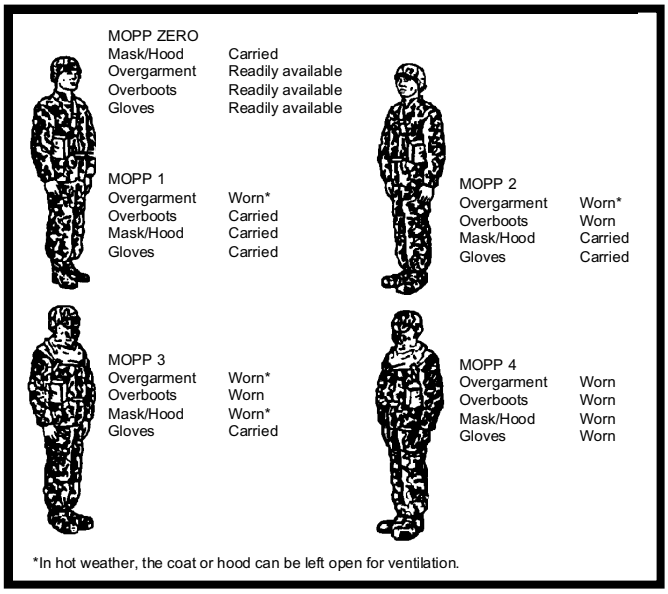
THREAT CONDITION	ATTACK PROBABILITY	ENEMY INDICATORS	MINIMUM PROTECTIVE ACTIONS
WHITE	Negligible	4#Has no NBC offensive capability	4#Routine maintenance
GREEN	Possible	4#Has offensive NBC capability 4#No indicators of use in next 12 hours	Above, plus 4#NBC training & rehearsals 4#PMCS NBC equipment, to include vehicle and shelter filters 4#Shelter/overhead cover plan 4#MOPP 0
AMBER	Probable	4#Preparing to employ 4#Moving NBC munitions forward to delivery units 4#Wearing protective gear 4#Already employed NBC munitions in theater	Above, plus 4#Emplace alarms 4#MOPP 2 decision 4#Cover equipment/supplies 4#Verify alarms/warnings 4#Verify mask seals/MOPP 4#Issue CANA
RED	Imminent	4#Ready/certain to employ NBC munitions 4#Used in Corps AOR; no contamination present	Above, plus 4#MOPP 2 4#Continuous monitoring 4#Use vehicle overpressure
BLACK	Attack Occurred	4#NBC contamination is present in AO 4#Germs/toxins present in AO	Above, plus 4#Unit survey 4#Mark contaminated areas 4#Find clear routes 4#CDE resupply

3. NBC Standard Local Alarms. NBC Alarms are of three (3) types: vocal, audio, and visual. Use them alone or in combination with other types. Below are approved NBC alarms in the BCT:
   a. Vocal. After masking, repeat “GAS, GAS, GAS” in a loud voice for chem/bio. Repeat “Fallout” for suspected arrival of radiological fallout. DO NOT MASK FOR NUCLEAR THREAT.
   b. Audio. M8A1/M22 alarm, metal on metal, three short repeating blasts of vehicle horn.
   c. Visual. Hand and arm signal IAW STP 21-1 SMCT.
   d. ALL CLEAR. Passed verbally through command channels only after unmasking procedures have been completed.

702 – MOPP LEVELS

1. This card prescribes the MISSION ORIENTED PROTECTION POSTURE (MOPP) levels and use of M9 Paper.

2. The platoon leader can increase the MOPP level for the platoon when required by the tactical situation. MOPP equipment is used as shown in the following illustration.



MOPP levels and equipment.

3. M9 Paper. Affix to non-firing wrist, firing side upper sleeve, and lower firing leg.

4. Detector Paper Placement on Vehicles. Place on front and rear bumpers, side mirrors, hood, and sides near tires.

703 – MASKING/UNMASKING PROCEDURES

1. This card describes the masking/unmasking procedures to be used in the platoon.

2. Automatic Masking Procedures. Platoon and higher orders will specify any special automatic masking criteria consistent with NBC threat. In absence of any special criteria, soldiers will automatically mask under following conditions:
   a. Chemical alarm sounds off.
   b. Chemical/biological attack alarm/warning/marker is seen or heard.
   c. Chemical agents detected on M8 Paper, M9 Paper, CAM, etc.
   d. Chemical agent symptoms observed in self or others.
   e. Within 1 kilometer of detected chemical agent cloud.
   f. Within 1 kilometer of anticipated impact site of inbound TBM. Also within 1 kilometer of known TBM impact site where absence of chemical agents has not been verified.
   g. Observe unexplained death of animals or birds.

3. This section outlines options available to the platoon for unmasking procedures.
   a. Unmasking procedures with M256A1 Chemical Agent Detector kit. (Requires approximately 20 minutes.)
      1) Confirm negative results from two or more simultaneously conducted M256A1 CAAK tests.
      2) Senior leader selects one or two soldiers and has them:
         a) Move to a shaded area.
         b) Unmask for five minutes.
         c) Clear and reseal the masks.
      3) Observe soldiers for 10 minutes.
      4) If no symptoms appear, senior leader (after notifying higher) renders “All Clear.”
      5) Watch for delayed symptoms and have first aid available.
   b. Unmasking procedures without M256A1 Chemical Agent Detector kit. (Requires 40 minutes).
      1) Senior leader selects one or two soldiers and has them:
         a) Move to a shaded area and remove weapons from soldiers.
         b) Take a deep breath, hold it, and break the seal of the mask.
         c) Keep eyes open and seal broken for 15 seconds.
         d) Clear and reseal the masks.
      2) Observe soldiers for 10 minutes.
      3) If no symptoms appear, have the soldiers:
         a) Break the seal and take 2-3 normal breaths.
         b) Clear and reseal the masks.
      4) Observe soldiers for 10 minutes.
      5) If no symptoms appear, have the soldiers then unmask for 5 minutes then clear and reseal the masks.
      6) Observe soldiers for 10 minutes.
      7) If no symptoms appear, senior leader (after notifying higher) renders “All Clear.”
      8) Watch for delayed symptoms and have first aid available.

704 – NBC CONTAMINATION MARKING STANDARD

1. This card describes the contamination marking system used by the BCT.

2. Markers. The BCT standard is NATO NBC markers IAW FM 3-3 and FM 3-3-1.

3. Techniques.
   a. Area Marking. When marking areas, ensure complete 360-degree coverage whenever possible, placing the markers at least 100 meters from the actual contamination to allow reaction time for personnel who encounter the area.
   b. Equipment Marking. For supplies, vehicles, and equipment, whenever possible consolidate all contaminated materials at one location within the unit area and mark that location. However, decreasing the spread of contamination outweighs the need to consolidate material. If material is moved, units must check the movement route and mark that route as required.

4. Not Marking Areas. Subordinate commanders may elect not to post markers if a significant military advantage is obtained or if the area is to be relinquished to the enemy. This decision must be approved by the BCT Commander and all friendly units warned of the contamination.

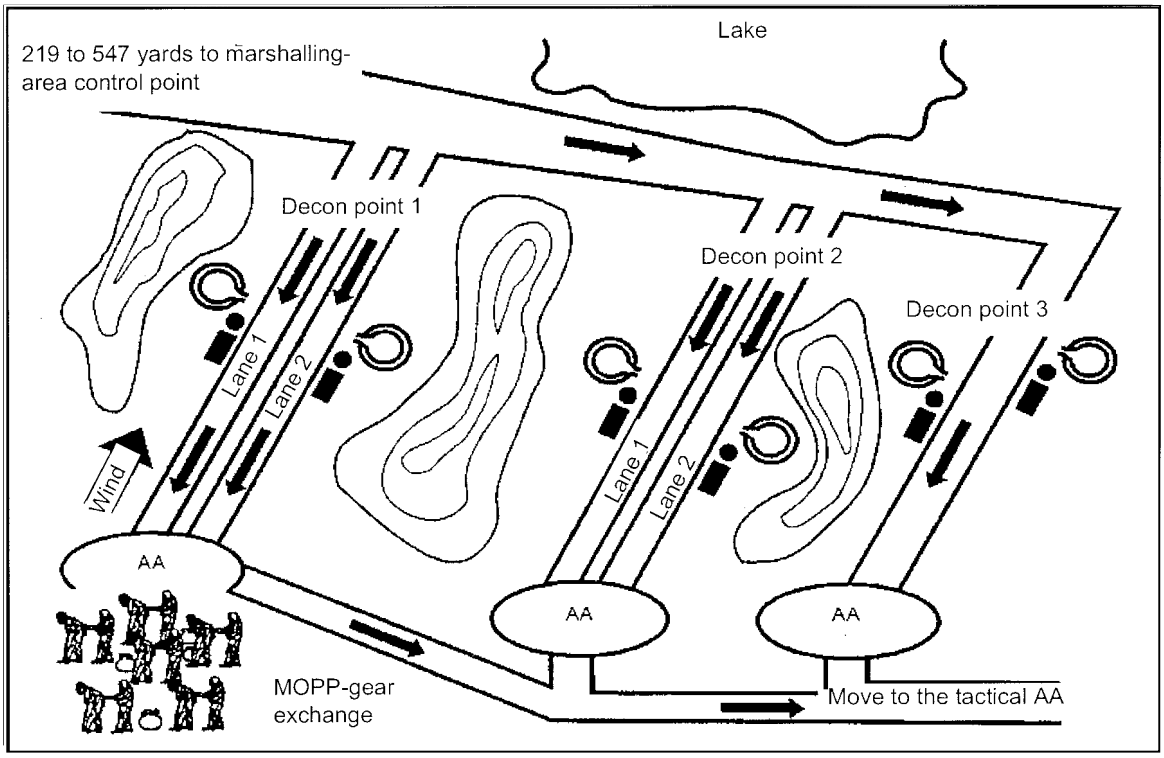
5. Reporting. Use NBC-4 or NBC-5 Report.

705 – NOT USED

706 – OPERATIONAL DECONTAMINATION PROCEDURES SITE LAYOUT

1. If a vehicle or the platoon is contaminated, request assistance to conduct decontamination by providing the following information to the troop or TF CP:
   a. Report number of contaminated personnel.
   b. Report number of contaminated vehicles.
   c. Report confirmed agent type.
   d. Unit decon equipment available.
   e. Have contaminated areas been marked?
   f. Report when immediate decon has been completed (within 15 minutes).

2. The BCTor TF Chemical Sections will provide the platoon:
   a. Decon site location/layout.
   b. Link-up (time/location), recognition signals (day vs. night), and call signs/frequency of decon unit.
   c. Coordinate for ADA (local security), engineer, and medical augmentation.
   d. Battle track status of Chemical Defense Equipment.
   e. Establish decon FM net.
   f. Send an NBC5 report to higher HQ upon completion of decon operations.



706.1 – OPERATIONAL DECONTAMINATION PROCEDURES SITE LAYOUT (cont.)

LEVEL	TECHNIQUE	BEST START TIME	DONE BY	GAINS
Immediate	Skin Decon Personal Wipedown Operator Spraydown	Before 1 minutes Within 15 minutes	Individual Individual or Crew	Stop agents from penetrating*
Operational	MOPP Gear Exchange** Vehicle Washdown***	Within 6 hours	Unit Unit or Decon Plt	Possible temporary relief from MOPP. Limit agent spread.
Thorough	Detailed Equip Decon Detailed Troop Decon	When mission allows / Reconstitution	Decon Plt Unit	Probable Long Term MOPP Reduction
*The techniques become less effective the longer they are delayed. **Performance degradation and risk assessment must be considered when exceeding 6 hours. See FM 3-11.4 (FM 3-4), BDO risk assessment. ***Vehicle washdown is most effective if started within 1 hour.				

Comparison data for decontamination levels/techniques.

707 – AIR DEFENSE

1. Air Defense Warning Format.
   a. RED AIR! RED AIR!
   b. Unit affected.
   c. Number and type of aircraft (Rotary or fixed wing).
   d. Location (4 digit grid).
   e. Direction of travel (cardinal direction).

2. Fire Control
   a. Air Defense Warning (ADW).
      1) WHITE – Air attack not probable.
      2) YELLOW – Air attack probable.
      3) RED – Air attack imminent or in progress.
   b. Weapons Control Status (WCS)
      1) HOLD – Engage only in self defense.
      2) TIGHT – Engage aircraft positively identified as hostile.
      3) FREE – Engage aircraft not positively identified as friendly.

3. Combined Arms For Air Defense (CAFAD). Incorporates all other weapons systems available on the battlefield capable of damaging or destroying aircraft (tank/BFV cannon, .50 cal, and individual weapons). Troop elements use CAFADS when hostile aircraft are attacking or committing hostile acts within range of the weapons. Platoon leaders should control fires to mass fires and maximize effectiveness. Place all available weapons on highest fire rate and fire in front of attacking aircraft. Use following techniques:
   a. Fast moving aircraft. Lead by two football fields.
   b. Helicopters. Lead by 1/2 football field.
   c. Incoming aircraft (both types). Fire above the cockpit.

708 - 709 NOT USED

710 – ACTIONS, BEFORE, DURING, AFTER NBC ATTACK

1. This card describes the Actions Before, During, and After Chemical and Biological Attacks for troop level and below. .

	ACTIONS BEFORE ATTACK	ACTIONS DURING ATTACK	ACTIONS AFTER ATTACK
TROOP	⋕ Collective shelters ⋕ Cover equipment/supplies ⋕ Unit AO survey plan ⋕ Control Party brief ⋕ Detection/Survey Team brief ⋕ Emplace alarms ⋕ Hydration ⋕ Work/rest plan ⋕ M13 DAP status ⋕ Chem CASEVAC plan ⋕ Disseminate attack alarms ⋕ Auto mask procedures ⋕ Continue mission	⋕ Maintain control ⋕ Disseminate alarm ⋕ Employ detection teams ⋕ Collect/send attack data ⋕ Continue mission	⋕ Maintain control ⋕ NBC reports ⋕ Unit AO survey ⋕ Chem CASEVAC ⋕ Decon ⋕ Hydration ⋕ Assess/report/evac damaged equip/casualties ⋕ CDE resupply ⋕ Equip/Supply status ⋕ Continue mission
PLT / SEC	⋕ Work/Rest plan ⋕ Emplace M8A1 alarms ⋕ Select/Brief attack ⋕ Hydration ⋕ PMCS MOPP and masks ⋕ Brief Detection Teams and PMCS team equipment ⋕ Cover Equip/Supplies ⋕ Enforce MOPP level ⋕ Overhead Cover/Protection ⋕ Chem CASEVAC plan ⋕ Disseminate alarms ⋕ All canteens filled ⋕ Brief soldiers on agents/ weapons/symptoms ⋕ CDE status ⋕ Continue mission	⋕ Maintain control ⋕ Disseminate alarm ⋕ Collect/send attack info ⋕ Ensure MOPP 4 ⋕ Detection teams ⋕ Casualty treatment ⋕ Continue mission	⋕ Maintain control ⋕ Reset M8A1/M22 alarm ⋕ Deploy detection teams ⋕ Assess/report/evac damage/casualties ⋕ Chem CASEVAC ⋕ Individual decon ⋕ First Aid ⋕ Hydration ⋕ Monitor soldiers for agent symptoms ⋕ Collect/Report attack info ⋕ MOPP gear exchange ⋕ Unmasking procedures ⋕ Continue mission
INDIVIDUAL	⋕ PMCS MOPP gear ⋕ PMCS mask ⋕ Verify mask seal ⋕ Overhead cover/protection ⋕ Assume MOPP level ⋕ Hydration ⋕ Canteens filled ⋕ Check your buddy ⋕ If NBC team member, PMCS equipment and obtain NBC team instructions, cover/protect equip/supplies ⋕ Understand alarms ⋕ Continue mission	⋕ Automatic masking ⋕ Sound alarm ⋕ Individual decon ⋕ Check your buddy ⋕ First Aid ⋕ Continue mission	⋕ Individual decon ⋕ Check your buddy ⋕ First Aid ⋕ Perform NBC team duties ⋕ Report status to leader ⋕ Hydration ⋕ Continue mission

820 - RECONNAISSANCE MISSIONS

1. This card summarizes the fundamentals of how the platoon conducts reconnaissance missions.

2. Fundamentals of reconnaissance include the following:
   a. Ensure continuous reconnaissance.
   b. Do not keep reconnaissance assets in reserve.
   c. Orient on the reconnaissance objective.
   d. Report all information rapidly and accurately.
   e. Retain freedom of maneuver.
   f. Gain and maintain enemy contact.
   g. Develop the situation rapidly.

3. Successful conduct of a reconnaissance mission requires the platoon to execute the following actions:
   a. Move and deploy using the specified formations, movement techniques, and routes at specified times.
   b. Conduct reconnaissance of the defined area, ensuring that all critical information specified in orders is collected and reported rapidly and accurately. Accomplish these tasks:
      1) Locate all enemy forces and activity.
      2) Evaluate terrain information.
      3) Evaluate all bridges, tunnels, underpasses, overpasses, and culverts.
      4) Locate suitable fording or crossing sites near all bridges.
      5) Evaluate all primary and lateral routes.
      6) Locate and evaluate all obstacles.
      7) Determine the existence and extent of all NBC contaminated areas and mark them.
      8) Locate/mark bypasses around obstacles, obstructions, and contaminated areas.
   c. Dismount scouts to conduct detailed reconnaissance and to maintain security and stealth.
   d. Retain stealth and freedom of maneuver by executing correct movement techniques and actions on contact and by remaining aware of the tactical situation.
   e. Maintain contact with all enemy forces as specified in orders and the commander's intent.
   f. Develop the situation rapidly in each instance of enemy contact by executing correct actions on contact and specified courses of action based on the factors of METT-TC.
   g. Maintain command and control of the platoon/section to ensure mission accomplishment. Track the battle, remain aware of the tactical situation, and retain the initiative.
   h. Report all specified control measures/activities. Keep the commander informed at all times.

821 - ROUTE RECONNAISSANCE

1. This card prescribes how the platoon conducts a route reconnaissance.

2. The platoon can reconnoiter one or two routes simultaneously; however, reconnaissance of two routes simultaneously limits the number of critical tasks the platoon can accomplish.

3. The following critical tasks must be accomplished unless the commander directs otherwise:
   a. Reconnoiter and determine trafficability of the route.
   b. Reconnoiter all key terrain and determine how/where the threat can use the terrain to place direct fires on the route or position observers to employ indirect fires.
   c. Reconnoiter all built-up areas along the route.
   d. Reconnoiter all lateral routes in the area of responsibility.
   e. Inspect and classify all bridges along the route.
   f. Locate fords or river crossing sites near all bridges along the route.
   g. Inspect and classify all overpasses, underpasses, and culverts.
   h. Reconnoiter all defiles along the route; possibly clear all defiles of enemy and obstacles within platoon's capability, or locate a bypass.
   i. Locate mines, obstacles, and barriers, and within capabilities, clear the route.
   j. Locate a bypass around obstacles and contaminated areas.
   k. Locate a bypass around or, if mission requires, routes through built-up areas.
   l. Report route information.
   m. Find and report all threats that can influence movement along the route.

4. The platoon leader considers several factors in formulating his concept:
   a. Start point, release point, and designation of the route.
   b. Mission to be performed at the start point and after reaching the release point.
   c. Time the mission is to start, and if required, be completed.
   d. Critical points along the route identified as checkpoints.
   e. IPB information on the route including ambush sites in restricted or close terrain or tied to obstacles.

5. During movement on each route, the scouts move first with their lead vehicle approximately 300 meters ahead of the next scout vehicle. If an engineer section is attached, they follow at approximately 100-meter interval behind the lead scout elements. Scout vehicles are also positioned to the rear of engineer elements to provide additional protection.

6. Route reconnaissance missions will usually require dismounted operations at some point to ensure security and maximize the intelligence gathered. When scouts dismount, they clear forward of their vehicle about 300 meters along a route, remaining under overwatch of vehicle weapons.

7. Vehicles will be positioned to allow the crew to utilize onboard optics to assist in observation and providing overwatch along the route.

8. While conducting route reconnaissance all scouts will pass information through FBCB2 and/or FM identifying both friendly and enemy locations and obstacle positions.

9. Once scouts identify the enemy, they are not to engage them unless orders specify to do so.

10. Fires:
    a. Once scouts targets they first use indirect fires to suppress, neutralize, or destroy the target IAW ROE.
    b. If possible, indirect fire assets should be positioned well forward to support the platoon during their route reconnaissance. The scout platoon leader will coordinate with either the TF S3/TF FSO (TF scouts) or Striker platoon leader (BRT) for indirect fire planning.
    c. Plan targets on likely ambush sites.

821.1 - ROUTE RECONNAISSANCE (cont.)

d. Employ suppression and obscuration fires to break contact with enemy.

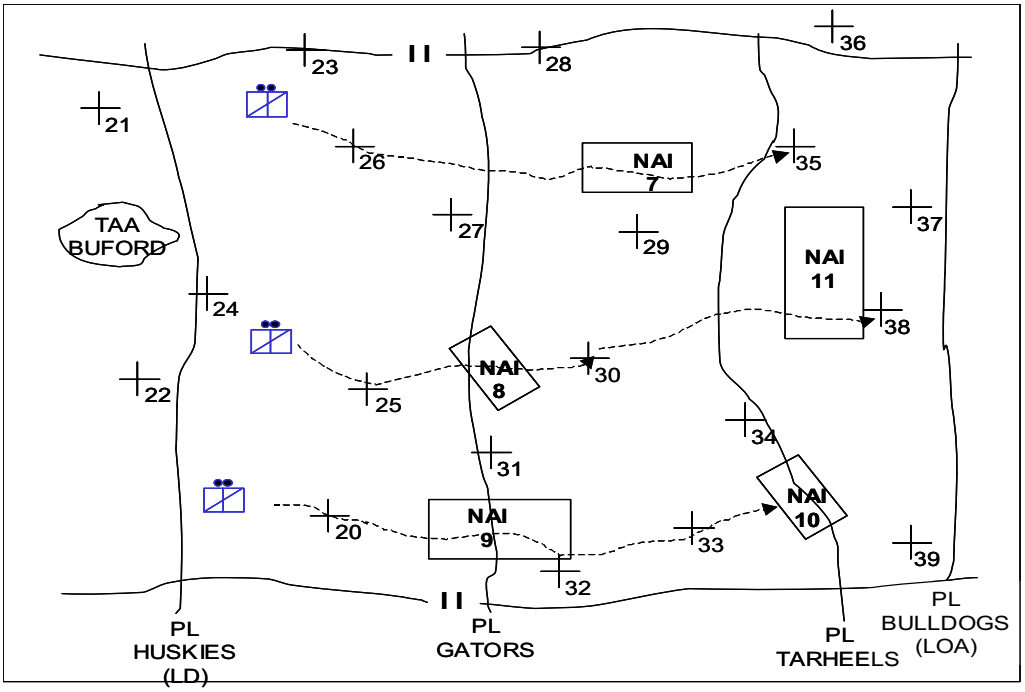
11. When exchanging information on routes between TF scouts and the BRT scouts, the information will be exchanged on the BRT CMD net.

12. Engineer/recon squads focus on route classification and reconnaissance/classification of critical points on the route such as bridges, crossing sites, overpasses and tunnels.

13. Air Defense – passive protection the primary means; engage only in self-defense.

14. CASEVAC. If elements of the platoon become casualties during the mission, they will first try and withdraw back. The platoon sergeant will come forward and assist with medics (if attached). In an emergency the closest tank or Bradley platoon will move forward with 2 combat systems and provide security for the casualties as they are evacuated to the nearest casualty collection point. See Card 606.

822 - ZONE RECONNAISSANCE



ZONE RECONNAISSANCE

1. This card describes the planning of a platoon zone reconnaissance. Since the zone reconnaissance is essentially a series of area reconnaissance missions, this card will focus on the differences.

2. Depending on METT-TC, the platoon can reconnoiter a zone up to 3 to 5 kilometers wide. METT-TC and the assigned critical tasks from the commander may increase or decrease the size of the zone for the platoon.

3. The platoon must:
   a. Provide accurate and timely intelligence on the terrain and enemy in zone.
   b. Allow following forces the ability to rapidly move forward and maneuver freely.
   c. Keep following forces from being surprised, interrupted or ambushed.

4. Platoon will:
   a. Execute the above tasks.
   b. Maintain contact with lateral units and attempt to stay abreast of adjacent unit platoons.
   c. Report all control measures as specified in the OPORD.
   d. Push dismounts forward – clear terrain with dismounts before moving the vehicles forward.
   e. BPT conduct hasty attacks.
   f. BPT transition into a screen or defensive posture.

5. For BRT scouts, the troop commander normally divides the troop zone into two platoon zones to establish responsibility and to facilitate movement and control. Each platoon is assigned NAIs to observe. For TF scouts, the TF S3 will assign them a zone of responsibility along with NAIs.

6. Use a split vee or line formation to conduct zone reconnaissance.

7. Doctrinal zone reconnaissance speed is 1 KM/hour.

822.1 - ZONE RECONNAISSANCE (cont.)

8. A zone reconnaissance is either enemy oriented or terrain oriented.

9. The scouts will “pull” the lead maneuver units to the best axis of attack.

10. Fires:
    a. Strikers and scouts will engage brigade high pay-off targets with indirect fires IAW orders and ROE to help set the conditions for success during the close fight.
    b. The Striker platoon leader will ensure a quick fire channel is established to support the BRT scouts. The TF FSO will ensure the TF scouts have a quick fire channel available.
    c. The platoon leader will coordinate with Striker platoon leader or TF FSO to ensure indirect fires (smoke and HE) are available when the scouts withdraw/disengage from the enemy.
    d. All scouts must be able to call for indirect fires.

11. An Engineer Section supports the platoon in zone reconnaissance by obtaining intelligence on enemy minefields and obstacles in preparation for breach operations. It is essential that a breach point that allows the easiest freedom of maneuver along the axis of advance is located or a suitable bypass route.
    a. Provides recommendations to the CDR/staff on shaping the deep battlefield with situational obstacles denying the enemy important avenues of approach or terrain particularly along the flanks.
    b. Provides reconnaissance on ford sites, bridges, and other routes to the objective.

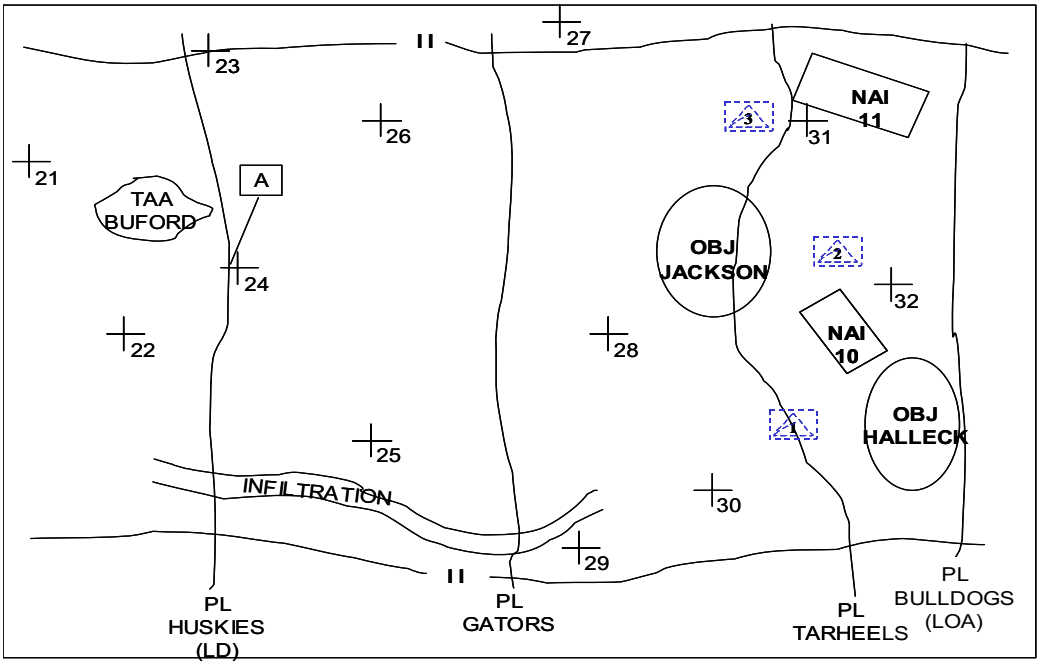
12. If detected during the zone reconnaissance, an infiltration element will return fire, break contact, and report to higher.

13. As the reconnaissance is executed, clear routes should be sent digitally or waypoints transmitted on FM to follow-on units.

14. TF scouts will normally report information on the BN/TF Command net. Information exchange with BRT elements will be on either the BRT Cmd net or a specified platoon net.

15. BRT scout platoons will report information on the BRT Cmd net; troop HQ will normally report on the BCT O&I net with critical information reported on the BCT Cmd net.

823 - AREA RECONNAISSANCE



AREA RECONNAISSANCE

1. This card describes the planning and conduct of a platoon area reconnaissance.

2. An area reconnaissance is conducted to gain detailed information about threat forces and terrain features within a specified area.

3. The reconnaissance may be enemy-oriented, terrain-oriented, or a combination of the two.

4. During an area reconnaissance, the following critical tasks must be accomplished unless the platoon leader directs otherwise:
   a. Reconnoiter all terrain within the area.
   b. Inspect and classify all bridges within the area.
   c. Locate fords or crossing sites near all bridges within the area.
   d. Inspect and classify all overpasses, underpasses, and culverts.
   e. Locate and clear all mines, obstacles, and barriers in the area (within capability).
   f. Locate a bypass around obstacles and contaminated areas.
   g. Find and report all threats within the area.
   h. Report reconnaissance information.

5. When conducting an area reconnaissance mission the platoon will use a troop vee or line formation to allow the platoon to move quickly and securely.

823.1 - AREA RECONNAISSANCE (cont.)

6. Scout platoon maneuvers through the area, oriented on the axes of attack and assigned NAIs. Elements of the platoon will move in their vehicles to an overwatch position within 500 to 1500 meters of their OP, then dismount teams move into their OP position. If necessary, the vehicle repositions,
   a. hides in a concealed position overwatching the OP (see Card 402).

7. Once the scouts identify the enemy, scouts should not engage them unless absolutely necessary. See Card 305.5 “Actions on Contact”.

8. Dismounted reconnaissance will be conducted as required based on security needs and the nature of the area/point being reconnoitered. Vehicles will be positioned to overwatch and provide security for dismounted elements.

9. Fires.
   a. Plan targets on likely ambush sites.
   b. The Striker platoon leader will ensure a quick fire channel is established to support the BRT scouts. The TF scouts will coordinate through the TF FSO to ensure a quick fire channel is available when conducting an area reconnaissance.
   c. The platoon leader will coordinate with the Striker platoon leader or TF FSO to ensure indirect fires (smoke and HE) are available for the platoon.

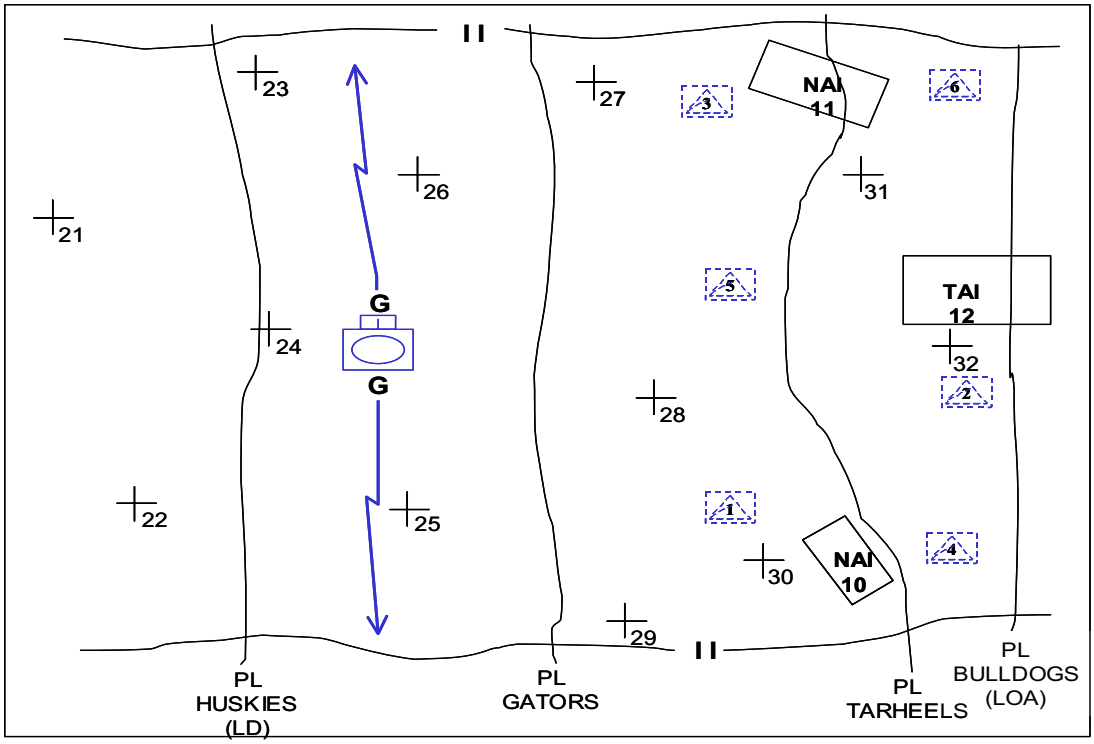
10. An Engineer Section supports the platoon in area reconnaissance by obtaining intelligence on enemy minefields and obstacles in preparation for breach operations. It is essential that a breach point allows the easiest freedom of maneuver along the axis of advance is located or a suitable bypass route.
    a. Provides recommendations to the CDR/staff on shaping the deep battlefield with situational obstacles denying the enemy important avenues of approach or terrain particularly along the flanks.
    b. Provides reconnaissance on ford sites, bridges, and other routes to the objective.

11. Air Defense – Passive air defense and engaging only in self-defense are the platoon’s primary air defense protection.

12. NBC - all assets will conduct NBC reconnaissance if the threat potential exists.

13. CASEVAC. If elements of the platoon become casualties, they will first try and withdraw back as far as possible. The platoon sergeant will come forward and assist along with any medical teams. The closest tank or Bradley platoon will move 2 of their vehicles forward to provide security for the casualties as they are evacuated. See Card 606.

824 - SCREEN MISSIONS



SCREEN
(Short Duration – 6 OPs)

1. This card describes how the scouts conduct screen operations.

2. A platoon can screen a frontage up to 10 kms wide and 5 kms in depth in desert-type terrain; frontage that can be covered is METT-TC dependent. Normally the BRT scouts are positioned in front of TF scouts providing more depth for the screen, with each unit given its own area of responsibility. Information between the TF scouts and BRT scouts is passed on the BRT Command net.

3. The scout platoon will always screen in depth; dismounts forward in LP/OPs; and patrols.

4. Screening is a security operation that secures the protected force from direct enemy observation and direct fires by defeating enemy reconnaissance patrols and warns the protected force commander of the approach of larger enemy forces. The platoon operates within supporting range of field artillery or mortars.

5. The scouts are not expected to fight except to protect themselves. Their mission is a success if the scouts alert the BCT/TF commander to the enemy's approach in time for the commander to react.

6. Fundamentals of screen missions are to orient on the main body, perform continuous reconnaissance, provide early and accurate warning, provide reaction time and maneuver space and to maintain enemy contact.

824.1 – SCREEN OPERATIONS (cont.)

7. Screening missions comprise the following critical tasks:
   a. Maintaining continuous surveillance of all named areas of interest or avenues of approach into the sector, of reconnaissance avenues during the enemy's reconnaissance phase, and of main body avenues of approach during the enemy's main attack phase.
   b. Providing early warning of enemy approach.
   c. Gaining, maintaining, and reporting enemy contact.
   d. Identifying and, in coordination with other combat elements, destroying enemy reconnaissance units. In most situations, scouts will not attempt to engage combat units themselves.
   e. Impeding and harassing the enemy by controlled use of long-range indirect fires.

8. Screening operations are conducted by posting OPs with overlapping fields of observation across an approach that the enemy will use. The line of OPs may be stationary or mobile depending on the needs of the brigade commander.

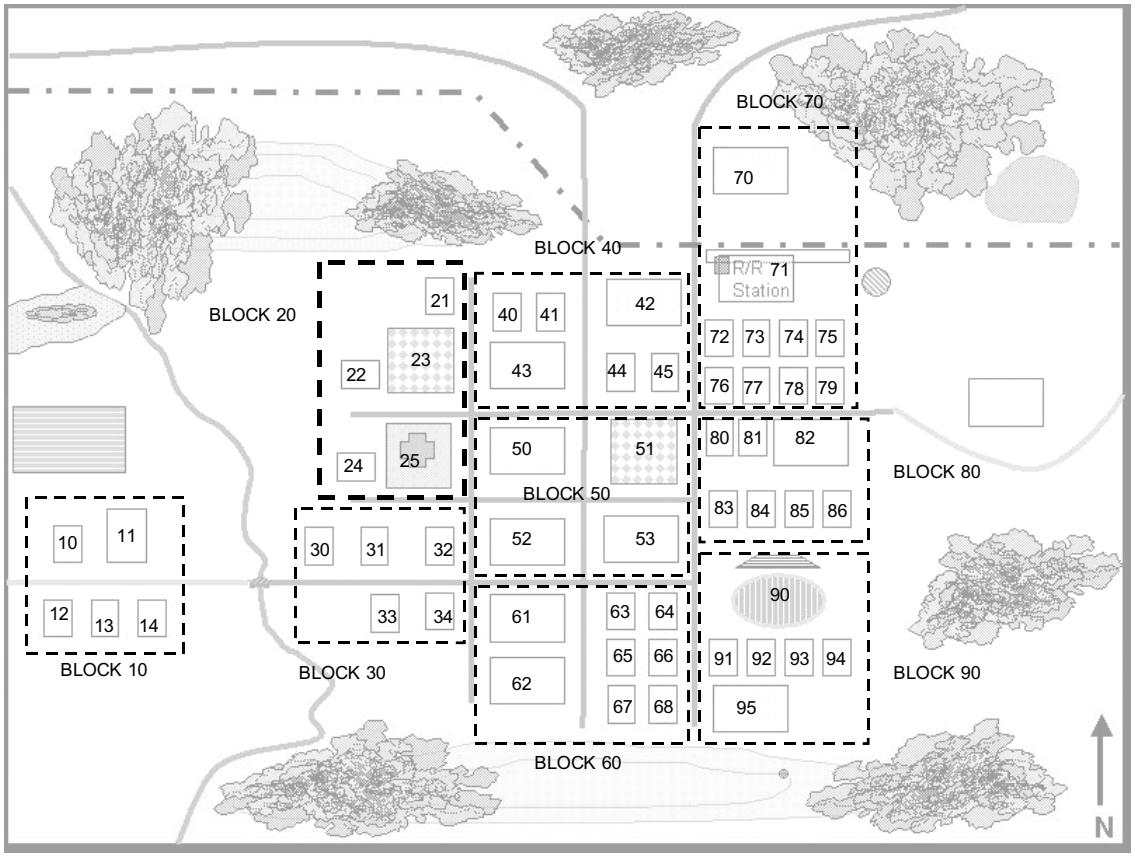
9. Mounted and/or foot patrols will move between OPs periodically to counter infiltration.

10. The following principles will be followed when conducting a screen mission:
    a. Know your enemy – what do you expect to see, what formation or keys will identify what you expect to see, when do you expect to see it, how do you expect to see it, how do you collapse the screen while in contact and out of contact.
    b. Time – scouts are expected to establish the screen in a timely manner – remember the priority is to establish the screen quickly but securely – watch your movement techniques up to the screenline and occupation of your first position – always recon additional positions if you have to shift on the screenline.
    c. Always focus your reconnaissance effort on likely avenues of approach.
    d. Redundancy – try to get more than one recon platform looking at the avenues of approach at all times.
    e. Reconnaissance must be 360 degrees – do not get fixated on just the avenues of approach.
    f. Do not forget to tie into adjacent units.
    g. Report your positions digitally within 15 minutes of setting a screenline.
    h. Engineers conduct countermobility operations to support commander's security plan by using turning obstacles to canalize on the avenues of approach, fixing obstacles in support of target acquisition/fire support assets, and blocking obstacles to deny the threat a specific AO.
    i. Tie obstacles into the terrain – close approaches in restrictive terrain and overwatch with a minimal force. This allows you to focus more reconnaissance effort on likely approaches while creating security.
    j. Obstacles in depth to support the screen– obstacles do not always have to be forward of your screen - use them in the screen and behind the screen if necessary.
    k. Report obstacle intent and composition to the CP using FBCB2 obstacle report.
    l. Emplace early warning devices and obstacles to alert the unit of enemy activity to the main body commander.
    m. Tankers, engineers, and all indirect fire assets need to always know where the scout positions are and their routes back.
    n. Fires: focus on the critical high payoff targets that the commander directs. Kill with artillery first, tanks second, and scouts last – shift positions after direct fire engagement.
    o. Scouts/indirect fire assets plan smoke and HE to support the screens' displacement or collapse.
    p. Air Defense will provide area coverage for the platoon.
    q. GSR will always focus on the most dangerous avenue of approach – a scout platoon may be tasked with the GSR's emplacement and security.

825 – URBAN AREA RECONAISSANCE

1. The purpose of this card is to outline tasks, responsibilities and techniques for conducting reconnaissance in urban areas.

2. The S2 section will conduct the initial IPB of the urban area and provide the platoon with a basic urban area map (overhead imagery, city map, or sketch) with annotated zone designations and building numbers. Ensure latest map imagery or urban CADRG data is loaded on FBCB2.

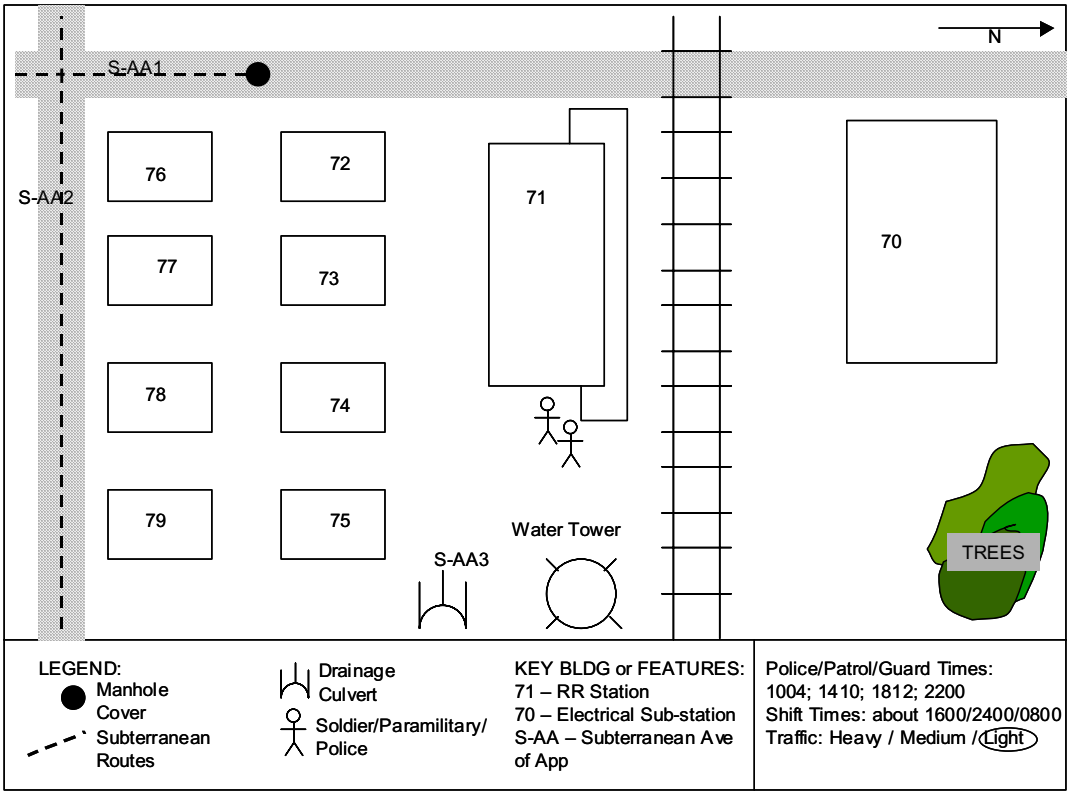


a. Throughout the course of the operations, the platoon will verify the accuracy of the S2's sketch and forward information changes to the appropriate CP (BRT – BCT; TF scout platoon –TF CP).
   1) Reconnoiter all terrain surrounding the urban area, focusing on approach routes for mounted and dismounted forces.
   2) Inspect and classify all bridges on the approaches to the urban area.
   3) Locate fords or crossing sites near all bridges on approaches to the area.
   4) Inspect and classify all overpasses, underpasses and culverts on approaches to the area.
   5) Locate obstacles, barriers and mines on approaches to the area.
   6) Locate bypasses around the area.
   7) Verify location of hazard areas such as gas distribution lines, fuel storage, chemical production and other industrial facilities.
   8) Verify density and composition of the area.
   9) Verify location of communication facilities.
   10) Verify location of subterranean routes.
   11) Use the sketch format to create a detailed picture of your specific zone or block.

825.1 – URBAN AREA RECONAISSANCE (cont.)

Urban Sector Sketch

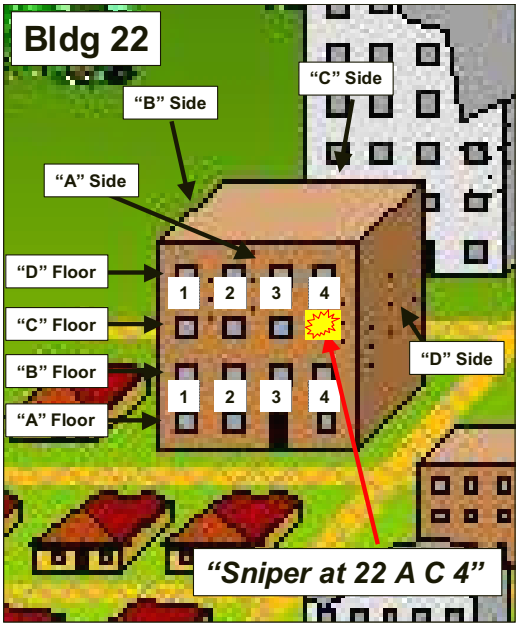
BLOCK 70



URBAN SECTOR SKETCH

b. Building Description Conventions.

1) Designate sides, floors, doors, and windows in alphanumeric fashion.



825.2 – URBAN AREA RECONAISSANCE (cont.)

2) Fill out an aperture analysis matrix with details on the key buildings' construction:
   - ⁄# Number of floors, rooms, stair wells
   - ⁄# Determine direction of fire for each aperture
   - ⁄# Location of requested suppression for entry and exit
   - ⁄# List any known threat

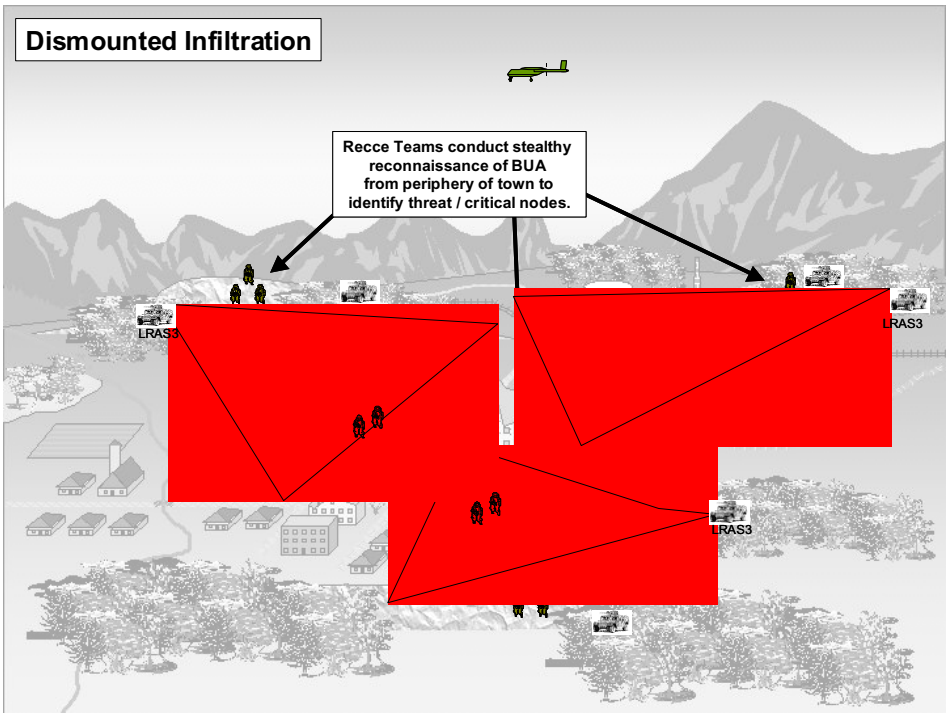
SAMPLE APERTURE ANALYSIS MATRIX

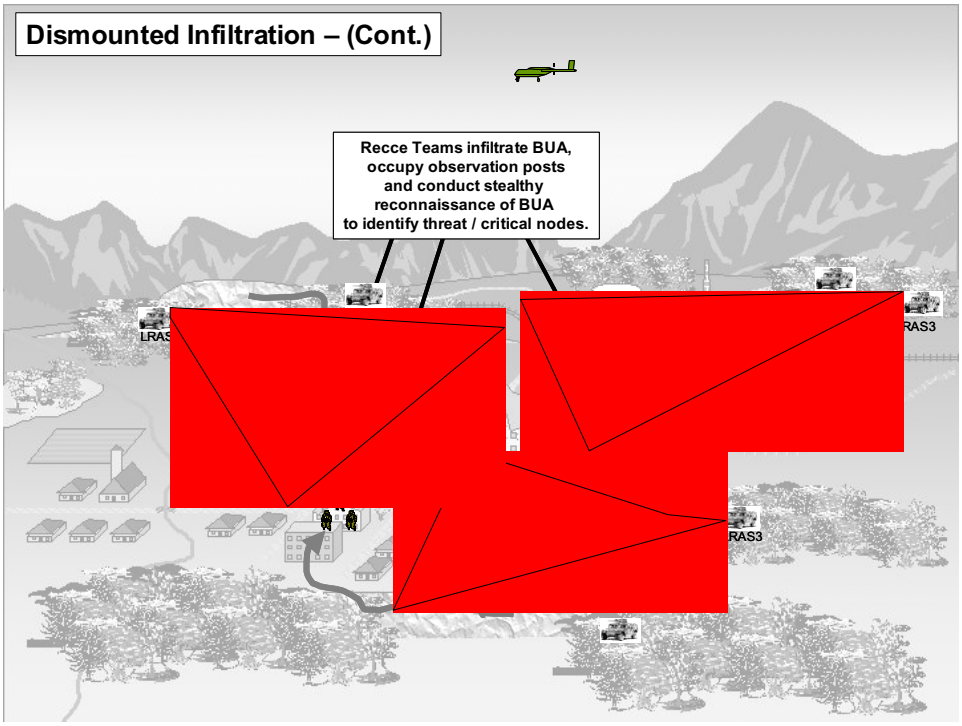
Bldg No	Construction Type	Floors	Rooms	Stair Wells	Base-ments Y/N/U	Apertures	Dir of Fire	Loc of Req Suppression (Entry/Exit)	Known Threat
22	Mass Brick	4	8	2 Inside/1 Outside	Y	16 x S 14 x N	100-260	A-A-2 A-A-3 A-B-2,3,4	Unk
23	Mass Brick	6	16	2 Inside	Y	24 x S 8 x E 8 x W 24 x N	100-260	A-A-4 A-A-8 C-C-4 C-C-8	Unk

3. Executing Urban Reconnaissance Operations.
   a. Approach to the Urban Area.
      1) Conduct an area reconnaissance of terrain surrounding the urban area or designated point of entry.
      2) Establish OP to overwatch key points of entry into the urban area.
      3) Continue refining urban area sketch, objectives and routes.

   b. Dismounted Infiltration – Hostile urban environment.
      1) Section will stop and conceal vehicles a safe distance away (at a minimum beyond the range of small arms fire – terrain and time dependent as well).
      2) If situation permits, position an LRAS3 vehicle in such a way as to give clear line of sight to the point(s) of entry. If you cannot use the LRAS3, then the section leader will deploy a temporary forward OP to overwatch the point of entry.
      3) Scouts will observe for movement and any evidence of enemy occupation.
      4) The OP will signal section leader to begin infiltration of the other squad. Once the section leader's squad is in the urban area, they will establish an overwatch OP and signal for the follow-on squad.
      5) Section will then move to establish OPs.
      6) Soldiers will avoid animals, especially dogs.

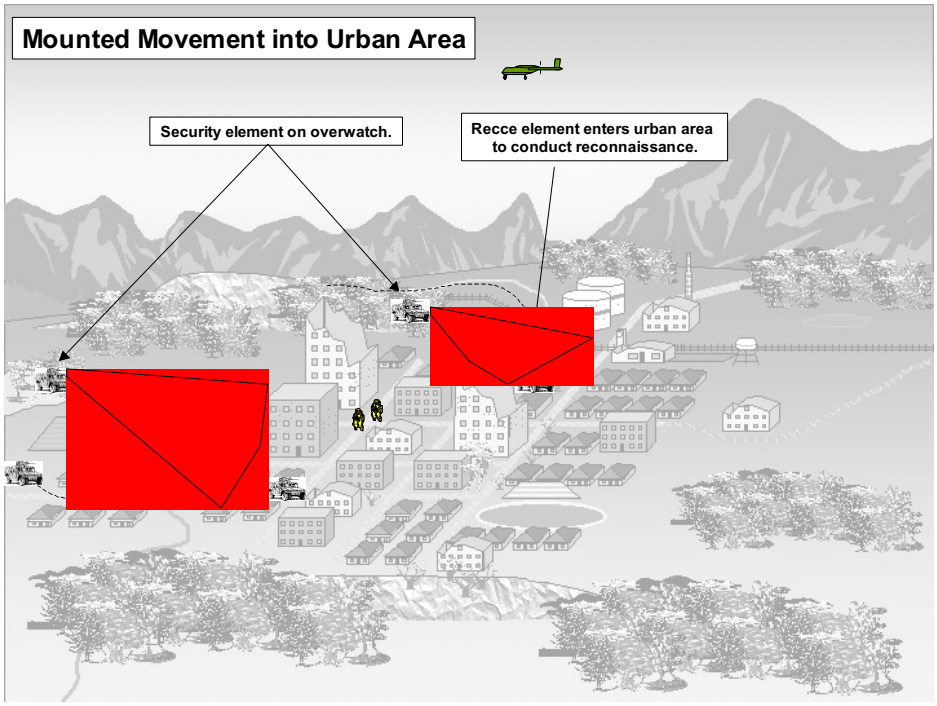
825.3 – URBAN AREA RECONAISSANCE (cont.)

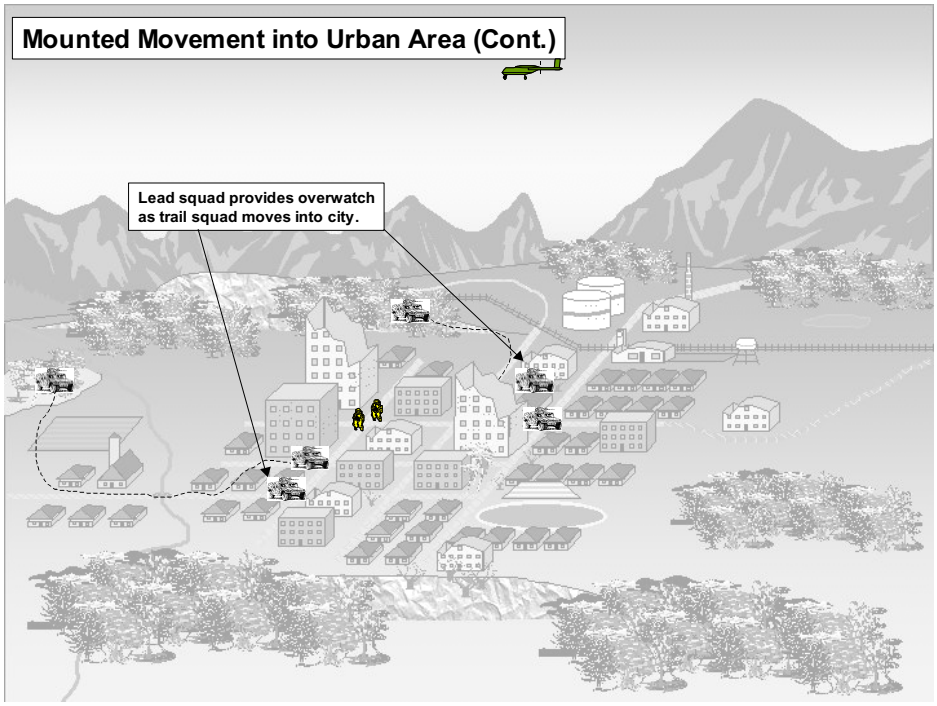




825.4 – URBAN AREA RECONNAISSANCE (cont.)

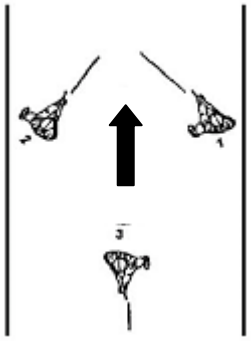
c. Mounted movement into urban area – Low threat urban area.
   1) Section will establish overwatch with LRAS3 equipped vehicle. Squad will observe the point of entry and determine situation.
   2) Once initial observation confirms a low enemy threat, the section will use bounding overwatch to move into the urban area.
   3) Once in the urban area, they will begin reconnaissance of a mission specified area and locate building suitable for an OP.



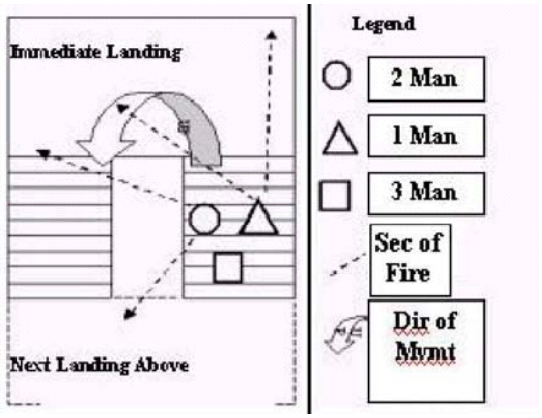


825.5 – URBAN AREA RECONNAISSANCE (cont.)

d. Employ surveillance teams and urban observation posts.
   1) Once inside the urban area, the sections will move to the building that gives the best line of sight to the NAI or reconnaissance objective.
      a) Reconnoiter a building.
         - Order of movement – Rifleman, Grenadier, SL
         - Stay at least 12" away from wall while moving down narrow streets and alleys
         - Maintain 360 degree security at all times
         - Do not stall in window or doorway (fatal funnel)
         - Method for hallway and stair movement

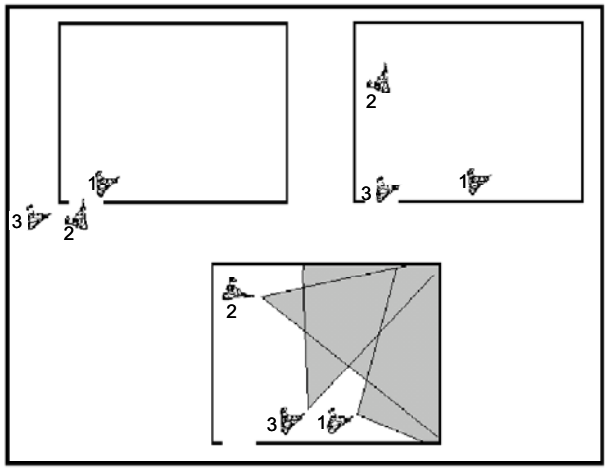


Hallway Movement

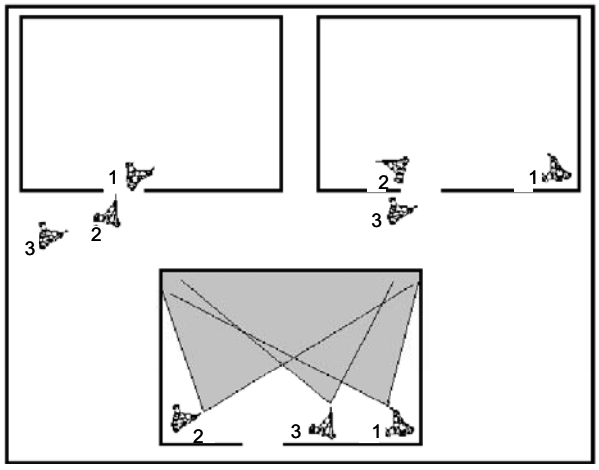


Stairwell Movement

- Method for clearing a room (we will not normally have to clear a room, but we will have to reconnoiter a building or room prior to establishing an OP at that location.)



Entering a room, corner door

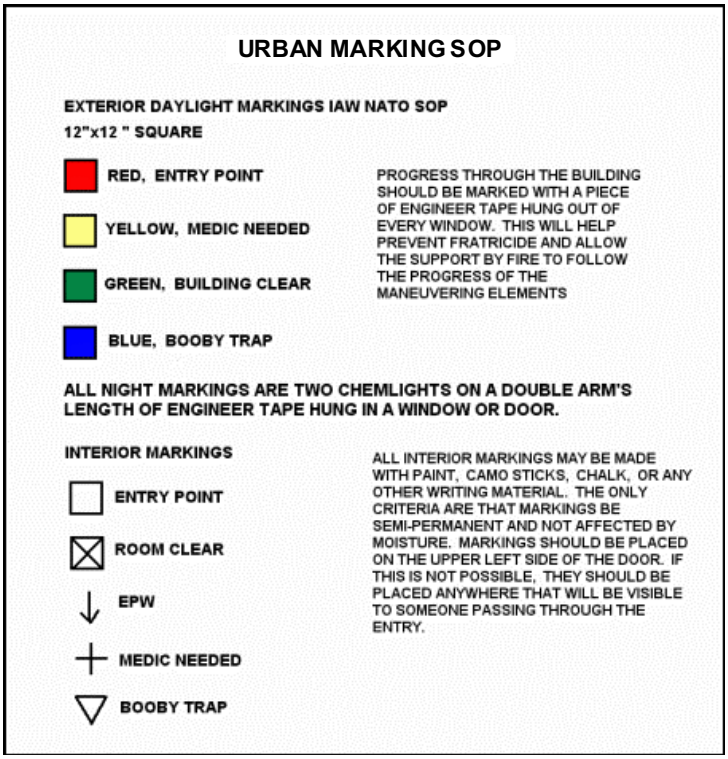


Entering a room, center door

   2) Man the OP with no less than 3 soldiers – 1 observer, 1 recorder and 1 for security.
   3) Rotate positions every 30 minutes or every 15 minutes when using NVDs.
   4) Brief squad members on plan for exfiltration if OP compromised.

825.6 – URBAN AREA RECONNAISSANCE (cont.)

5) NATO method of marking rooms and buildings.
   - In high threat environment, do not mark the cleared room; when friendly forces move into the urban area, coordinate your location via FM by providing building number, floor letter
   - designation and window number of that room (ie. building 22, floor C, window 3 – "22-C-3"); in low threat environment mark an "X" on the flanking side of the entry point.



e. Patrolling.
   1) Conduct to cover or verify dismounted or subterranean routes.
   2) Can conduct mounted or dismounted patrols depending on duration and size of area to cover.
   3) If mounted, conduct as a section, keeping 100m between vehicles (street size and building density may require you to reduce the distance between vehicles)

4. Urban Operations Kit. Each section will maintain the following items in their kit:
   a. Wire handling gloves – 2 pair
   b. Wire cutters – 2 pair
   c. Bolt cutters
   d. VS-17 panels – 8 panels
   e. 2 inch engineer tape – 2 rolls (prepared wolf tails)
   f. Chalk – 12 sticks
   g. Chemlights – 4
   h. Mirror device for observing around corners and up stairs – 2 each
   i. Crowbar
   j. Axe
   k. Sledgehammer
   l. Protective eyewear – 1 per soldier
   m. 100mph tape – 4 rolls
   n. Colored spray-paint – 2 cans each of Red, Blue, Green, Black, Yellow

826 – AVIATION INSERTION CHECKLIST

1. This card describes the procedures the platoon will follow when executing aviation insertions.

2. ESTABLISH A PICKUP ZONE
   a. Size of PZ. Helicopter requires a relatively level landing area 30 meters in diameter, more if it is loaded (less up and down movement when loaded)
   b. Ground slope must be no more than 15 degrees
      1) Under 7 degrees helicopter should land up slope
      2) Between 7 - 15 degrees helicopter must land side sloped
   c. Surface conditions
      1) Ground must be firm enough that the helicopter will not become bogged down when loaded. If it is not firm, notify pilot to hover
      2) Rotor wash can cause dusty, sandy or snowy conditions
   d. Loose debris that can be blown around should be removed
      1) Obstacles
      2) PZ should be void of tall trees, telephone lines, power lines, and similar obstructions
   e. Large rocks, stumps or holes should be clearly marked
      1) PZ Security
      2) PZ should offer some degree of concealment from enemy observation and direct fire
      3) The PL and PSG are responsible for ensuring the PZ is properly secured prior to the arrival of aircraft.

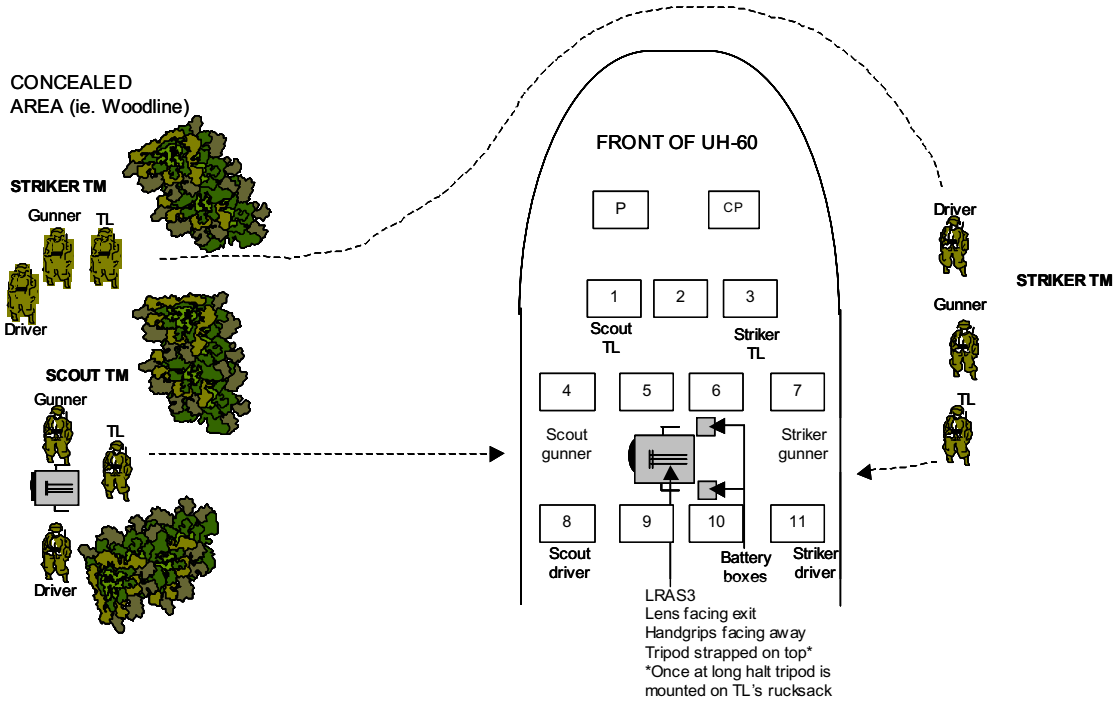
3. PERFORM A HELICOPTER INSERTION
   a. Chalk leaders are designated for every helicopter flight by platoon leader
   b. Platoon HQs maintains radio communications with Helicopters, forward operating base and personnel on the the PZ
   c. Platoon leader and Platoon Sergeant cross load key personnel and weapons depending on:
      1) Amount of room on aircraft
      2) Location of LZs and platoon/section sectors
      3) Platoon missions
   d. For multiple helicopter pick-up, crew chief will mark.
      1) 1st Chalk – Red
      2) 2nd Chalk - Green

4. CHALK LEADERS RESPONSIBILITY:
   a. Make a flight manifest of every member on their chalk with the following:
      1) Name
      2) Rank
      3) SSN#
   b. Fight Manifest: 1 list to crew chief, 1 list to PL for turn in to ISG.
   c. Ensure all personnel have ID card and ID Tags.
   d. Chalk Leader briefs and performs the following:
      1) LZ and PZ rendezvous point
      2) Type of aircraft
      3) Allowable cargo
      4) Contingency for downed aircraft
      5) Who loads rucks
      6) When to load
      7) Guides the aircraft to designated area
      8) Talks with crew chief
      9) Loads chalk, sits with crew chief and talks to pilots

826.1 – AVIATION INSERTION CHECKLIST (cont.)

5. During Flight
   a. Do not worry about whose ruck you have
   b. Keep weapons pointed down
   c. Chalk leader keeps track of helicopter position at all times
   d. Track all false insertions

6. LZ Operations
   a. 1 minute signal prep to exit
   b. At landing immediately take two steps then go into prone position
   c. Await for Helicopter to depart
   d. Move 500 meters away from LZ to a concealed position immediately after aircraft departs (determine basic direction from insertion direction)
   e. At 500 meters position:
      1) Conduct 5 minute listening halt
      2) Establish accountability (ACE Report)
      3) Establish communications
      4) Determine position and route
      5) Move to OP



SCOUT/STRIKER TEAM LOADING UH-60 AIRCRAFT

7. ARMY AVIATION CHECKLIST
   a. Initial Contact via FM
      1) Rendezvous location
      2) Known or suspected enemy locations
      3) Known or suspected enemy ADA
      4) Approach route
      5) Expected intensity of contact
      6) Recognition signals

826.2 – AVIATION INSERTION CHECKLIST (cont.)

b. Face to Face (PL with aviation S3/LNO to BCT).
   1) Enemy ADA in vicinity
   2) Friendly locations
   3) Forward line of troops
   4) Mission
   5) Scheme of maneuver
   6) Fire support
   7) Overlays and targets
   8) Call Signs and Frequencies

8. Aviation LNO/S3 should provide:
   a. Number and type of aircraft
   b. Time available
   c. Turn around time
   d. Armament
   e. Downed aircraft procedures

827 – DOWNED AIRCRAFT RECOVERY TEAM (DART)

1. This card describes the downed aircraft recovery team and the procedures the scout platoon will follow in support of a downed aircraft.

2. The scout platoon must be prepared to support downed aircraft operations. They may be part of the initial security and evacuation team, or the security force for a downed aircraft recovery team (DART). DART teams consist of a qualified maintenance officer or maintenance test pilot, aircraft technical inspector, aircraft mechanics/rigging crew, and medical personnel.

3. The following are considerations the troop will follow when approaching downed aircraft:
   a. Establish local security around the crash site.
   b. Avoid approaching aircraft if rotor blades are still turning.
   c. Avoid approaching from the rear of aircraft because of possible turning tail rotor.
   d. Approach aircraft with fire extinguisher, if available.

4. Refer to Card 927 (Downed/Missing Aircraft – Green 3) for reporting.

1000 - 1021 NOT USED

2000 - 2002 NOT USED

900 – REPORT MATRIX

1. This matrix provides information on addressing and submission of reports. The addressing is focused on FBCB2, but provides a guideline for all systems.

REPORT	SUBMIT TIME	ADDITIONS TO DEFAULT ADDRESS	REMARKS
OPERATION REPORTS			
SALT/SPOTREP (Blue 1) (Card 901)	On contact; as mission requires	No additions required unless CFF to be used, then add supporting FSE AFATDS	
SITREP (Blue 2) (Card 902)	Reports to Bde by 0600, 1200, 1800, 2400.	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to Bde S1/S4/Main CP	
COMBAT SLANT REPORT (Blue 3) (Card 903)	After crossing LD, every time Cdr speaks to higher command, otherwise, as required		
BRIDGEREP (Blue 4) (Card 904)	As required	Icon will go network wide, but complete text info will be only available to addressees. Include Main CP and supporting engineer; unit Cdr/S3 as required or requested.	Use also for breach and bypass lanes
CROSSREP (Blue 5) (Card 905)	As required	No defaults. Include Main CP and supporting engineer; unit leaders and S3 as required or requested.	Free text message
OBSTACLE REQUEST, INTENT or STATUS (Blue 3) (Card 906)	As required	No defaults. Include Main CP and supporting engineer; unit Cdr/S3 as required or requested.	Primarily for planning/coordinating friendly obstacles. Use free text until construction starts.
ROUTEREP (Blue 7) (Card 907)	As required	No defaults. Main CP; unit leaders as required or requested.	Free text message
MOVEMENT/CLOSURE REPORT (Card 908)	Instructions on Card 912	No defaults. Next higher main CP; unit leaders as directed	Free text message
OBSTACLE REPORT (Blue 9) (Card 909)	When obstacle observed or when obstacle construction begins	Icon will go network wide, but complete text info will be only available to addressees. Include Main CP and supporting engineer; unit Cdr/S3 as required or requested.	
BYPASS REPORT (Blue 10) (Card 910)	As required	Icon will go network wide, but complete text info will be only available to addressees. Include Main CP and supporting engineer; unit Cdr/S3 as required or requested.	Use BRIDGEREP to create FBCB2 icon.
OBSTACLE TURNOVER/TRANSFER (Blue 11) (Card 911)	As required	No defaults. Include higher supporting engineers and main CP; Cdr/S3 as requested.	Normally hard copy report to document transfer. Report of execution may be sent by free text message.
SERIOUS INCIDENT REPORT (Blue 12) (Card 912)	As required	Next higher commander	Free text message
UXO REPORT (Blue 13) (Card 913)	As required	No defaults. Next higher main CP; unit leaders as directed	Free text message
INTELLIGENCE REPORTS			
INTSUM (Card 921)	Disseminated by Bde S2 at 0500 and 1700 and/or two hours prior to LD. TF S2 should disseminate within 30 minutes of brigade report.	No defaults. Subordinate unit Cdrs and CPs	NOT USED at PLT

900.1 – REPORT MATRIX (cont.)

REPORT	SUBMIT TIME	ADDITIONS TO DEFAULT ADDRESS	REMARKS
SENSITIVE ITEMS REPORT (Green 2) (Card 922)	Submitted to Bde at 0630 and 1830.	No defaults. Next higher main CP; unit leaders as directed	Free text message
DOWNED/MISSING AIRCRAFT (Green 3) (Card 923)	As required	No defaults. Next higher main CP and Cdr/XO/S3	Free text message
PATROL REPORT (Green 4) (Card 924)	As required	No defaults. Next higher main CP and S2	Free text message
MIJI REPORT (Green 5) (Card 925)	As required	No defaults. Next higher main CP, S2 and S6	Free text message
EPW/CAPTURED MATERIAL REPORT (Green 6) (Card 926)	As required	No defaults. Next higher main CP, ALOC/CTCP, and S2	Free text message
REQUEST/RESPONSE TO RFI (Green 7) (Card 927)	As required	No defaults. Next higher main CP and S2	Free text message
SAEDA REPORT (Green 8) (Card 928)	As required	No defaults. Next higher main CP and S2	Free text message
LOGISTICS REPORTS			
LOGSTAT (Yellow 1) (Card 931)	Submit daily to Bde NLT 0900.	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to S1/S4/FSC SPO. TF to brigade include FSB SPO	
AMMO STATUS or REQUEST (Yellow 2/2A) (Card 932)	As required or requested	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to Bde S1/S4/FSB SPO.	Free text message of SITREP long form message (allows for only one type ammo – additional types can be in comments box))
POL STATUS or REQUEST (Yellow 3/3A) (Card 933)	As required or requested	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to S1/S4/FSB SPO.	Free text message or SITREP long form message
MEDICAL SITREP (Yellow 8) (Card 934)	Medical units daily NLT 2300	No defaults. Include Bde Surgeon, FSB Area Treatment Team, Bde ALOC and FSB SPO	NOT USED at PLT
LOGISTICS ITEM LIST (Card 935)	N/A	N/A	N/A
PERSONNEL REPORTS			
PERSONNEL REPORT (Red 1) (Card 938)	Initiate report prior to deployment. Update daily to TF NLT 0100 and 1300; to Bde NLT 0200 and 1400.	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to S1/S4/FSB SPO.	Subsequent reports are updates to the initial report. Addressees added after initial report will not have complete data.
CASUALTY REPORT (Red 2) (Card 939)	As required	No defaults. Section/squad to PL/PSG; PSG to 1SG/XO/CO/CP: 1SG to S1/S4/FSB SPO.	Use Personnel Report
MEDEVAC Request (Red 3) (Card 940)	As required	No defaults. Simultaneously Section/squad to PL/PSG, 1SG, XO, CO, CP, Bde S1/4, and FSB SPO.	Must enter frequency of vehicle requesting the MEDEVAC under admin>Platform Settings>Misc" dialog box on the BCOPS screen prior to submitting the request.
LZ MARKING (Red 4) (Card 941)	N/A	N/A	N/A

900.2 – REPORT MATRIX (cont.)

REPORT	SUBMIT TIME	ADDITIONS TO DEFAULT ADDRESS	REMARKS
NBC REPORTS			
NBC 1 (Card 945)	As required	Icon will go network wide, with text info in hook dialog box	
NBC 3 (Card 946)	As required	Icon will go network wide, with text info in hook dialog box	
NBC 4 (Card 947)	As required	No defaults. Include unit leaders company through brigade, CPs and TF/Bde chemical sections.	
NBC 5 (Card 948)	As required	No defaults. Include unit leaders company through brigade, CPs and TF/Bde chemical sections.	Free text or create overlay for contaminated areas

901 – SALT / SPOTREP (BLUE 1)

1. PURPOSE. Provide and disseminate information on enemy activity and contact.

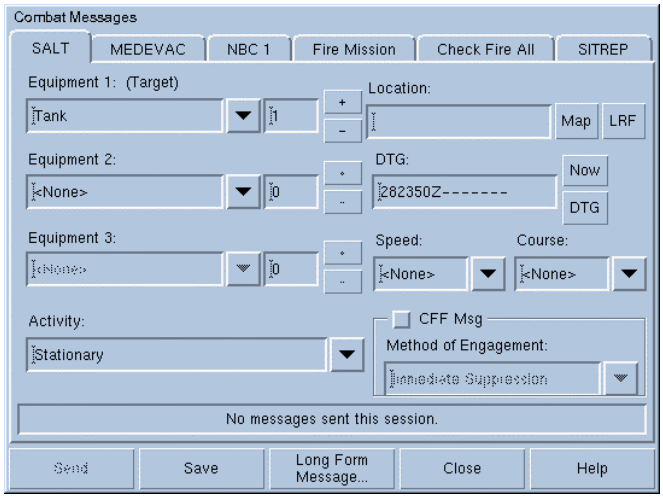
2. COMMUNICATION INSTRUCTIONS: FBCB2 is the primary method in order to establish SU visibility across the network. FM is the alternate method. In many cases, an FM report should occur first followed by a digital report. Personnel in contact will report the enemy via FM to the platoon net. The platoon leader will notify the troop CP, XO or 1SG who will enter the digital report. Ensure BCT S2 addressee on report. TF Scout platoon addresses to TF S2.

3. FORMAT:
   a. **S**ize. Give number and type of assets observed. Be as specific as possible, using individual systems.
   b. **A**ctivity**.** Specific actions of enemy force observed. Include orientation, movement direction, speed and as much information on their actions as possible.
   c. **L**ocation. Grid of enemy activity observed. Use 6-digit grids whenever possible. Avoid generic descriptive names for landmarks.
   d. **T**ime. Time of enemy activity; not the time of message if significantly different.
   e. **Y**our Actions. What actions are you taking at the time you submit the report.

4. CONTACT REPORT. When initial contact is made, an FM contact report will be submitted via FM unless otherwise specified, followed immediately by an FBCB2 SPOTREP. The format for the Contact Report is:
   - Callsign
   - Contact
   - Form of contact (observed, obstacle, direct fire, NBC, etc.)
   - Cardinal Direction
   - Out

   Example: Saber 1 this is Saber 2, Contact, Obstacle, East, Out.

5. FBCB2 REPORT
   a. The FBCB2 SALT Report is selected from the Combat Messages. Fill in the mandatory fields using the drop down menus. Users with LRF can lase the enemy and auto fill the location. Those without LRF, should use the auto fill capability by selecting the location on the FBCB2 map. The grid may also be typed in (include grid zone designator).



901.1 – SALT / SPOTREP (BLUE 1) (cont.)

b. Do not delete from the default address group, additions may be made. Ensure that the BDE S2 ASAS is included in the action addressees.
c. The Long Form of the message may be used for providing additional information or for creating a Position Report for a friendly element (see Card 214.9).
d. If the CFF MSG button is used, the only options will be immediate suppression or immediate smoke. The user must be in the AFATDS observer role database, and the supporting FSE AFATDS must be in the address group.

902 – SITREP (BLUE 2)

1. PURPOSE. Provides update on platform status, activities, and problems.

2. COMMUNICATION INSTRUCTIONS:
   a. Platoons submit via FBCB2 SITREP or Free Text Message following the format below modified to fit their unit.
   b. Provide unit locations only if friendly force SU feed is not functioning at the command post.
   c. Individual platforms send SITREP to PL/PSG who consolidate and forward to 1SG/XO/Cdr/CP; CP forwards to BCT S3. TF Scout PL/PSG sends report to TF S3 and HHC 1SG. Reports are due NLT 0545 or at Stand-to as specified and at 1630. Midday and night reports are not required unless directed.
   d. Reports are due to Bde S3 at 0600, 1200, 1800, and 2400.
   e. For lines 5-9, companies submit platoon locations/status; Line 10 is company status.

3. FORMAT:

   a. Line 1: Unit:

   b. Line 2: Main CP Location:_____ (six digit grid)

   c. Line 3: Obstacle/defensive prep status: _____ (% complete)

   d. Line 4: Scout/IEW OP locations: _____, _____,
      (1) _____, _____, _____, _____, _____,
      (2) _____, _____, _____, _____,

   e. Line 5: _____ Co/Tm: ____ / ____ / _____
      M1 M2 (six digit grid)

   f. Line 6: _____ Co/Tm: ____ / ____ / _____
      M1 M2 (six digit grid)

   g. Line 7: _____Co/Tm ____ / ____ / _____
      M1 M2 (six digit grid)

   h. Line 8: _____Co/Tm ____ / ____ / _____
      M1 M2 (six digit grid)

   i. Line 9: _____Co/Tm ____ / ____ / _____
      M1 M2 (six digit grid)

   j. Line 10: TF_____: _____/_____/_____/_____/_____(M1/M2/M3/Mortar/SCT)

   k. Line 11: CLIII Assessment:_____ (GREEN, AMBER, RED, BLACK)

   l. Line 12: CLV Assessment:_____ (GREEN, AMBER, RED, BLACK)

   m. Line 13: Pers. Assessment:_____ (GREEN, AMBER, RED, BLACK)

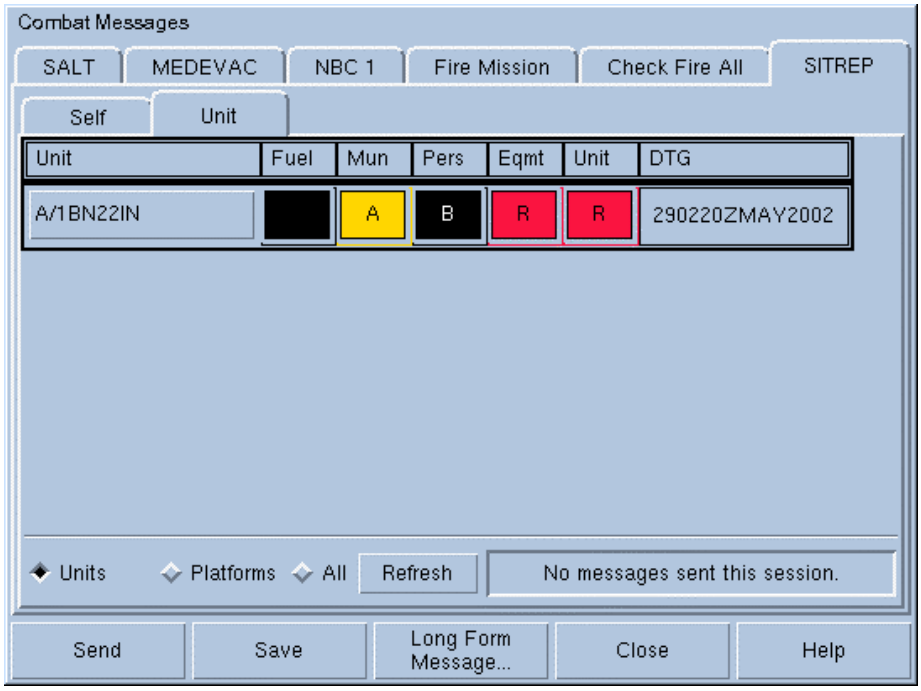
* - GREEN (80+%) AMBER (60-79%) RED (40-59%) Black (39% or less)

   n. Line 14: Overall Assessment:
      Green: Fully mission capable Amber: Status has minor impact
      Red: Status has major impact Black: Cannot accomplish mission

902.1 – SITREP (BLUE 2) (cont.)

o. Line 15 (Remarks):
GIVE REASON FOR ANY LINE 14 RATING OTHER THAN GREEN. "PAINT THE PICTURE".

4. FBCB2 REPORT
   a. Individual platforms report their status to the PSG who rolls up the platoon status. The PSG inputs the rollup into FBCB2 SITREP and send to the 1SG/CP. The report should be accompanied by comments to elaborate on the basic status information provided in the report format and to paint the picture of the unit and actions on-going and projected.
   b. The Self Tab reports data for own platform. The Unit Tab has option for 'Platforms' (those in the reporting unit), and 'Units' for the status of the immediately subordinate units (for a company/troop it would be for the subordinate platoons).
   c. Any element in the unit can submit the report.



903 – COMBAT SLANT REPORT (BLUE 3)

1. This report states the number of primary combat vehicles the platoon has that are both operational and under the platoon's control. If a vehicle is non-mission capable, it is not counted in this report.

2. The platoon leader sends a slant each time he calls the troop Cdr (TF CDR/S3 for TF scouts) during the fight.

3. Short Slant Report:

    6/_(attachments)

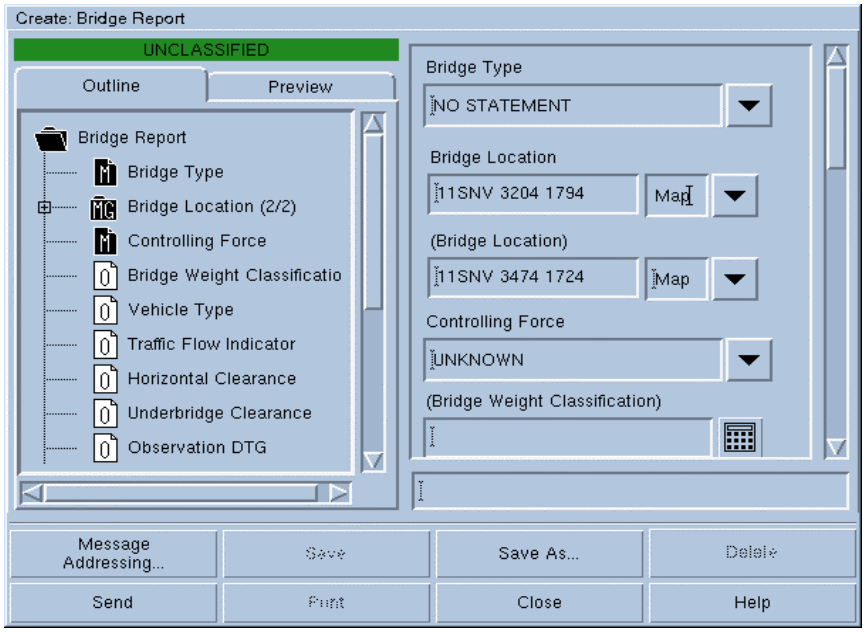
904 – REPORT for BRIDGE, OVERPASS, CULVERT, UNDERPASS, OR TUNNEL (BRIDGEREP) (BLUE 4)

1. PURPOSE. To report nature and condition of bridge, overpass, culvert, underpass or tunnel.

2. COMMUNICATION INSTRUCTIONS: Utilize FBCB2 Bridge Report as primary means of reporting. Since the BRIDGEREP creates a network wide icon with an associated hook dialog box with the text information from the message format, specific addressing is not required. If specific comments are included in the report comment box, only those to whom the message is addressed will receive those, so include the unit leadership, CP and supporting engineers in the address group. Submit FM reports to the next higher CP, unit leader or engineer as appropriate.

3. FORMAT:
   a. Type and location (for a long tunnel, include both entrance and exit locations).
   b. Overall length.
   c. Width of roadway.
   d. Height restrictions.
   e. Length and number of spans.
   f. Computed classification.
   g. Bypass locations and conditions. Use this report for disseminating bypass information.

4. FBCB2 Report. The bridge report creates a geo-referenced icon network wide and can be used for sending bridge data, but is also used for creating an icon for a lane through an obstacle or an obstacle bypass. For creating a lane icon, the message is filled as shown below, with no statement for bridge type, the start and end points for the lane in the bridge beginning and end location fields, and unknown for the controlling force field.



905 – REPORT for FORD, FERRY, or OTHER CROSSING SITE (CROSSREP) (BLUE 5)

1. PURPOSE. To report nature and condition of ford, ferry or other crossing site.

2. COMMUNICATION INSTRUCTIONS:
   a. Utilize FBCB2 Free Text Message as primary means.
   b. For all echelons, send report to next higher main CP and supporting engineer. Include unit leaders as appropriate or directed.

3. FORMAT:
   a. Type and location.
   b. Length of crossing in meters.
   c. Usable width.
   d. Current speed in meters per second.
   e. Maximum depth in meters.
   f. Bottom material and condition.
   g. Capacity classification of any existing ferry equipment.
   h. Slope of entry bank.
   i. Slope of exit bank.
   j. Other comments as necessary.

906 – OBSTACLE REQUEST, INTENT OR STATUS (BLUE 6)

1. PURPOSE. To request, report intention or status on all obstacles.

2. COMMUNICATION INSTRUCTIONS:
   a. Submitted by all assigned and attached units requesting or emplacing obstacles in the brigade AO. Submitted when requesting to emplace and report intention to construct an obstacle. Also used to report the status of obstacle emplacement (25%, 50%, 75%, 100%).
   b. Submitted to next higher headquarters (and forwarded higher) by fastest means available. Use FBCB2 to transmit. FM is the least desired means of transmission.
   c. Use FBCB2 Obstacle Report to create geo-referenced icon when beginning construction. Use free text format for requesting obstacle emplacement.

3. FORMAT:

Line	Item	Example
1	OBSTACLE CONTROL DESIGNATOR	I004-H14-MD01
2	OBSTACLE LOCATION	(GRID)
3	EFFECTIVE DATE/TIME DATA	(DTG)
4	EMPLACING UNIT	1/A/299 EN BN
5	IMPACT ON MOVEMENT	DISRUPT
6	OBSTACLE TYPE	MINEFIELD
7	OBSTACLE DIMENSIONS	(Height, Depth, Width, Length)
8	MINEFIELD DATA	LAND SURFACE
9	OBSTACLE STATUS	PLANNED / EXECUTED
10	SAFE LANE LOCATION	(GRID)
11	ENEMY ACTIVITY	ATTACKING
12	BYPASS POTENTIAL	EASY / DIFFICULT
13	BY LOCATION	(GRID)
14	OBSERVATION DTG	(DTG)
15	COMMENTS	(REMARKS)

906.1 – OBSTACLE REQUEST, INTENT OR STATUS (BLUE 6) (cont.)

4. Request scatterable minefield (SCATMIN) using the following guidance:
   a. Utilize FBCB2 Free Text message as the primary request method. FM is least preferred method. Address digital request to BDE Main with INFO addressing to BDE TAC, ENG BN TOC, BDE ALOC, FSB SPO, BDE CDR/CSM/S3, and higher/adjacent units.
   b. Companies or special platoons requesting scatterable mine support submit to next higher HQ.
   c. Submit at least 12 hours prior to planned execution.
   d. FORMAT:

Line	Item	Example
1	Approving Authority	BDE CDR
2	Target/Obstacle Number	I004-K1A-SM01
3	Type of emplacing system	MOPMS
4	Type of mines	AP/AT
5	Life Cycle	NET 270400MAY00 NLT 271000MAY00 4HR
6	Aim Point	PV04586210 *COM*
7	Corner Point	*Centerline SP**
8	Corner Point	*Centerline EP**
9	Corner Point	*Friendly Side SP***
10	Corner Point	*Friendly Side EP***
11	Corner Point	*Enemy Side SP***
12	Corner Point	*Enemy Side EP***
13	Corner Point	
14	Corner Point	
15	Size of safety zone from	55 m *Radius from COM**aim point
16	Unit emplacing mines	EN SCT/299 EN BN
17	Person completing report	1LT DABE
18	DTG of report	250300MAY00
19	Remarks	Trigger is FSE south at NAI 501

COM (Center of Minefield; SP (Start Point); EP (End Point)
* Ground/Air Volcano, GATOR, and Flipper minefields only
** ADAM/RAAMS minefields only
*** See FM 20-32 for Safety Zones and use the longest distance as the radius

907 – ROUTE RECONNAISSANCE REPORT (ROUTEREP) (BLUE 7)

1. PURPOSE. Reports the results of a route reconnaissance.

2. COMMUNICATION INSTRUCTIONS:
   a. Submitted at the initiation and conclusion of reconnaissance. Appropriate portions of report submitted when obstructions encountered or changes to route required.
   b. Utilize FBCB2 Free Text Message as primary means. FM is least preferred method.
   c. Individual platforms or platoons submit to PL/PSG who forward to higher CP/CDR/S3
   d. Submit at least 12 hours prior to planned execution.

3. FORMAT:
   a. "From" location.
   b. "To" location.
   c. Type of route, report using the following designations:
      1) Highway, report using the number "1."
      2) Road, number "2."
      3) Trail, number "3."
      4) Cross-country, number "4."
   d. Classification of route. Check for height, width, and weight restrictions to determine the appropriate class, and report what vehicles the route is capable of handling using the following designations:
      1) All squadron/battalion vehicles (70 class minimum), report using the number "1."
      2) Tracked vehicles only, number "2."
      3) BFVs (or smaller) only (35 class restriction), number "3."
   e. Seasonal limitations of route based on weather-support capability, report as follows:
      1) All-weather (usable year-round), report using the letter "X."
      2) Limited all-weather (use limited during bad weather), letter "Y."
      3) Fair weather (may be impassable during bad weather), letter "Z."
   f. Rate of movement the route will support, report as follows:
      1) Fast, report using the number "1."
      2) Slow, number "2."
   g. Location and type of any critical points (send the applicable report). Report the following obstructions in all cases: curves with a radius of 45 meters or less; uphill slopes with grades of 5% or greater; width restrictions of 6 meters or less for one-way traffic, 10 meters or less for two-way traffic; and overhead clearance of 4.3 meters or less.

908 – CLOSURE REPORT (BLUE 8)

1. PURPOSE. Reports unit movement status and capability of units to conduct future operations.

2. COMMUNICATION INSTRUCTIONS:
   a. Submit using FBCB2 Free Text message as primary with FM as alternate
   b. Submit initial report via FM once platform is in position. Platoon leaders/sergeants submit final report upon completion of movement of the platoon, or at a designated time, to the troop CP; CP forwards to BCT S3. TF Scout PL/PSG submits to TF S3. The closure report is a status report and units need not be 100% to submit. A final report, however, is required once the platoon is 100% complete (NLT arrival + 2 hours). For prolonged or complex movements (combination of transport modes), submit report every two hours or as directed by brigade.

3. FORMAT:
   a. Unit.
   b. SP date/time.
   c. RP date/time.
   d. CP location (six-digit grid).
   e. Closure date/time.
   f. Accidents/incidents.
   g. Estimated time unit ready to conduct operations.
   h. Weapons/sensitive items inventory complete (YES/NO).

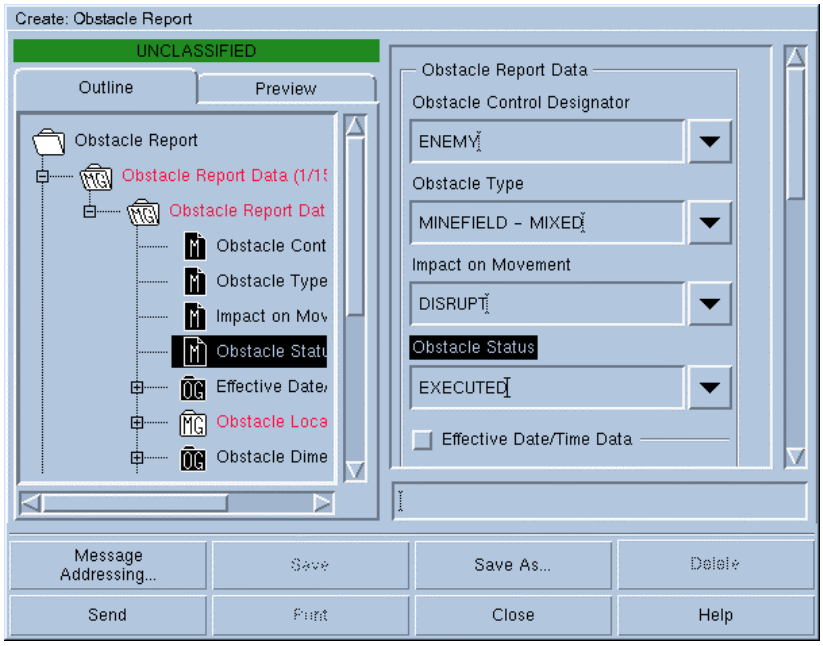
909 – OBSTACLE REPORT (BLUE 9)

1. PURPOSE. Reports obstacles encountered or constructed.

2. COMMUNICATION INSTRUCTIONS:
   a. Submit immediately when obstacle is observed or when obstacle construction is initiated.
   b. Utilize FBCB2 Obstacle Report as primary means. The network-wide icon has a hook dialog box with the formatted message information. If special comments are included only those to whom the message is addressed will receive the message with comments. In this case, include those who need to read the comments (supporting engineer, S3 section or unit leaders).

3. FORMAT:
   a. Type of obstacle or obstruction.
   b. Location, using grid coordinates. For large, complex obstacles, send the coordinates of the ends and of all turn points.
   c. Dimensions and orientation.
   d. Composition.
   e. Enemy weapons influencing obstacle.
   f. Observer's actions.
   g. Soil

4. FBCB2 Report. The obstacle report will create a geo-referenced icon network wide. It is critical that the report be generated when an obstacle is initiated/completed, or when an unreported obstacle is encountered. Utilize the drop down menus to complete the report, ensuring that all corners/points of the obstacle are entered in the location fields.



910 – BYPASS REPORT (BLUE 10)

1. PURPOSE. Reports an obstacle bypass route.

2. COMMUNICATION INSTRUCTIONS:
   a. Submitted immediately when obstacle bypass confirmed using FBCB2 BRIDGEREP (Card 904).
   b. Utilize FBCB2 as primary means. FM is alternate method.

3. FORMAT:
   a. Observer or source.
   b. Length; width; surface type; grade.
   c. Coordinates of "from/to" locations.
   d. Seasonal/weather limitations.
      1) All-weather (usable year-round), reported using the letter "X."
      2) Limited all-weather (use limited during bad weather), letter "Y."
      3) Fair weather (may be impassable during bad weather), letter "Z."
   e. Bypass markings.
   f. Observer’s actions.

911 – OBSTACLE TURNOVER/TRANSFER REPORT (BLUE 11)

OBSTACLE-TURNOVER/TRANSFER REPORT		
OBSTACLE DATA		
Obstacle #	Obstacle Type	Emplacing Authority
Obstacle Location (8-digit grid)	Obstacle Effect	Emplacing Unit
TURNOVER DATA		
Transferring Unit	Receiving Unit	Date/Time of Transfer
Next Higher Command Common to Both		Date Obstacle Emplaced

TURNOVER CHECKLIST

1. Intelligence.
   a. Enemy activity forward of the obstacle (discuss enemy recon, breaching efforts, direction of movement, expected time)
   b. Friendly activity in the vicinity of the obstacle (discuss LOGPAC, recon, counterrecon, maneuver)
   c. Critical aspects of terrain in the vicinity of the obstacle
2. Maneuver.
   a. Obstacle protection against enemy recon/breaching (discuss overwatch, counterrecon patrols, sunrise sweep)
   b. Location of TRPs and indirect fire targets (point out location on graphics and terrain)
   c. Rearward/forward passage of lines (discuss planned and routine activity around the obstacle)
   d. Familiarize with other friendly units adjacent to the obstacle
3. Mobility/Survivability.
   a. Obstacle trace (discuss corner point grids on map and point out on terrain)
   b. Obstacle marking (explain type of marking and on which sides of the obstacle)
   c. Obstacle composition (location of disarming materials)
   d. Location of lanes/gaps and method of closing lanes/gaps
   e. Location of material to close lanes/gaps
   f. Explain purpose and target of obstacle, reporting procedures, and authority for emplacement
4. CSS.
   a. Planned casualty evacuation and supply routes in the vicinity of the obstacle
5. C2.
   a. DA Form 1355 or 1355-1-R, dated _____, transferred to receiving unit
   b. DA Form 2203, dated _____, transferred to receiving unit
   b. Obstacle overlay, dated _____, transferred to receiving unit
   c. Target folder, dated _____, transferred to receiving unit
   d. Higher headquarters (transferring, receiving, and emplacing units) notified of transfer
   e. DA Form 1355 or 1355-1-R forwarded
   f. 2 Copies of this form, dated _____, given to receiving unit

RECEIVING UNIT REQUIREMENTS

_____ Emplace the obstacle	_____ Overwatch the obstacle
_____ Complete the obstacle	_____ Remove the markings
_____ Execute the obstacle	_____ Close the Lanes
_____ Guard the obstacle	_____ Report the Effect

The Authority to Execute this Obstacle is: _____

You MAY / MAY NOT Execute this Obstacle to Prevent Immediate Capture by the Enemy

CERTIFICATION

The undersigned certify that the receiving unit has assumed full responsibility for the obstacle indicated above. The unit commander understands all the information related to the obstacle, the obstacle intent, and his responsibility to transfer of recover the obstacle upon his departure.

_____	_____
Signature of Transferring Unit Commander/Date	Signature of Receiving Unit Commander/Date
_____	_____
Printed Name and Rank	Printed Name and Rank

912 - SERIOUS INCIDENT REPORT (BLUE 12)

FROM: PLT LDR X

TO: CDR, X

SUBJECT: Serious Incident Report, Number XXXXXXX

1. Category: (See next page)

2. Type of Incident:

3. DATE/TIME:

4. Location:

5. Other Information
   a. Training related:
   b. Firing incident

6. Personnel Involved:
   a. Subject:
      1) Name:
         a) Rank or Grade:
         b) Social Security Number:
         c) Race:
         d) Sex:
         e) Age
         f) Position:
         g) Security Clearance: Y or N:
         h) Unit; Station of Assignment
         i) Duty Status

7. Summary of Incident: _____
_____
_____
_____
_____

8. Commander Reporting:

9. Point of Contact;

10. Downgrading Instructions:

912.1 - SERIOUS INCIDENT REPORT (cont.)

11. Report Originated by:

12. Report Released By:

13. Notification:
    a. Position: Name: Time:

14. Category of Incidents
    a. Category 1:
        1) Fratricide
        2) Riots, serious disturbances
        3) War crimes
        4) Soldiers requesting asylum
        5) Terrorist activities
        6) Bomb or explosion incident
        7) Threats against weapons/ammunition
    b. Category 2:
        1) Loss/theft of sensitive items
        2) Narcotics/drugs
        3) Theft/loss of ammunition, armament, or explosives
        4) Death of any soldier in BCT
        5) Major fires
        6) Serious training/movement accident
    c. Category 3:
        1) Serious injury of any BCT soldier
        2) Training/firing incident
        3) Compromise of operational codes
        4) Notification of death of family member

15. Platoon leaders will notify troop commander on the troop net.

NOTE: This report is sent by FBCB2 (free text) to the troop commander/XO or 1SG.

913 – UNEXPLODED ORDNANCE (UXO) REPORT (BLUE 13)

1. PURPOSE. Report discovered unexploded ordnance.

2. COMMUNICATION INSTRUCTIONS: Report by the fastest means available to next higher HQs.

3. FORMAT:
   a. DTG
   b. Reporting unit and location
   c. How unit can be contacted (FM frequency/call sign or phone number)
   d. Type munitions and how it appears to have been delivered (dropped, placed, projected, etc.)
   e. NBC contamination
   f. Resources threatened
   g. Impact on mission
   h. Protective measures taken; how UXO marked
   i. Priority (immediate, minor, no threat)

ENSURE UXO IS CLEARLY MARKED AND WARNING IS POSTED!!

914 – 920 SPARE CARDS

921 – NOT USED

922 – SENSITIVE ITEM REPORT (GREEN 2)

1. PURPOSE. Maintain status of accountability for unit sensitive items.

2. COMMUNICATION INSTRUCTIONS:
   a. Individual platforms submit to PSG NLT 0500 and 1700. Platoons submit to 1SG/CP NLT 0530 and 1730, or upon change in status.
   b. Routine report submitted by FBCB2 free text message with FM as the alternate means. Report of unaccounted item submitted immediately by fastest means available.

3. FORMAT:
   a. Report should read, "GREEN for sensitive items" if all weapons and sensitive items are accounted for.
   b. Submit report immediately, in following format, if there are sensitive items unaccounted for during daily checks, or at any time an item is lost or stolen.
      1) DTG of loss/theft.
      2) Unit reporting loss/theft.
      3) Type of sensitive item lost/stolen, including serial number.
      4) Name/Rank/SSN of individual(s) involved in incident.
      5) Synopsis of events surrounding the loss/theft.

923 – DOWNED/MISSING AIRCRAFT (GREEN 3)

1. PURPOSE. To report downed or missing friendly aircraft

2. COMMUNICATION INSTRUCTIONS:
   a. Submit initial report to Plt Ldr/PSG via FM; PL/PSG reports to Cdr/XO/CP.
   b. Submit follow-up reports to Plt Ldr/PSG via FM or FBCB2 (Free Text message).
   c. CP forwards report to BCT Cdr/S3.

3. FORMAT:
   LINE 1. Type of aircraft (describe aircraft if type unknown)
   "UH-60 Blackhawk"
   LINE 2. Aircraft callsign or tail number if known (any identify markings if unknown)
   "Shark 23"
   LINE 3. Grid location and/or nearest landmark or graphic control measure
   "14RPV 654 765, LZ Silver"
   LINE 4. Time of downing if known
   "0655 Zulu"
   LINE 5. Number/status of survivors and their last action if known (include last known radio frequency)
   "Two crewmen seen exiting and moving south into treeline"
   LINE 6. Status of aircraft
   "Aircraft on fire" or "Aircraft intact, damage to rotors"
   LINE 7. Cause of downing if known (include anti-aircraft weapon type if shot down)
   "Shot down by small arms" or "rotor blades struck tress"
   LINE 8. Enemy/Threat/NBC in vicinity of aircraft if known
   "2 Enemy soldiers seen searching aircraft"
   LINE 9. Friendly forces in vicinity of aircraft and actions if known
   "Scout 42 moving to secure crash site"

924 – PATROL REPORT (GREEN 4)

1. PURPOSE. To provide a guide for debriefing dismounted patrols and reporting patrol results to higher HQs.

2. COMMUNICATION INSTRUCTIONS: Use an FBCB2 free text format summarizing information if appropriate. Utilize FM as alternate means.

3. FORMAT:
   a. Designation of patrol. Include these elements:
      1) To:
      2) From:
      3) Maps:
   b. Size and composition of patrol.
   c. Task.
   d. Time of departure.
   e. Time of return.
   f. Routes (out and back).
   g. Terrain. This includes a description of terrain by type (dry, swampy, jungle, thickly wooded, high brush, rocky), depth of ravines and draws, condition of bridges (type, size, and strength), and effect of terrain on tracked and wheeled vehicles.
   h. Enemy. This includes details of enemy strength, disposition (including any shifts in disposition), defenses, equipment, weapons, attitude, morale, exact location, and movements. The report should include the time enemy activity was observed and coordinates of the location where activity occurred.
   i. Any map corrections.
   j. Miscellaneous information, including pertinent details of NBC warfare.
   k. Results of encounters with the enemy. This includes enemy prisoners and casualties, captured documents and equipment, identification of enemy elements, and enemy disposition after the contact.
   l. Condition of the patrol, including disposition arrangements for any dead or wounded.
   m. Conclusions and recommendations, including the extent to which the mission was accomplished and any recommendations as to patrol equipment and tactics.
   n. Additional remarks by the de-briefer.

NOTE: The report should conclude with the name, rank/grade, and organization/unit of the patrol leader.

925 – MEACONING, INTRUSION, JAMMING and INTERFERENCE (MIJI) REPORT (GREEN 5)

1. PURPOSE. To report possible enemy disruption of communications or imitative communications deception.

2. COMMUNICATION INSTRUCTIONS:
   a. Once operator has determined the disruption is the result of external interference (not the result of communication equipment problems), submit to higher headquarters by fastest means possible, preferably via FBCB2 Free Text message (FLASH priority).
   b. The MIJI report also covers incidents in which imitative deception is suspected (especially when instructions are received from a source that cannot be authenticated).
   c. Submit report to Plt Ldr or PSG; fwd to CP; CP to BCT S2. TF scout PL/PSG submits to TF S2.

3. FORMAT:
   a. Unit identification.
   b. Type of interference.
   c. Location.
   d. "On" time (DTG interference started).
   e. "Off" time (DTG interference ended).
   f. Effects of interference, including operations or equipment affected.
   g. Frequency (or frequency range) of interference, if known.
   h. Narrative or additional information.
   i. Time (when required).
   j. Authentication.

926 – EPW / CAPTURED MATERIAL REPORT (GREEN 6)

1. PURPOSE. Reports possible enemy disruption of communications or imitative deception communications.

2. COMMUNICATION INSTRUCTIONS:
   a. Submit ASAP following capture and prior to evacuation.
   b. Primary means is FBCB2 Free Text message with FM as alternate. Submit report to Plt Ldr and PSG; fwd to CP; CP to BCT S2. TF Scout PL/PSG submits to TF S2.

3. FORMAT:
   a. For EPW:
      1) State "GREEN 6."
      2) Item captured (state "EPW").
      3) DTG of capture ("260845SEP83").
      4) Place of capture, using grid coordinates ("NS 621434").
      5) Capturing unit (appropriate call sign).
      6) Circumstances of capture, described as briefly as possible.
   b. For Captured Equipment:
      1) State "GREEN 6."
      2) Item captured (state "MATERIAL").
      3) Type of document or equipment ("ANCD").
      4) DTG of capture ("160900JUN02").
      5) Place of capture, using grid coordinates ("NE 824615").
      6) Capturing unit (appropriate call sign).
      7) Circumstances of capture, described as briefly as possible.

927 – REQUEST FOR INFORMATION (GREEN 7)

1. PURPOSE. To request information from higher, adjacent or subordinate units to resolve intelligence gaps.

2. COMMUNICATION INSTRUCTIONS: Submit to action addressee via digital system if possible, with MSE or FM as alternate means.

3. FORMAT:
   a. DTG of request.
   b. Unit requesting information.
   c. Information requested.
   d. Response NLT DTG.

4. Response to RFI COMMUNICATION INSTRUCTIONS: Submit to requester via digital system if possible, with MSE or FM as alternate means.
   a. FORMAT:
      - DTG of response.
      - Unit answering RFI.
      - Response to RFI.
      - DTG of further explanation, if applicable.

928 – SAEDA REPORT (GREEN 8)

1. PURPOSE. Report attempts by individuals to obtain classified or operational information, conduct espionage and/or subvert US forces, their friends or family.

2. COMMUNICATION INSTRUCTIONS: Submit to platoon leader / PSG ASAP; forward to troop CP who forwards to BCT S2. TF Scout PL/PSG submits to TF S2. Use FBCB2 free text message (FLASH precedence) with FM as the alternate means.

3. FORMAT:
   a. DTG of incident
   b. Location of incident
   c. Persons involved to include witnesses and other sources and suspects
   d. Narrative of incident
   e. Actions taken by personnel involved
   f. Comments

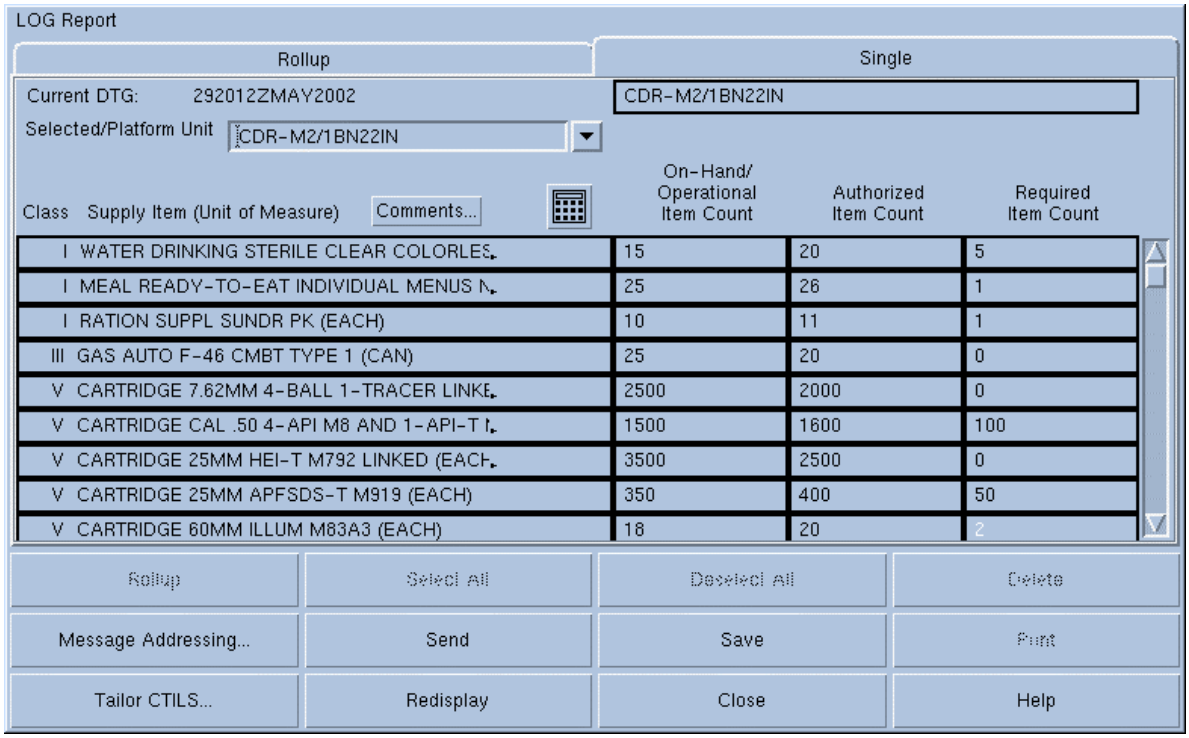
929 – 930 SPARE CARDS

931 – LOGISTICS STATUS REPORT (LOGSTAT) (YELLOW 1)

1. PURPOSE. Reports logistical status and requirements forecast.

2. COMMUNICATION INSTRUCTIONS: Report is initiated starting at platform level, and rolled up at platoon and company level. Platform sends to PL/PSG; PSG consolidates and sends to 1SG/ CDR daily by 0700. 1SG consolidates and sends company report to TF/Bde HHC 1SG (or supporting TF S4/ FSC SPO as directed in the OPORD), and the brigade S4 and FSB SPO CSSCS box NLT 0800. **(CSSCS will only receive the LOGSTAT from the 1SG, CDR, XO, or troop CP FBCB2.)**

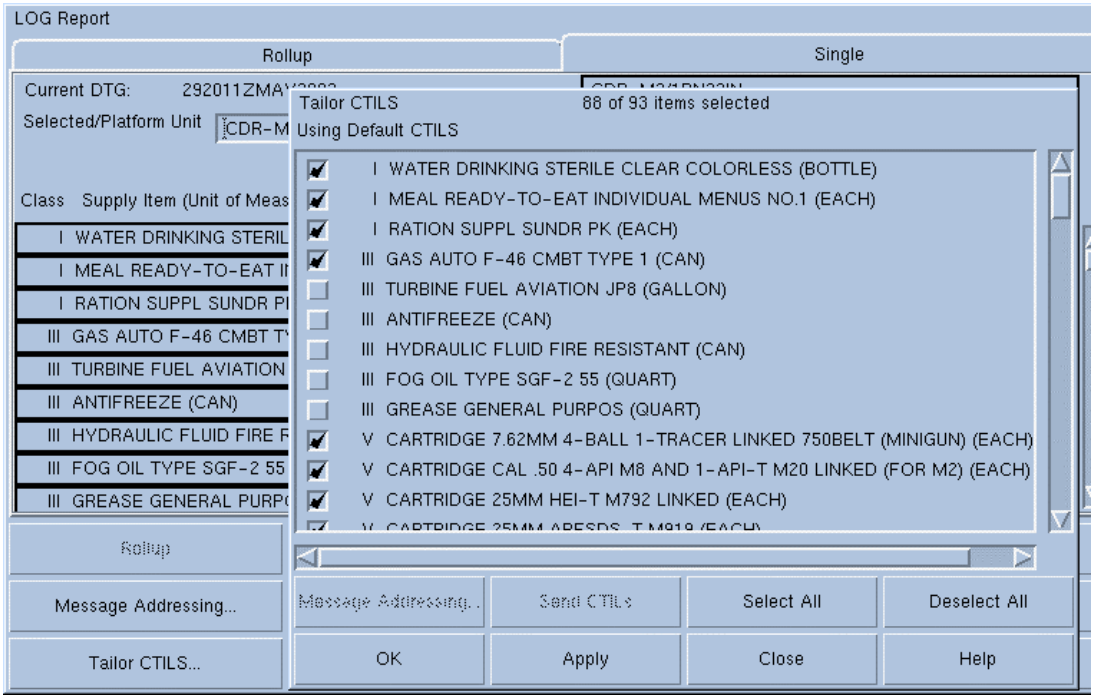
3. FORMAT: Highlight critical shortages/requirements in accompanying free text comments.
   a. FBCB2 Report.
      1) LOGSTAT reports initiate at the platform level, with the flow of the reports from the platform to the PSG, who consolidates the platoon's reports and forwards a single report to the 1SG. The 1SG consolidates the company's reports and forwards a single report to the BN/BCT S4, the FSC and the FSB SPO.
      2) Before consolidating (roll-up) reports, check the FIPR queue to see if the right number of reports have been received.
      3) The report is based on **authorized** and **on-hand** quantities. The required quantity is calculated based on those two data fields. Additional requirements above authorized level are coordinated for in comments field or separate free text messages.



   4) Save the message before sending; a warning will be given if this is not done.

931.1 – LOGISTICS STATUS REPORT (LOGSTAT) (YELLOW 1)(cont.)

b. The LOGSTAT is based on the Commander's Tracked Items List (CTIL). At battalion/troop level, the BDE CTIL is modified to fit the unit requirements, then forwarded to each platform in the unit.



c. Vehicles accepting a CTIL action message causes the database to be modified. If a platform operator does not open the CTIL action message from the FIPR function the changes to the database will not be posted to his system. This can cause logistical tracking problems if an operator does not open each CTIL action message as it is received or if multiple CTIL action messages are in the FIPR and he does not open them in the proper (sequential) date time group sequence. To have a common operating picture for logistics, units should track acceptance of the CTIL message, just like a UTR change. When a CTIL message is received and saved, it will overwrite the FBCB2 LOGSTAT data. A warning message is given prior to saving.

The best TTP for both the PERSTAT build and CTIL receipt is to schedule these events right after the UTO has been sent and received. In the ideal scenario, the UTO is transmitted as part of pre-deployment operations order (i.e. the week before training). Later that day, after commanders have reported 100% acceptance of the UTO, the CTIL action message can be sent and accepted and the PERSTAT can be built. These tasks are checked as part of PCC/PCIs.

932 – AMMO STATUS / REQUEST (YELLOW 2/2A)

1. PURPOSE. Reports status or request ammunition.

2. COMMUNICATION INSTRUCTIONS:
   a. These reports are primarily used internally at task force and below, but may be used by platoon and company elements such as the BRT or TF scouts operating directly under TF/Bde control.
   b. Primary method of transmission is via FBCB2 Free Text message or FM.
   c. Submitted as required or requested.

3. FORMAT:

YELLOW 2 – AMMO STATUS

(1) GREEN: 90% or more on hand, all ammunition types.
(2) AMBER: 80% to 89% on hand, all ammunition types.
(3) RED: 60% to 79% on hand, all ammunition types.
(4) BLACK: 59% or less on hand, all ammunition types.

NOTE: BLACK status in a Yellow 2 report requires immediate follow-up with a Yellow 2A report. GREEN, AMBER, OR RED status does not require submission of a Yellow 2A.

YELLOW 2A – AMMO REQUEST

4. The FBCB2 SITREP can be used to report ammo status and request, but only one type of ammo can be entered in the message field per message. Additional shortages/requests can be added in the comments field. At troop level, critical ammo shortages will be reported and requested using FM as primary method. If requesting via FM, provide the ammunition type/nomenclature/DODAC or line number from Card 935 and number of rounds required.

933 – POL STATUS / REQUEST (YELLOW 3/3A)

1. PURPOSE. Report status or request ammunition.

2. COMMUNICATION INSTRUCTIONS:
   a. Primary method of transmission is via FBCB2 Free Text message or FM.
   b. Submitted as required or requested.

3. FORMAT:

YELLOW 3 – POL STATUS

(1) GREEN: 90% or more on hand, all ammunition types.
(2) AMBER: 80% to 89% on hand, all ammunition types.
(3) RED: 60% to 79% on hand, all ammunition types.
(4) BLACK: 59% or less on hand, all ammunition types.

NOTE: BLACK status in a Yellow 3 report requires immediate follow-up with a Yellow 3A report. GREEN, AMBER, OR RED status does not require submission of a Yellow 3A.

YELLOW 3A – POL REQUEST

4. The FBCB2 SITREP can be used to report POL status and request. Critical POL shortages will be reported and requested using FM as primary method. Provide POL item description or line number from Card 935 and quantity required.

934 – NOT USED

935 – LOGISTICS ITEM LIST

LINE	SUPPLY CLASS	SUPPLY ITEM
1	I	MRE [EA]
2	II	Battery, 6V [EA]
3	II	Battery, 9V [EA]
4	II	Battery, AA [EA]
5	II	Battery, C [EA]
6	II	Battery, D [EA]
7	II	Filter, Canister [EA]
8	II	MOPP Suit [EA by SZ]
9	III	Antifreeze [5GA]
10	III	Antifreeze [GA]
11	III	Brake Fluid [GA]
12	III	Brake Fluid [PT]
13	III	CLP [QT]
14	III	Dextron III [5GA]
15	III	Dextron III [QT]
16	III	FOG OIL [GA]
17	III	FRH [GA]
18	III	FRH [QT]
19	III	GAA [5GA]
20	III	GAA [TU]
21	III	JP-8 [GA]
22	III	MOGAS [GA]
23	III	OHA, Hydraulic Fluid [QT]
24	III	OHT, Hydraulic Fluid [GA]
25	III	Oil, 10W [5GA]
26	III	Oil, 10W [QT]
27	III	Oil, 15W/40 [5GA]
28	III	Oil, 15W/40 [QT]
29	III	Oil, 30W [5GA]
30	III	Oil, 80W/90 [5GA]
31	III	Oil, 80W/90 [GA]
32	III	Oil, 80W/90 [QT]
33	III	Turboshaft [5GA]
34	III	Turboshaft [QT]
35	III	Oil, Penetrating [QT]
36	III	Bore Cleaner [GA]
37	IV	Barbed Wire [RL]
38	IV	Concertina Wire [RL]
39	IV	G [PK]: MICLIC Reload
40	IV	Sandbags [HD]
41	V	.50 Cal, API, 4:1 Linked {A589}
42	V	.50 Cal, Blank, Linked
43	V	120mm MPAT

LINE	SUPPLY CLASS	SUPPLY ITEM
57	V	40mm, HEDP {M433} {B546}
58	V	40mm, HEDP, Linked {M430}
59	V	40mm, Illum, GSP {M661}
60	V	40mm, Illum, RSP {M662}
61	V	40mm, Illum, WSC {M585}
62	V	40mm, Illum, WSP {583} {B535}
63	V	40mm, TPT {M781}
64	V	40mm, TPT, Linked {M385}
65	V	5.56mm, 4:1, Linked {A064}
66	V	5.56mm, Ball {A059}
67	V	5.56mm, Ball, Linked
68	V	5.56mm, Blank {A080}
69	V	5.56mm, Blank Linked
70	V	5.56mm, Tracer {A063}
71	V	7.62mm, 4:1, Linked
72	V	7.62mm, Blank, Linked {A111}
73	V	9mm Ball {A363}
74	V	Demo, C4 [LB]
75	V	Demo, Det Cord {M456}
76	V	Fuse, Grenade
77	V	Gren, CS M7
78	V	Gren, Incendiary M14
79	V	Gren, M67 Frag {G881}
80	V	Gren, Riot Control M25 {K765}
81	V	Gren, Smoke, Green {G940}
82	V	Gren, Smoke, HC {G930}
83	V	Gren, Smoke, Red {G950}
84	V	Gren, Smoke, Violet {G955}
85	V	Green, Smoke, Yellow {G945}
86	V	Mine, M15 AT
87	V	Mine, M16A 1
88	V	Mine, M18 AP {K143}
89	V	Mine, M21 AT {K181}
90	V	Mine, M24 AT {K182}
91	V	Mine, M26 AP {K146}
92	V	Missile, Dragon
93	V	Missile, Stinger
94	V	Missile, TOW 2A
95	V	Missile, TOW 2B
96	V	MOPMs
97	V	Rocket, AT4 {C995}
98	V	Javelin
99	V	Smoke Pot {K866}

935.1 – LOGISTICS ITEM LIST (cont.)

LINE	SUPPLY CLASS	SUPPLY ITEM		LINE	SUPPLY CLASS	SUPPLY ITEM
44	V	120mm SABOT		100	VIII	Atropine Injectors [KT]
45	V	120mm HEAT		101	VIII	Combat Life Saver Bag [EA]
46	V	120mm MPAT {M830A1}		102	VIII	First Aid Dressing [EA]
47	V	120mm MORT HE {C705}		103	VIII	IM-174 Radiacmeter [EA]
48	V	120mm MORT Illum {C706}		104	VIII	IM-93 Radiacmeter [EA]
49	V	120mm MORT WP {C708}		105	VIII	M11 Decon APP [BT]
50	V	25mm, APDS-T M791		106	VIII	M13 Decon APP [KT]
51	V	25mm, APFSDS-T M919		107	VIII	M256 Detection Kit
52	V	25mm, HEI-T M792		108	VIII	M258 Decon
53	V	25mm, TPDS-T M910 {A940}		109	VIII	M8 Chem Alarm [EA]
54	V	25mm, TP-T M793 {A976}		110	VIII	M8 Paper [RL]
55	V	40mm, CS {M651}		111	VIII	M9 Paper [BK]
56	V	40mm, HE {M406}				

936 - 937 SPARE CARDS

938 – PERSONNEL REPORT (RED 1)

1. PURPOSE. Reports personnel status to higher headquarters and provides a tool for requisitioning new personnel.

2. COMMUNICATION INSTRUCTIONS:
   a. Troop and lower submit using FBCB2 PERSTAT with FM as alternate, with addressees including BDE Rear and BDE S1 or TF CTCP and S1.
   b. Platoons report to troop 1SG/XO/Cdr/CP NLT 1200 and 2400 daily.
   c. Attachments, DS and OPCON units report though the unit being supported or attached to.

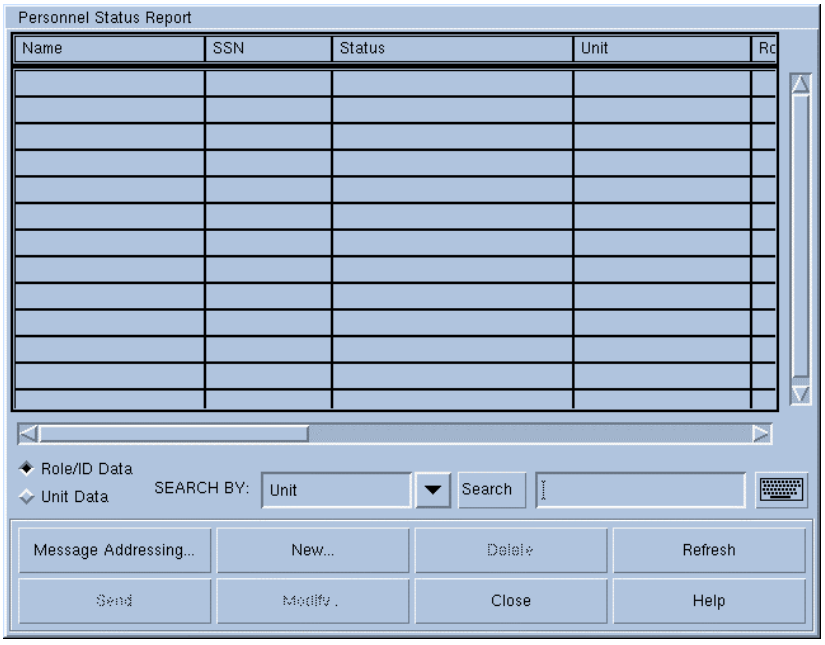
3. Analog Format:

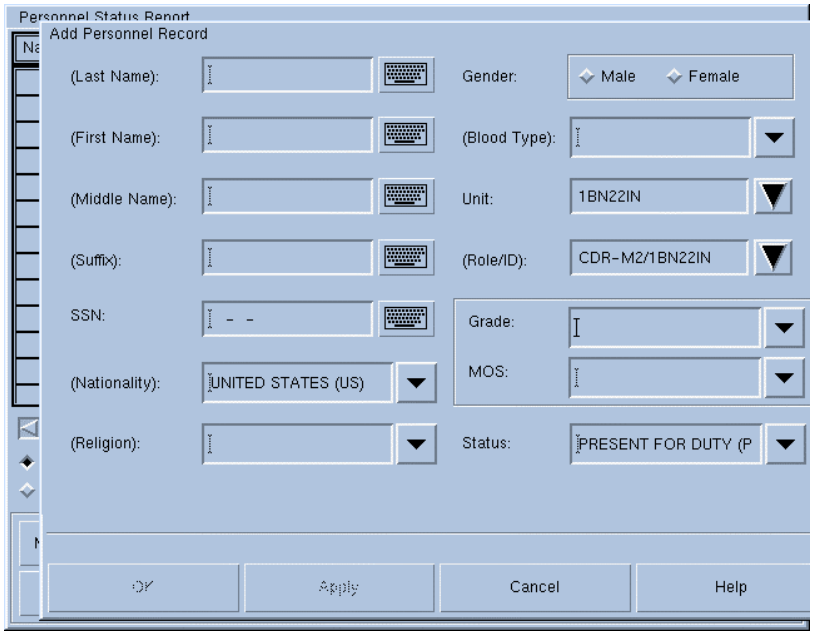
SUBMITTED BY LINE IN SLANT FORMAT BY OFFICER/WARRANT/ENLISTED

LINE	ITEM	EXAMPLE
1	UNIT/DTG	
2	PERSONNEL ASSIGNED	5/0/86
3	PERSONNEL ATTACHED	0/0/7
4	PERSONNEL DETACHED	0/0/4
5	TOTAL PERSONNEL	5/0/89
6	TOTAL PERSONNEL PRESENT FOR DUTY	5/0/75
7	WOUNDED IN ACTION	---
8	KILLED IN ACTION	---
9	MISSING IN ACTION	---
10	PERSONNEL ON LEAVE/PASS	0/0/2
11	PERSONNEL TDY	---
12	PERSONNEL AWOL	---
13	PERSONNEL ON REAR DETACHMENT	0/0/12
14	PERSONNEL REPLACEMENTS REQUIRED (RANK/SPECIALTY/QUANTITY)	

4. FBCB2 PERSTAT Report.
   a. FBCB2 is the primary means for submitting the Personnel Report for company and smaller units.
   b. **PERSTAT Report does not have default address groups.** Platforms address to PSG and PL. PSG addresses to 1SG/XO/Cdr/CP. Report from troop should be addressed to Bde Rear and Main CPs and S1.
   c. The initial unit roster is created from the bottom up with each platform in putting the personnel data for the soldiers associated with that system. The PERSTAT is then rolled up at platoon and company and sent as a company roll-up to the BDE CSSCS for action. The BRT PERSTAT report is then sent back down to each platform so that changes in personnel status can be tracked and reported back up the chain. When changes are reported, the system only reports on changes to records in the database from the last time a personnel status report was sent. Default addressees are not provided with this message.

938.1 – PERSONNEL REPORT (RED 1) (cont.)





The PERSTAT build and CTIL receipt are sent immediately following a UTO change. In the ideal scenario, the UTO is transmitted as part of pre-deployment operations order. After commanders have reported 100% acceptance of the UTO, the CTIL action message can be sent and accepted and the PERSTAT can be built. These tasks can then be checked as part of PCC/PCIs.

939 – CASUALTY REPORT (RED 2)

1. PURPOSE. Reports personnel status to higher headquarters and provides a tool for requisitioning new personnel.

2. COMMUNICATION INSTRUCTIONS:
   a. Platoons and lower submit using FBCB2 Free Text message with FM as alternate, to 1SG/CP.
   b. BRT CP submits to BCT S1 via FBCB2 or FM as alternate means. TF Scout PL/PSG sends to TF S1.
   c. Submit ASAP.

3. FORMAT:
   a. Battle roster number.
   b. DTG of the incident.
   c. Location of the incident (encoded).
   d. Type of casualties, encoded by letter as follows:
      1) ALPHA: KIA, hostile action.
      2) BRAVO: KIA, nonhostile action.
      3) CHARLIE: Body recovered.
      4) DELTA: Body not recovered.
      5) ECHO: Body identified.
      6) FOXTROT: Body not identified.
      7) GOLF: MIA.
      8) HOTEL: Captured.
      9) INDIA: WIA, slight, hostile action.
      10) JULIET: WIA, serious, hostile action.
      11) KILO: WIA, slight, nonhostile action.
      12) LIMA: WIA, serious, nonhostile action.
      13) MIKE: Accident.
   e. Status of evacuation and location to which casualties are evacuated.

940 – MEDEVAC REQUEST (RED 3)

1. PURPOSE. Requests immediate evacuation of casualties.

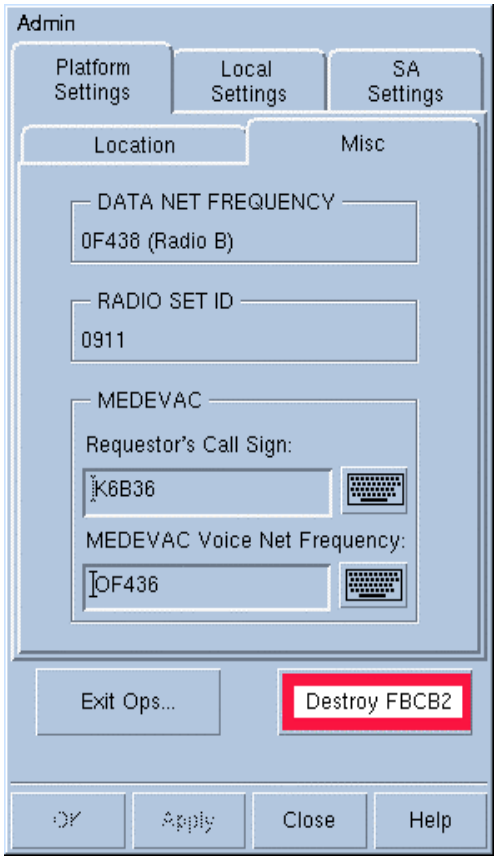
2. COMMUNICATION INSTRUCTIONS:
   a. Submitted by the fastest means available. Requests for urgent casualties should always be initiated on FM to get the most rapid response, followed by a digital request. Routine evacuation request may be sent via FBCB2 MEDEVAC message, but should be accompanied by an FM alert to the primary addressee
   b. See Card 941 for standard Helicopter Landing Point marking.
   c. Installation MEDEVAC FM frequencies:
      - FORT HOOD MEDEVAC – 38.45
      - FORT IRWIN MEDEVAC – 38.90

3. FORMAT:
   1. Location of pickup site (grid coordinates)
   2. Radio Frequency (your call sign and suffix)
   3. Number of patients by precedence:
      A - Urgent (save life, limb, eyesight w/i 2 hours)
      B - Urgent -Surgical (surgery required to save life and stabilize)
      C - Priority (required medical care is not avail, will deteriorate to Urgent if not evacuated within 4 hours)
      D - Routine (sick and wounded who require evacuation within 24 hours)
      E - Convenience
   4. Special equipment required
      A - none
      B - hoist
      C - extraction
      D - ventilator
   5. Number of patients by type
      L + # patients - Litter
      A + # patients - Ambulatory
   6. Security of pick up site
      N - no enemy troops in area
      P - possible enemy troops
      E - enemy troops in area, approach with caution
      X - enemy troops in area, armed escort required
   7. Method of marking pickup site (LZ)
      A - panels
      B - pyrotechnic signal
      C - smoke signal
      D - none
      E - other
   8. Patients nationality and status (military/civilian)
      A - US military
      B - US civilian
      C - Non-US military
      D - Non-US civilian
      E - EPW
   9. NBC contamination
      N - nuclear
      B - biological
      C - Chemical
      U - Unknown
      A - All Clear

940.1 – MEDEVAC REQUEST (RED 3) (cont.)

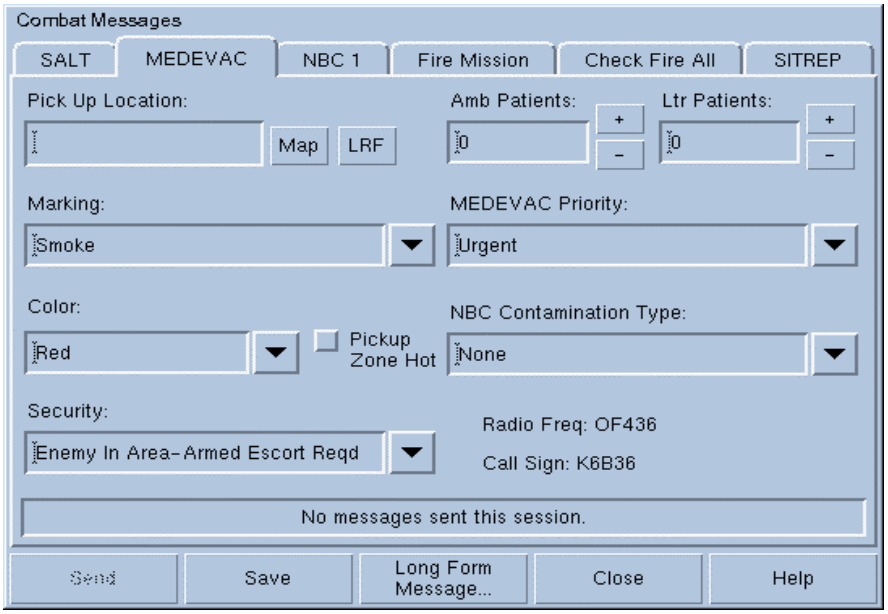
**When air/ground communications are established (FM xx.xx), the pilot will require the following information from the ground (LZ): Size of LZ, obstacles (wire, antennas, ditch, vehicles), wind direction and velocity and the slope of the terrain.

4. FBCB2 MEDEVAC Message
   a. The combat **MEDEVAC** report is used to call for a medical evacuation. All required fields are provided on this form. The message specifications require a 17 character call sign and a 2-character frequency in order for it to work. Users should add enough characters to the end of the correct call sign and frequency to fulfill this requirement.
   b. Prior to utilizing the combat MEDEVAC, **users must enter the Radio Freq and Call Sign for their platform in the "Admin>Platform Settings>Misc" dialog box on the BCOPS screen. This will allow the software to automatically fill the information in the message. Users cannot enter this information directly into this form.** Both fields require more characters than Army call signs/frequency have, so use 0 to fill them completely.



940.2 – MEDEVAC REQUEST (RED 3) (cont.)

c. Select the MEDEVAC report from the Combat Messages Box using the MEDEVAC tab. Fill in the fields using the drop down menus. Type in the pickup location or use the map or LRF fill options. Ensure that the Radio Freq and Call Sign are showing.



941 – STANDARD INVERTED 'Y' HELICOPTER LANDING POINT MARKING (RED 4)

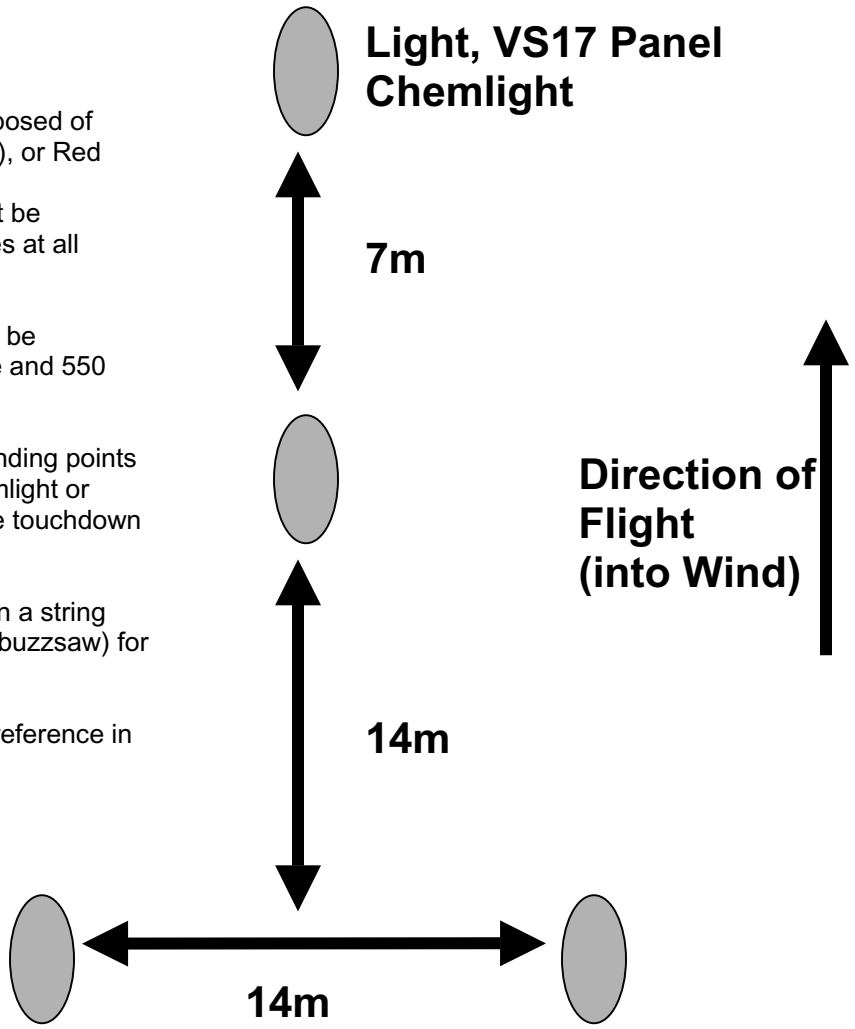
Inverted Y is composed of VS17 Panels (day), or Red chemlites (night)
VS17 Panels must be anchored by stakes at all corners.

Chem Lights must be anchored by stake and 550 cord.

Mark additional landing points With a single chemlight or VS-17 panel at the touchdown point.

Use a chemlites on a string swung in a circle (buzzsaw) for far recognition.

Chemlight color preference in order
- IR
- Blue
- Yellow
- Green
- Red



942 – 944 SPARE CARDS

945 – NBC 1 (INITIAL OBSERVER REPORT)

1. PURPOSE. Reports observation or detection of a nuclear, biological or chemical attack.

2. COMMUNICATION INSTRUCTIONS:
   a. **Submitted by the fastest means available.** Initial reports should be by FM and immediately followed by an FBCB2 NBC1 report to create a geo-reference icon on the network.
   b. **DO NOT DELAY SENDING THE REPORT** in an effort to make it complete. Send what you have immediately.
   c. Always initiate with "NBC 1 Report" and state what kind – Nuclear, Biological or Chemical.
   d. Omit information that is not applicable or available. Items that must always be included are type of report, lines D and H, and one of the following: B, C, F, or G.
   e. Ensure TF/BDE Main and TF/BDE Chemo are included in addressees. BDE Chemical forwards report to higher, adjacent and subordinate units by fastest means available, following with MCS report.

3. FORMAT:

ALPHA: Strike serial number (if known).

BRAVO: Position of observer (UTM coordinates or name of place).

CHARLIE: Grid or magnetic bearing (specify which is used) or azimuth of attack from observer (in degrees or mils; specify which is used).

DELTA: DTG attack started (ZULU).

ECHO: Illumination time in seconds (for nuclear burst); time the attack ended (toxic agent attack only).

FOXTROT: Location of attack (UTM coordinates) and/or vicinity of attack (actual or estimated; specify which is given).

GOLF: Means of delivery (if known).

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

INDIA: Number of shells; other data (for toxic attack only).

JULIET: Flash-to-bang time (in seconds).

KILO: Crater present or absent; diameter in meters (if known).

LIMA: Cloud width (degrees or mils; specify which) 5 minutes after burst.

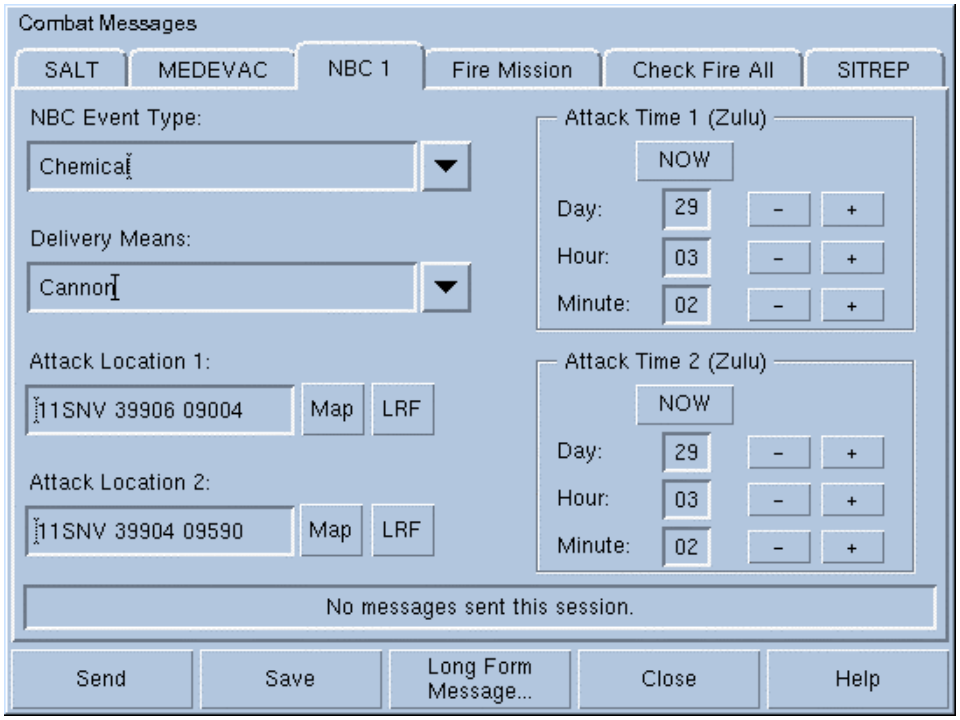
MIKE: Cloud height (top or bottom; specify which) 10 minutes after burst (degrees or mils; specify which).

SIERRA: DTG of reading (local or ZULU time).

NOTE: Carefully specify the units of measure used (degrees, mils, or grid azimuth).

945.1 – NBC1 Report (cont.)

1. FBCB2 Report
   a. Select the NBC 1 Report from the Combat Messages Box using the NBC 1 tab. Use the drop down menus to fill in the type of attack and the delivery means (if known).
   b. Fill in the attack locations by either typing in the grid location (including grid zone designator), using the Map option and clicking the cursor on the location of the attack on the map display, or using the LRF fill if platform is capable.
   c. Use the Long Form message for providing additional information.
   d. The report will create a geo-referenced contamination icon network wide.
   e. Ensure the BDE Main (S3 and Chemical), BDE TAC and Rear CPs are included in the action addressees.



946 – NBC 3 (IMMEDIATE WARNING OF EXPECTED CONTAMINATION)

1. PURPOSE. Provides warning of expected NBC contamination.

2. COMMUNICATION INSTRUCTIONS:
   a. Normally initiated by BDE or higher. Disseminate via FM, FBCB2 and MCS to ensure all units alerted.
   b. Always initiate with “NBC 3 Report” and state what kind – Nuclear, Biological or Chemical.

3. FORMAT:

   ALPHA: Strike serial number (if known).

   DELTA: DTG when attack started.

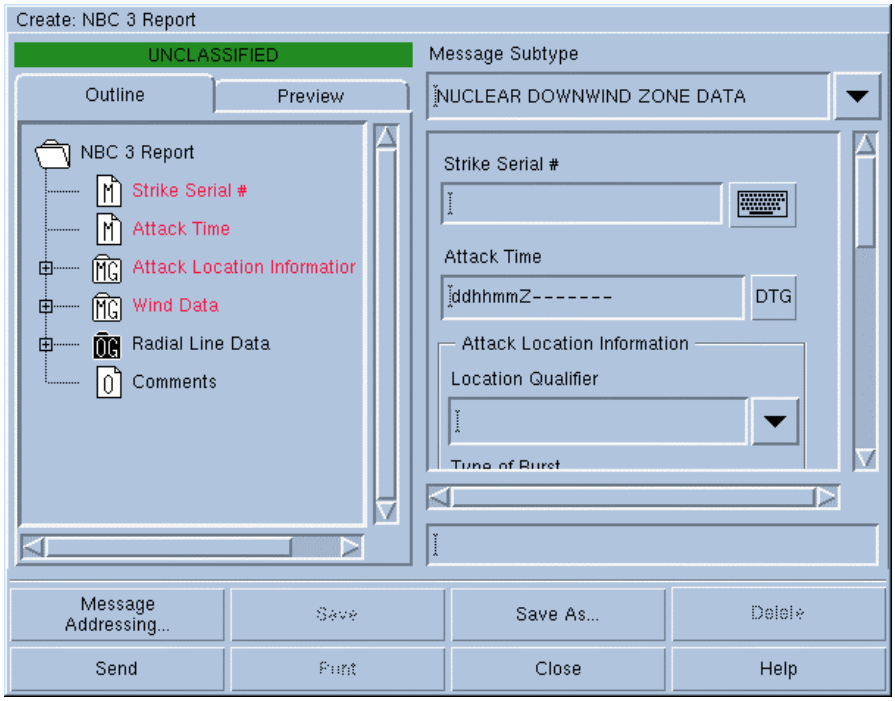
   FOXTROT: Location of attack (actual or estimated; specify which).

   PAPA: Area of expected contamination.

   YANKEE: Bearing or azimuth of left, then right radial lines (specify degrees or mils; use 4 digits for each line).

   ZULU: Effective downwind speed (in kmph; use 3 digits), downwind effective distance of zone 1 (in km; use 3 digits), and cloud radius (in km; use 2 digits).

4. FBCB2 Report. The NBC 3 report is usually disseminated from brigade or higher echelon. The message subtype (nuclear or chemical/biological) must be filled out along with Strike Serial #, Attack Time, Attack Location, and Wind data. Report must be disseminated unit wide.



947 – NBC 4 (REPORT OF RADIATION DOSE RATE MEASUREMENT)

1. PURPOSE. Reports detection and monitoring of radiation.

2. COMMUNICATION INSTRUCTIONS:
   a. Submit initial report when radiation initially detected and routinely thereafter as defined in OPORD. State “NBC 4” at the start of FM reporting.
   b. Submit initial report via FBCB2 with an FM alert to higher headquarters, ensuring all TF/BDE command posts and TF/BDE Chemo are included in addressees. BDE Chemo disseminates to higher, adjacent and subordinate units via MCS and/or MSE.

3. FORMAT:

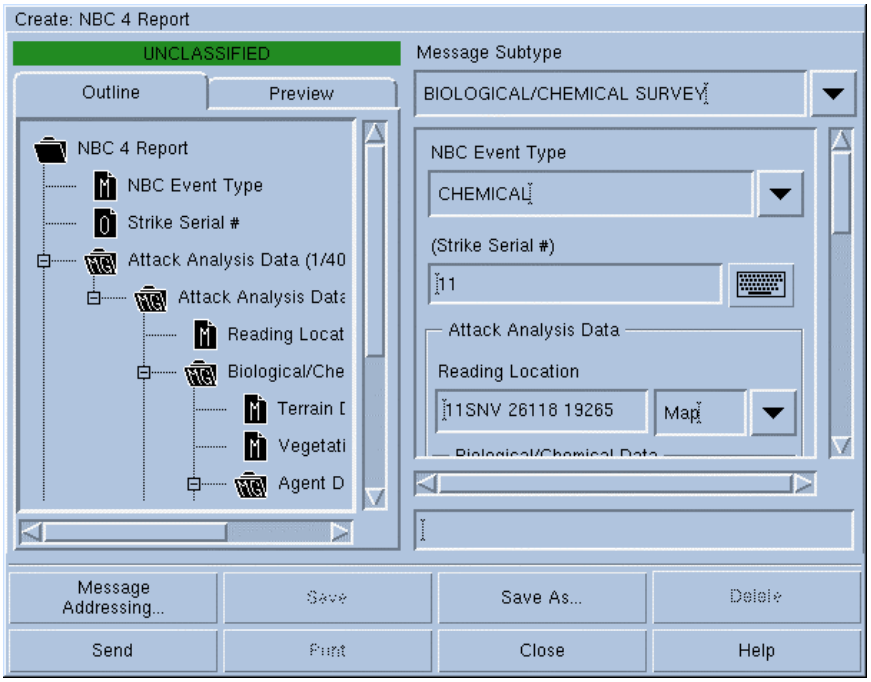
   QUEBEC: Location of reading; use friendly graphics or encryption. Omit this line when transmitting on a wire net.

   ROMEO: Dose rate in cGy/hr (average total dose rounded to the nearest 10 cGy). Specify whether the dose rate is "INITIAL," "INCREASING," "PEAK," or "DECREASING"; specify "SHIELDED" if the dose rate was measured inside a vehicle.

   SIERRA: DTG of reading. Specify the time zone.

NOTE: Repeat lines Q, R, and S as often as necessary. Radiation dose rates ideally are measured in the open, one meter above the ground; if the rate must be measured in a shielded location, it is converted (as accurately as possible) to a rate in the open.

4. FBCB2 Report. The message subtype (nuclear or bio/chemical survey), type event and attack analysis data must be completed along with reading location and results. Strike Serial # is filled if known.



948 – NBC 5 (REPORT OF AREAS OF CONTAMINATION)

1. PURPOSE. Reports areas of contamination.

2. COMMUNICATION INSTRUCTIONS:
   a. Submit initial report when radiation initially detected and routinely thereafter as defined in OPORD. State “NBC 5” at the start of FM reporting.
   b. Submit initial report via FBCB2 Free Text message with an overlay of the contaminated area. Send an FM alert to higher headquarters, and ensure all TF/BDE command posts and TF/BDE Chemo are included in addressees. BDE Chemo disseminates to higher, adjacent and subordinate units via MCS and/or MSE.

3. FORMAT:

ALPHA: Strike serial number, if known.

OSCAR: Reference DTG for estimated contours of contaminated areas.

SIERRA: DTG when contamination was initially detected.

TANGO: H+1 DTG or DTG of latest reconnaissance of contamination in the area.

UNIFORM: Coordinates of contour lines marking dose rate of 1,000 cGy/hr.

VICTOR: Coordinates of contour lines marking dose rate of 300 cGy/hr.

WHISKEY: Coordinates of contour lines marking dose rate of 100 cGy/hr.

X-RAY: Coordinates of contour lines marking dose rate of 20 cGy/hr.