



OUTLAWZ



HANDBOOK

&

TACSOP



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MISSION, INTENT, AND

END STATE



- **OUTLAW MISSION:**

- TEAM OUTLAW, ASSUMES, ANA KDK SFAT, FROM JAN 13 – UTC, IOT INHANCE THE ANA ABILITY TO CONDUCT OPERATIONS, ESTABLISH CREDIBILITY, AND BECOME SELF SUSTAINING FIGHTING FORCE CAPABLE OF PROTECTING THE POPULACE OF AFGANISTAN.

- **COMMANDER'S INTENT**

- PROTECT THE FORCE
- SFAT TM DEVELOPS CONVOY, LANGUAGE, CULTURAL, AND WEAPON SKILLS BEFORE AND DURING DEPLOYMENT
- SFAT TM IS SKILLED AT ANA TACTICS, WEAPONS, AND PROCEDURES
- TRAIN THE ANA TO BE SELF SUSTAINING

- **END STATE**

- ALL TM OUTLAW RETURNS HOME AT MISSION COMPLETION
- ANA KDK IS SELF-FUNCTIONING AND OPERATIONAL
- INSTILLED CONFIDENCE IN THE LOCAL AFGANISTAN POPULATION AS TO THE CAPACITY OF THEIR OWN SECURITY FORCES



TASK ORGANIZATION

- **SUCCESSION OF COMMAND**
 - **TM CHIEF: CPT (P) SAMPLES**
 - **FIRE OFFICER/XO: CPT ROBINSON**
 - **S4: CPT ELROY**
 - **S3: CPT DANIEL**
 - **S2: CPT RODRIGUEZ**
 - **S1: 1LT STOUGH**
 - **S3A/ COMBAT ADVISOR: 1LT GUNN**
 - **NCIOC; 1SG DAVIS**
 - **S2 NCO/COMBAT ADVISOR: SFC JONES**
 - **COMMO NCO: SFC / TBD**
 - **TM MEDIC: SGT CIRERA**
 - **FIRE NCO: SGT KARBOWSKI**



Team Leader: CPT (P) SAMPLES

Internal

Teaches, coaches, and advises the ANSF commander

Is responsible for conducting assessments of ANSF capabilities

Is responsible for all team operations and actions

Leads the team during military decision-making process (MDMP)

Approves all outgoing reports and internal evaluations

Provides input for and submits ANSF training and readiness reports

Ensures the establishment of requisition and tracking systems

Is responsible for overall team force protection

Ensures operations are conducted in a safe manner; conducts operational risk management (ORM)

Is accountable for team equipment

External

Teaches, coaches, and advises the BSI/BCT commander

Is responsible for all team operations and actions

Represents the advisor team to higher, adjacent, and subordinate commands, as required

Becomes a duty expert on the region/country

Knows the culture, history, and key figures



Senior Enlisted Advisor: 1SG DAVIS

Internal

Assists in the command and control of the team

Leads enlisted team members in daily routine, ensuring that all mission requirements take place, enabling the team's officers to focus their effort as liaisons to higher and adjacent headquarters on in administrative details as required.

Assists the assistant team leader in writing and reviewing required reports and internal evaluations

Ensures all enlisted team members are capable of training and advising FF in TTP

Ensures uniform standards are met

Trains and advises ANSF on roles and responsibilities of enlisted personnel

Instills the importance of the noncommissioned officer (NCO) corps into FF through counseling and development

Ensure the welfare and morale of all team members are met

Developes a rating scheme

Primary Interpreter Manager

External

Trains and advises ANSF on the basic tenets of troop welfare

Provides input on the ANSF training and readiness assessment with regard to enlisted forces

Assists ANSF senior NCO to enforce commander's intent, maintain discipline, and conduct pre-combat checks (PCC)



FIRE OFFICER/XO: CPT ROBINSON

Internal

Takes command of the team in the absence of the team leader

Is responsible for the training, combat efficiency, discipline, administration, and welfare of the team

Is responsible for staff coordination of actions prior to reaching the team leader

Is the budgeting approving officer

Writes outgoing reports and messages

Primary fire support officer

External

Represents the team in the absence of the team leader

Is prepared to organize, train, assist, advise or direct FF as required

Provides input for ANSF training and readiness assessments

Reviews periods of instruction prior to execution

Trains ANSF on fire support weapon systems

Is the principal instructor for fires effects and considerations (nonlethal fires, civil-military operations, PSYOP, information operations (IO), CAS, and fires)

Act as the liasion between BSI/BCT and ANSF in order to provide lethal and nonlethal effects including attack aviation, CAS, indirect fires operations



Personnel Services: 1LT STOUGH

Internal

Ensures team members are administratively ready to deploy (wills, powers of attorney, insurance, record of emergency data, emergency notifications, etc)

Prepares personnel accountability, morning reports

Maintains record book maintenance

Handles promotions, reenlistments, pay issues, and awards

Monitors family readiness

Does mail handling

Developes a rating scheme

External

Trains ANSF on personnel support of operations to include awards and military pay issues

Assists ANSF processing personnel in support of operations (such as personnel replacement)

Assists ANSF in establishing personnel tracking and military pay systems

Provides training and readiness assessments to ANSF administrative and personnel readiness

Works with BSI/BCT on all admin actions



Intelligence: CPT RODRIGUEZ /SFC JONES

Internal

Is the principal advisor to the team leader for Intelligence (S2)

Provides routine situational updates (weather, road conditions, and recent activity)

Is responsible for maintaining cultural calendar and advising of key dates and significant activities

Trains team in sensitive site exploitation (SSE)

Conducts intelligence preparation of the operational environment (IPOE) in support of operations

Prepares the intelligence collection plan

Assists the team in collecting information for required reports during missions; this includes passive collection, assisting in antiterrorism/force protection (AT/FP) assessments

Provides input for training assessments

External

Trains, coaches, and advises ANSF S2 section

Trains and advises ANSF on processing tactical information into predictive analysis

Trains ANSF in SSE

Supports intelligence for ANSF combat operations

Supports FF intelligence briefings to ANSF commander

Ensure all intel matters are integrated with BSI/BCT



Operations: CPT DANIELS / 1LT GUNN

Internal

Is the principal advisor to team leader for all operations

Establishes C2 presence for all operations

Reviews all tactical and operational reports to higher headquarters

Provides input for and submits training assessments

Writes all outgoing reports and messages

Reviews periods of instruction prior to execution

Secondary Interpreter Manager

External

Trains and advises ANSF on planning and executing operations

Trains ANSF Operations (S3), (current and future operations, battle tracking, reporting and LRTC)

Assists ANSF S3 in MDMP

Advises ANSF S3 in base defense

Advises ANSF S3 in establishing traffic control points (TCP)

Trains ANSF on detainee operations to include handling, processing, and tactical questioning

Ensure that all BCI/BCT operations are integrated with ANSF



COMPANY ADVISORS: 1LT GUNN / SFC JONES

Internal

Assists in the training, combat efficiency, discipline, administration, and welfare of the team

Assists the team leader in the development of a training plan for the team to include a training schedule

Manages the execution of the team's training plan based on guidance and future missions

Ensures that all team members are capable of training, advising, assisting, and directing foreign counterparts in required TTP

Is the primary instructor for hand-to-hand combat TTP

Is the training officer in charge (OIC) for maintaining weekly training and operations calendar

Provides input for training assessments

External

Prepares to organize, train, assist, advise, or direct indigenous ANSF

Is responsible for the development of ANSF leaders in the areas of tactical planning, decision making, and execution

Conducts tactical training and employment of forces

Is responsible for advising ANSF on mission-essential tasks list (METL) development

Train ANSF in civil and military skills as required

Train ANSF in hand-to-hand combat TTP

Coordinates with BSI /BCT to execute ANSF training



Logistics: CPT MCELROY/SGT KARBOWSKI

Internal

Is the principal advisor to team leader for logistics

Processes logistics support request for operations

Maintaining equipment accountability; conducts periodic inventories of team equipment

Is the field ordering officer (FOO) for funds

Manages contracts

Oversees maintenance on organic equipment

Provides input for training assessments

Maintains accountability and welfare of interpreters

External

Is the principal advisor to ANSF for logistical support of operations

Advises and trains ANSF on establishing logistics systems

Oversees ANSF training in supply and logistics

Oversees ANSF maintenance training

Assists ANSF on contract management

Coordinate with BSI/BCT for all logistical matters



Medical: SGT CIRERA

Internal

Provides input for training assessments

Advises on medical capabilities of nearby assets

Stabilizes patients and prepare for medical evacuation (MEDEVAC)

Maintains class VIII supply

Is the principal instructor for self-buddy aid, CLS course

Assists in setting up a fully functional aid station

External

Trains ANSF on rapid trauma assessment and trauma medical training, field sanitation, preventative medicines, and food preparation

Stabilizes patients and prepares for MEDEVAC

Advises ANSF on maintaining class VIII supply

Coordinate with BSI/BCT for all medical matters



Communications: TBD

Internal

Provides input for training assets

Advises on radios and communications and capabilities of nearby assets

Is the communications security custodian; blue force tracker(BFT); and counter radio controlled improvised explosive device electronic warfare (CREW) point of contact

External

Trains, coaches and advises ANSF on communications planning

**Is the principal instructor to the FF for communications
Coordinate with BSI/BCT for all communication matters**



Fires NCOIC: SGT KARBOWSKI

Internal

Primary Fire Support NCO

Serves as the assistant S4

Responsible for the base defense planning/force protection

External

Trains, coaches, and advises ANSF on fire support weapon systems

Is the principal instructor for fires effects and considerations (nonlethal fires, civil-military operations, PSYOP, information operations (IO), CAS, and fires)

Act as the liasion between BSI/BCT and ANSF in order to provide lethal and nonlethal effects including attack aviation, CAS, indirect fires operations



OPERATION FOUNDATION

PURPOSES OF OFFENSIVE OPERATIONS

- Disrupting enemy coherence.
- Securing or seizing terrain.
- Denying the enemy resources.
- Fixing the enemy.
- Gaining information.

Characteristics of Offense

Surprise

Concentration

Tempo

Audacity

OFFENSIVE OPERATIONS W/IN THE OPERATIONAL FRAMEWORK

Area of Operations

Battle Space

Organizing the Battlefield

TYPES OF DEFENSIVE OPERATIONS

MOBILE DEFENSE

AREA DEFENSE

RETROGRADE

Characteristics of Defense

Preparation

Security

Disruption

Massing Effects

Flexibility

DEFENSE OPERATIONS W/IN THE OPERATIONAL FRAMEWORK

Area of Operations

Battle Space

Organizing the Battlefield

BATTLEFIELD ORGANIZATION

Decisive Operations

Shaping Operations

Sustaining Operations

TENETS OF ARMY OPERATIONS

Agility

Initiative

Depth

Synchronization

Versatility

PRINCIPLES OF WAR

Objective

Maneuver

Surprise

Security

Mass

Offensive

Unity of
Command

Simplicity

Economy of
Force

**FM 3-0
OPERATIONS
27 February 08**

**TM 4046
SHARKS**



OPERATIONAL FOUNDATIONS

- SFAT Principles.
- The most important principle for improving the ANSF is the development of their competence and professionalism. ANSF must act as trusted agents of the government that both leaders and citizens see as a fair and impartial arbitrator of justice. The ANSF must have the respect of the people and represent them from a demographic and cultural values standpoint. They must have the training, expertise, and equipment to successfully conduct security operations. Finally, they must demonstrate that they are dedicated to the welfare of the citizens and the nation; combating insurgents and criminals while protecting the rights of the people and creating security that allows growth in opportunity.
- Seven SFAT Imperatives. The seven imperatives for effective advising are:
- ☐ Understanding the operating environment
- ☐ Leadership and Influence
- ☐ Promoting legitimacy
- ☐ Ensuring unity of effort and purpose
- ☐ Managing information
- ☐ Developing self-sustaining systems
- ☐ Building Rapport with ANSF



GUIDELINES FOR ADVISORS

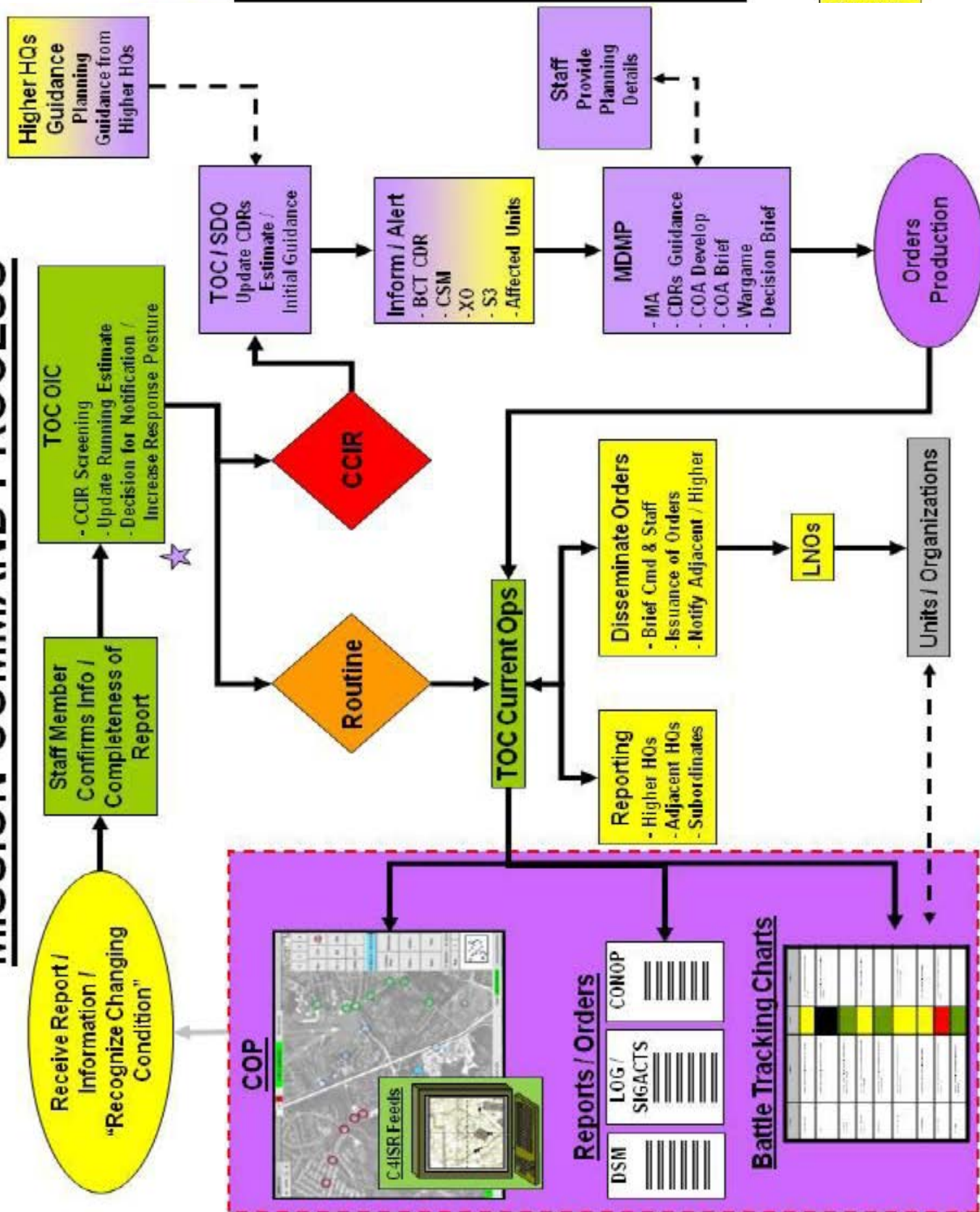
Table 6-5. Guidelines for advisors

- Try to learn enough of the language for simple conversation.
- Be patient. Be subtle. In guiding host-nation counterparts, explain the benefits of an action and convince them to accept the idea as their own. Respect the rank and positions of host-nation counterparts.
- Be diplomatic in correcting host-nation forces. Praise each success and work to instill pride in the unit.
- Understand that an advisor is not the unit commander but an enabler. The host-nation commander makes decisions and commands the unit. Advisors help with this task.
- Keep host-nation counterparts informed; try not to hide agendas.
- Work to continually train and improve the unit, even in the combat zone. Help the commander develop unit standing operating procedures.
- Be prepared to act as a liaison to multinational assets, especially air support and logistics. Maintain liaison with civil affairs and humanitarian teams in the area of operations.
- Be ready to advise on the maintenance of equipment and supplies.
- Have a thorough knowledge of light infantry tactics and unit security procedures.
- Use "confidence" missions to validate training.
- Stay integrated with the unit. Eat their food. Do not become isolated from them.
- Be aware of the operations in the immediate area to prevent fratricide.
- Insist on host-nation adherence to the recognized human rights standards concerning treatment of civilians, detainees, and captured insurgents. Report any violations to the chain of command.
- Be objective in reports on host-nation unit and leader proficiency. Report gross corruption or incompetence.
- Train host-nation units to standard and fight alongside them. Consider host-nation limitations and adjust. Flexibility is key. It is impossible to plan completely for everything in this type of operation. Therefore, constantly look forward to the next issue and be ready to develop solutions to problems that cannot be answered with a doctrinal solution.
- Remember that most actions have long-term strategic implications.
- Maintain a proper military bearing and professional manner.



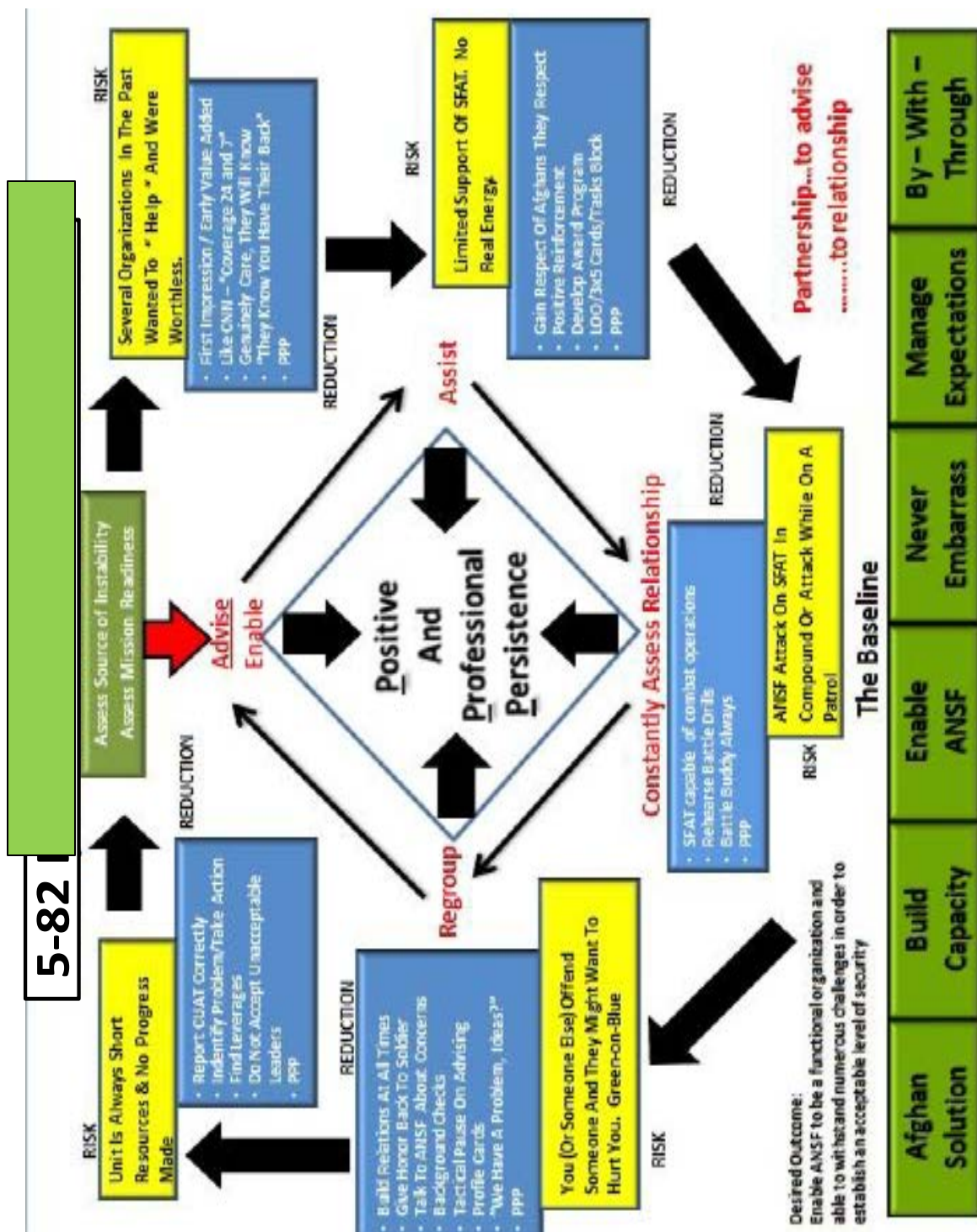
MISSION COMMAND PROCESS

MISSION COMMAND PROCESS





CIRCLE OF SUCCESS





SFAT FUNDAMENTAL

EIGHTS

- ☐ 1. **Negotiation Skills**
- 2. **Cultural Understanding**
- 3. **Language Capability**
- ☐ 4. **Counter-IED**
- 5. **Escalation of Force and Rules of Engagement**
- 6. **Search / Detain/ Prosecute**
- ☐ 7. **Tactical Questioning**
- 8. **Every Soldier a Sensor and Ambassador**



SFAT FUNDAMENTAL

EIGHTS

1. Negotiation Skills

Negotiations can be conducted by any Soldier, not just leaders. Ensure that the individual conducting the negotiation has adequate security. Casual conversations are often actually negotiations, and can produce vital information. You must be familiar with the Commander's Priority Intelligence Requirements (PIR). Utilize the following checklist as a guide.

☐ PREPARE

- What is the background of the individual you are dealing with?
- Have you met before?
- If so, what was the outcome of the previous meeting?
- Did you make any promises?
- If so, what is the status on those promises?
- Utilize the Leader Prep Sheet if time permits?

☐ CONDUCT MISSION ANALYSIS

- What are your negotiation points?
- What does this individual really want out of this negotiation?
- What do you really want out of this negotiation?
- What concessions are you willing/authorized to make?
- Do you think he is willing to make any concessions?
- What IO Themes and Messages should you incorporate?
- What are your talking points for those messages?
- What is the Order of events?
- What is your exit strategy?

☐ CONDUCT REHEARSALS

- When possible incorporate the Battalion S2 and S5 into rehearsals
- Have someone play the part of the other individual
- Incorporate key phrases, such a greeting, in the native language
- Follow your order of events
- Incorporate an interpreter when possible
- Know your bottom line

☐ EXECUTION

- Ensure you have adequate security
- Follow your order of events
- Stay focused, and maintain your composure
- Be sensitive the individuals culture
- Incorporate the talking points
- Talk to the individual, not the interpreter
- Ensure someone records information, specifically any promises made by either party
- Maintain awareness of other individuals, who may be prompting responses
- Adhere to your exit strategy



1. Negotiation Skills

LEADER PREP SHEET		
Contact's Name:	Date:	
BIO:	Promises Made (Previous Meeting):	
Strategy:	Contact's Intent:	
IO Themes:		
Talking Points:	Order of Events:	
Offers:		
Negotiation Points:		
Desired Endstate:	Exit Strategy:	
	Promises Made:	Promises Kept:
Your Bottom Line:		
His/Her Bottom Line:		



2. Cultural Understanding

Cultural Understanding must be incorporated into every mission that we do, whether it is a raid or a negotiation. We must be attentive to the local customs, courtesies, and traditions. It is everyone's responsibility to understand the local culture, and leader's responsibility to verify every member of their team is prepared for the mission. Use the checklist below as guide.

- ☐ **Does everyone have a cultural smart card?**
- ☐ **What key phrases should we know for this mission?**
- ☐ **Does everyone have a language card?**
- ☐ **What group is the majority in this area?**
- ☐ **Does everyone understand the predominant traits of this group?**
- ☐ **Is today a religious holiday or otherwise significant day?**
- ☐ **What gestures are alright, and which should be avoided?**
- ☐ **What enablers do we have available for this mission (interpreters, phrasealators, kwik point cards, female search team, etc...)?**
- ☐ **What should we do if an issue arises?**

Leaders must ensure that they incorporate Cultural Understanding into their PCC/PCIs and rehearsals.

When time permits utilize enablers during rehearsals.

Talk to the S2 and/or S5 for the latest information on the area you are going to operate in.

Remember the Golden Rule – Treat others as you would have them treat you!



3. Language Capability

Language Capability is essential to every operation. If we cannot effectively communicate with local people, we will not be successful. We must use every asset available to increase our language. It is a leader's responsibility to verify every member of their team is prepared for the mission. Use the checklist below as guide.

- ☐ What key phrases should we know for this mission?
- ☐ Does everyone have a language card?
- ☐ What language is most common in this area?
- ☐ What gestures are alright, and which should be avoided?
- ☐ What enablers do we have available for this mission (interpreters, phrasealators, kwik point cards)?
- ☐ Who is familiar with the local language?

Leaders must ensure that they incorporate Language Capability into their PCC/PCIs and rehearsals.

Utilize enablers during rehearsals and ensure personnel know how to properly operate with them.

Talk to the S2 and/or S5 for the latest information on the area you are going to operate in.

Body language is as important as what you say.

You must maintain a calm demeanor, and focus on the task at hand to overcome the language barrier.

Remember that the individual you are dealing with may not understand what you are trying to say.



4. Counter-IED

Fundamentals of Assured Mobility

☐ PREDICT

- Obtain the most recent information about the route
- Verify the commander's critical information requirements
- Review available geospatial products (for example Falcon View™, satellite imagery, [UAVs]) to assist in conducting a technical reconnaissance for possible locations of IED
- Review current enemy known techniques, patterns, and likely locations or placement of attacks

☐ PREVENT

- Coordinate with police and conduct joint patrols. The police can aid in collecting information on insurgent actions and materials. (Maintain OPSEC)
- Use of patrols, observation points, and checkpoints to interdict and disrupt enemy activities to deny access to the key terrain for IED emplacement
- Plan for the employment of counter-IED ambush teams and sniper teams.
- Coordinate the clearing of items from routes and roadsides, such as trash, brush, vegetation, and abandoned vehicles

☐ DETECT

- Plan to maintain observation on key terrain or likely ambush locations
- Plan for the employment of all available detection assets (for example, UAV, hunter-killer teams, binoculars, night vision devices, Meerkat, Buffalo, flails, mine detectors and thermal devices)

☐ AVOID

- Avoid high risk areas identified during pattern analysis
- Disseminate a common operating picture and route status to all units
- Schedule movement operations and patrols to avoid predictability

☐ NEUTRALIZE

- Integrate explosive ordnance disposal (EOD) support into the movement plan
- Identify a dedicated security element for EOD support during neutralization operations
- Require personnel to properly report information within the 9-line Explosive Hazard (EH) spot report

☐ PROTECT

- Coordinate for adequate medical support.
- Instruct personnel on where to drive or walk on the route (for example, right side, left side, or middle)
- Direct gunners to maintain low-profile security at all times, 360° security at all times
- Ensure all personnel have all protective gear present properly worn during movement
- Direct that all vehicle doors remained locked, with ballistic windows up
- Instruct personnel to maintain proper spacing during movement, utilize Convoy Planning Tool for CREWs
- Coordinate for close air support (CAS) and/or artillery support, if available



4. Counter-IED

5 Cs

☐ CONFIRM

- Always assume the suspect device may detonate
- From a safe distance
- Use hard cover when available
- With minimum number of personnel
- Use optics
- Look for tell-tale signs
- Once confirmed call higher using the 9-line EH spot report

☐ CLEAR

- Evacuate a safe distance based on METT-TC (keep from setting patterns)
- Search safe area from secondary IEDs (5/25)
- Remain in clear sight of the suspect device
- When responding to an IED site, start clearing 300m (METT-TC) out as you approach

☐ CORDON

- Establish a cordon around the IED site based on METT-TC
- Focus out (look for trigger man)
- On scene leader adjusts as necessary
- Check people leaving the area for:
 - Command initiating devices
 - Video cameras
- Provide 360 degree security
- Establish an Incident Control Point (ICP)

☐ CHECK

- Check immediate area for secondary or tertiary devices
- Search for IED components
- If items are found they should be reported immediately
- Re-establish a safe area

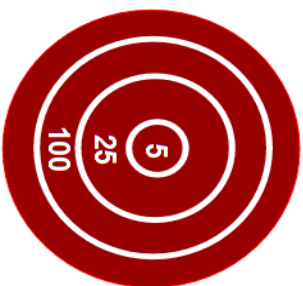
☐ CONTROL

- Only allow authorized personnel inside the ICP
- Divert civilian traffic away
- Cordon must stay in place until EOD declares the area "clear"
- Maintain visual contact with the suspected area
- Ensure soldiers focus out



4. Counter-IED

CONFIRM.....CLEAR.....CALL.....CORDON.....CONTROL



STAY ALIVE!

Stop and think.

IEDs are deadly killers.

Conduct 5m and 25m checks around your vehicle. Scan 100m out for possible triggerman hide locations, camera hide locations, and egress routes.

IEDS KILL

TOPS 101

CONFIRM.....CLEAR.....CALL.....CORDON.....CONTROL

Line 1. Date-Time-Group: When the item was discovered

Line 2. Report activity and location: Unit and grid location of the IED/U/XO

Line 3. Contact method: Radio freq, call sign and POC.

Line 4. Type of ordinance: Dropped, projected, placed, or thrown, and how many.

Line 5. NBC contamination: Be as specific as possible.

Line 6. Resources threatened: Equipment, facilities, or other assets threatened.

Line 7. Impact on mission: Short description of how the device affects the status of the mission.

Line 8. Protective measures: Measures taken to protect personnel and equipment.

Line 9. Recommended priority: Immediate, Indirect, Minor, or No threat.



4. Counter-IED

Counter Radio controlled IED Electronic Warfare Systems (CREWS)

There are numerous CREW systems in Theater, all of which have different capabilities and limitations. Each system blocks a certain range of frequencies and provides protection over different distances around the system itself. In addition, each CREW system reacts differently when positioned near other CREWS. Patrol leaders need to research the following about each of their CREW systems in order to completely understand the capabilities of the system:

- a. Frequency ranges and channels. Knowing the frequencies that a CREW system has the ability to counter will tell the patrol leadership the types of remote devices that the system will block.
 - Check with the S2, IED Task Force, and Engineer companies that provide IED sweep teams and ask what remote devices are most commonly used by the enemy.
 - Compare common remote detonated IED trends to the types of remote devices that each CREW system in the patrol can counter. This will help the convoy commander to determine where to position each system in the order of march as well as which system is best suited to place in over watch positions in high threat areas.
- b. Range of signal and standoff distances.
 - Patrol leaders need to know the distances that the protective signals from each CREW system can reach. This is commonly referred to as the “protective bubble” of a system.
 - The standoff distance is the distance required between system antennas. Patrol leaders must know this in order to maximize the effectiveness of all of the CREW systems within the patrol.
 - Patrol leaders need to know which systems can be overlapped with one another to counter the maximum range of frequencies.



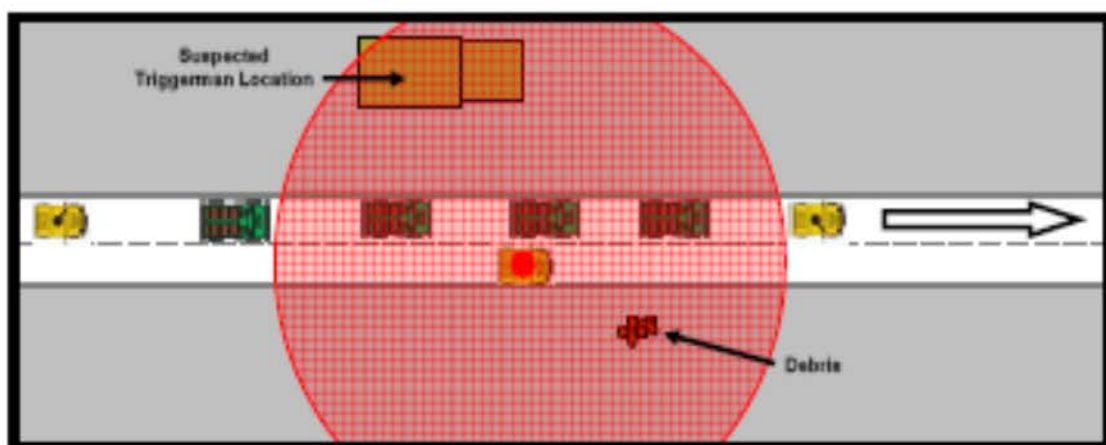
4. Counter-IED

Counter Radio controlled IED Electronic Warfare Systems (CREWS)

Utilizing the CREW systems during movement:

Patrol leaders must establish and rehearse SOPs when it comes to the use of CREWS. The CREW systems should be treated like a crew served weapon and the patrol commander should constantly be placing and repositioning the systems to maximize their capabilities. Patrol leaders, however, need to avoid compressing patrols inside “the bubble.”

1. Use CREW systems to cover key terrain and danger areas. Position the CREW system between the suspected IED and likely triggerman locations.



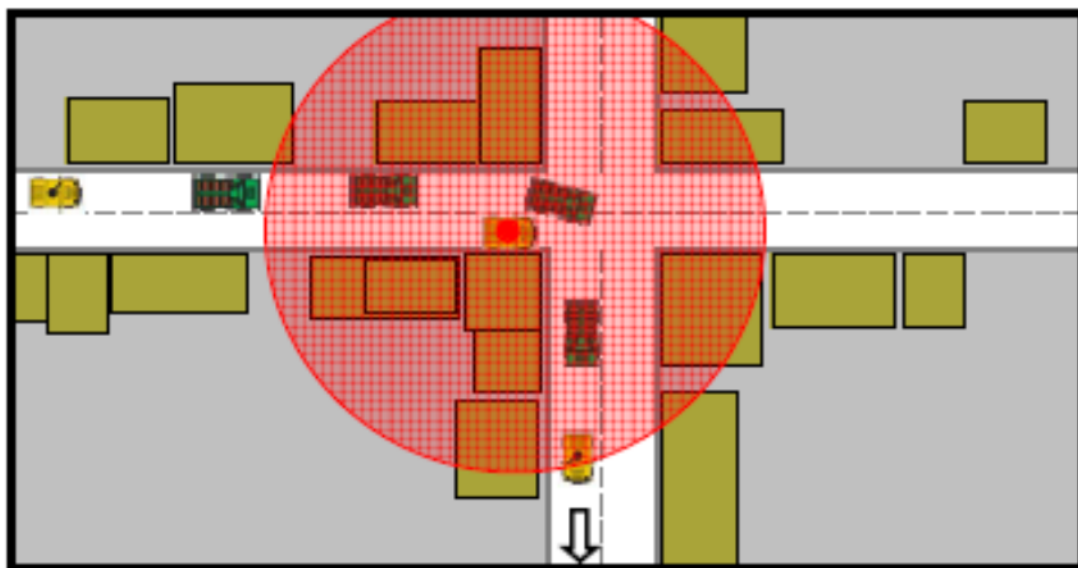


4. Counter-IED

Counter Radio controlled IED Electronic Warfare Systems (CREWS)

2. Urban Considerations: In an urban environment the line of site (LOS) for the system may be narrowed or constricted compared to the coverage obtained in an open area. For example, if a patrol is making a right turn in a built up area, the first vehicle turning the corner may not have CREW coverage until the Warlock vehicle approaches the corner.

- Place the CREW vehicle into an over watch position where it can provide the most cover before executing the maneuver.



Since the primary role of a CREW system is to interfere with radio signals, the systems will often cause problems with the communication systems within the patrol. Through pre-combat checks and rehearsals, patrol leaders can overcome these issues.



4. Counter-IED

Counter Radio controlled IED Electronic Warfare Systems (CREWS)

Pre-combat checks for communication systems and CREW systems

- ☐ Inspect and ensure equipment is clean
- ☐ Conduct commo check with CREW off
- ☐ Conduct commo check with CREW on
- ☐ Ensure CREW systems have current "load sets"
- ☐ Coordinate communications options with S6
- ☐ Coordinate C2 vehicle position

Lost Commo Procedures

- ☐ Re-transmit the complete report
- ☐ Reposition C2 vehicle
- ☐ Utilize alternate means to send/receive messages
- ☐ Move to a defensible, lower threat location
- ☐ Selectively turn off CREW system



5. Escalation of Force and Rules of Engagement

- **Definition of Escalation of Force:** Sequential actions that begin with non-lethal force measures and continue to lethal measures in order to defeat a threat and protect the force.

- **Definition of Escalation of Force Incident:** Any direct action that results in weapons discharge where the purpose or intent of the weapons discharge was to warn, or in self defense of an individual or unit. However, if the incident is the result of the weapon discharge causes personal injury or damage to equipment of Coalition Forces, whether intended or not, it becomes a Friendly Fire Incident.

- **Definition of Defensive Action:** EOF procedures initiated but the threat terminates with successful employment of non-lethal means (hand/arm signals, colored flags, spotlights, pyrotechnics or any other available resource)

GRADUATED FORCE THE 5 S's

☐ **Shout.** Verbal warnings to halt/stop. Use audible warnings to warn (horn, air horn, loudspeaker, flash/bang device, siren).

☐ **Show.** Show your weapon and demonstrate intent to use it. Use visual aids (lights, laser pointers, flares, colored flags, signs).

☐ **Shove.** Physically restrain, block access, or detain. Attempt non-lethal means (stop strips, physical barrier, vehicle, visual/audio signal, signs)

☐ **Shoot.** A warning shot (designated individual)

☐ **Shoot.** Utilize disabling fire (tires, engine block, windows)

☐ **Shoot.** To utilize deadly force. To remove the threat of death/serious bodily injury, or to protect designated persons or property.

WHAT THIS MEANS: You are not required to go through each step before resorting to deadly force. Avoid the use of force if you can accomplish your duties without force.

When force is required, use only that force necessary to accomplish the mission.

When confronted with a hostile threat use deadly force.

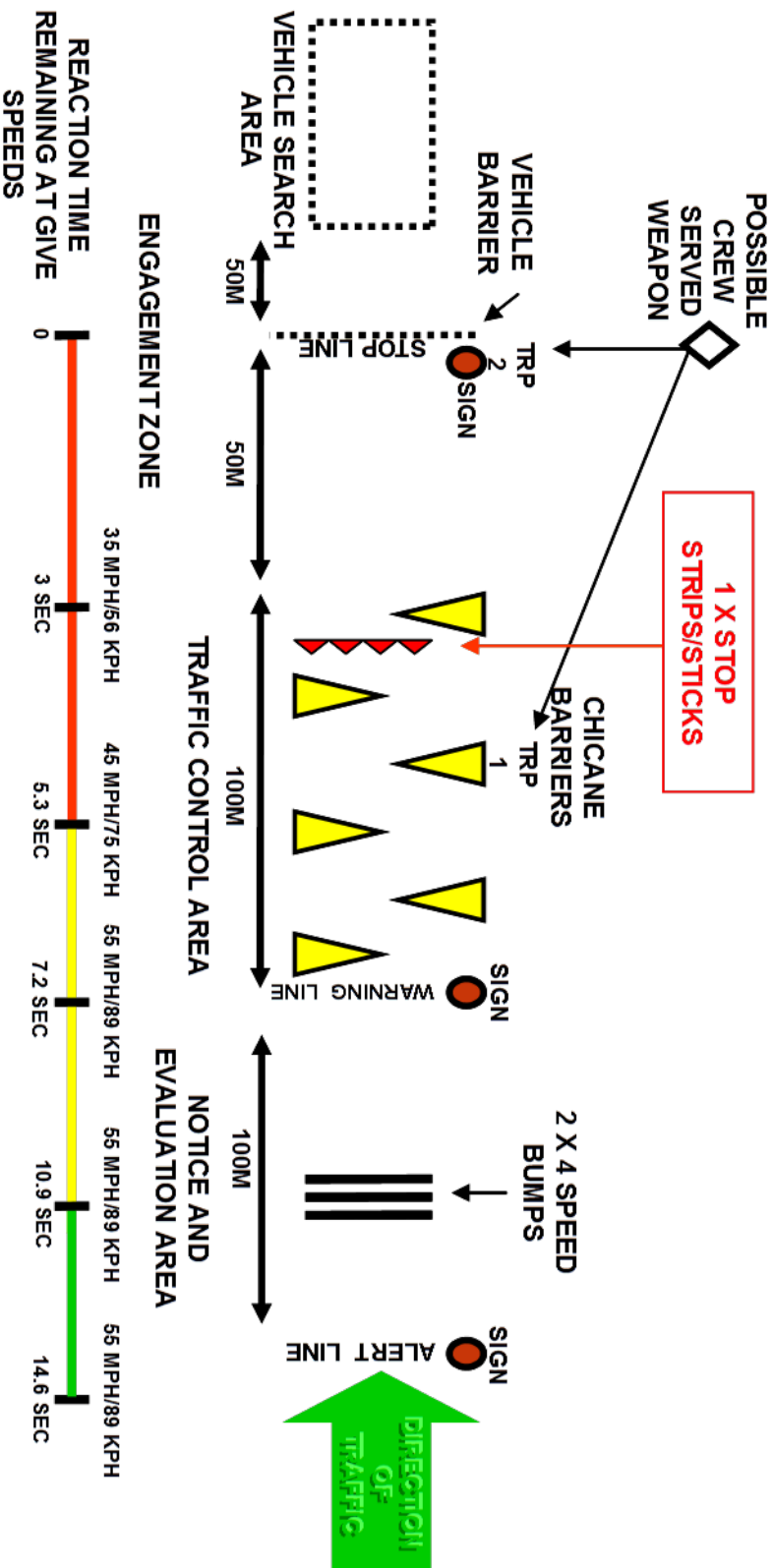
EOF EQUIPMENT

- Sandwich Board Signs
- Laser pointers (individual)
- Laser dazzler (crew served)
- Lights (spot light, lasers)
- Speaker system, siren
- Translation device
- Portable spike strips
- Portable speed bumps
- Traffic cones w/ flares

Checkpoint/ Blocking Position w/ EOF Procedures

PROCEDURES DURING AN EOF

- At 300 m, begin assessing possible threat: use speed bumps and visual warnings to slow vehicles (sandwich board signs, small lasers, handheld spotlights)
- At 200 m, use visual warnings (spotlights, lasers, signs)
 - Show weapon and demonstrate intent to use it
- At 100 m, use non-lethal means and audio warnings to slow/stop vehicle (spike strips, loudspeaker, siren, large lasers, warning shots)
- At 50 m, utilize disabling shots
- Utilize deadly force



Patrol Leader makes final tactical decision on positioning of key weapons/vehicles, based on METT-TC

ESCALATION OF FORCE FLOW



CONVOY EOF PROCEDURES

EQUIPMENT

- Laser pointers (individual)
- Laser dazzler (crew served)
- Lights (spot light; flashing)
- Vehicle mounted signs
- Speaker system; siren
- Weapons

PROCEDURES DURING AN EOF

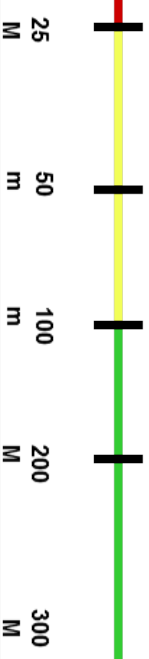
- At 300 m, begin assessing possible threat
- At 200 m, use visual aids (lights, laser pointers, signs)
 - Show weapon and demonstrate intent to use it
- At 100 m, attempt non-lethal means (laser dazzler, visual/audio signal, signs)
- At 50 m, fire warning shots (in vic of threat)
- Utilize disabling fire (tires, engine block, windows)
- At 25m, utilize deadly force (proportional)



Vehicle 1

Vehicle 2

Vehicle 3



DIRECTION
OF TRAVEL





5. Escalation of Force and Rules of Engagement

ROE

1. On order, enemy military and paramilitary forces are declared hostile and may be attacked subject to the following instructions:
 - a. Positive Identification (PID) is required prior to engagement. PID is a reasonable certainty that the proposed target is a legitimate military target. If no PID, contact your next higher commander for decision.
 - b. Do not engage anyone who has surrendered or is out of battle due to sickness or wounds.
 - c. Do not target or strike any of the following except in self-defense to protect yourself, your unit, friendly forces, and designated persons or property under your control: Civilians, Hospitals, mosques, churches, shrines, schools, museums, national monuments, and any other historical and cultural sites.
 - d. Do not fire into civilian populated areas or buildings unless the enemy is using them for military purposes or if necessary for your self-defense. Minimize collateral damage.
 - e. Do not target enemy Infrastructure (public works, commercial communication facilities, dams), Lines of Communication (roads, highways, tunnels, bridges, railways) and Economic Objects (commercial storage facilities, pipelines) unless necessary for self-defense or if ordered by your commander. If you must fire on these objects to engage a hostile force, disable and disrupt but avoid destruction of these objects, if possible.



5. Escalation of Force and Rules of Engagement

ROE

2. The use of force, including deadly force, is authorized to protect the following:
 - a. Yourself, your unit, and friendly forces
 - b. Enemy Prisoners of War
 - c. Civilians from crimes that are likely to cause death or serious bodily harm, such as murder or rape
 - d. Designated civilians and/or property, such as personnel of the Red Cross/Crescent, UN, and US/UN supported organizations.
3. Treat all civilians and their property with respect and dignity. Do not seize civilian property, including vehicles, unless you have the permission of a company level commander and you give a receipt to the property owner.
4. Detain civilians if they interfere with mission accomplishment or if required for self-defense.
5. General Order No. 1 remains in effect. Looting and the taking of war trophies are prohibited.

REMEMBER

- Attack enemy forces and military targets.
- Spare civilians and civilian property, if possible.
- Conduct yourself with dignity and honor.
- Comply with the Law of War. If you see a violation, report it.

These ROE will remain in effect until your commander orders you to transition to a different ROE.



6. Search / Detain/ Prosecute

This is perhaps the most important process you can do to ensure the detained person does not walk away from any possible criminal charges. Follow these steps to ensure the detainee is processed into the legal system.

1. SEARCH:

DO NOT touch females, if a female Soldier is not available use the "hands off" search.

- ☐ Start at the top and work down
- ☐ Have subject remove excess clothing (hat/gloves) if necessary
- ☐ Begin with the arms, touch all the way down to their fingertips
- ☐ Work all the way down their chest and torso to the belt line
- ☐ Run your hand around the belt line
- ☐ YOU empty the pockets
- ☐ Drop down to one knee and begin searching one leg at a time
- ☐ Move all the way down the leg to the shoe; untie the shoes if necessary

For vehicles:

- ☐ Have the subject open all doors
- ☐ Begin in the same place each time, i.e. the drivers seat
- ☐ BE NOSEY! Look for hidden compartments, and items that may appear to be hidden
- ☐ If you find contraband, photograph it in place then remove it
- ☐ If you suspect an IED, begin the 5 C's and execute that Battle Drill accordingly

Contraband? Move to step 2

2. DETAIN:

USE the detainee kit in your vehicle. Utilize the items in the kit to ensure you and the detainee are safe.

When detaining a person, you must ensure the following paperwork is complete without error:

- ☐ MNF-I Apprehension Form
- ☐ Capture Tag x 2 (DD 2745)
- ☐ Evidence Custody Form (DA 4137)
- ☐ Sworn Statement x 2 (DA 2823)

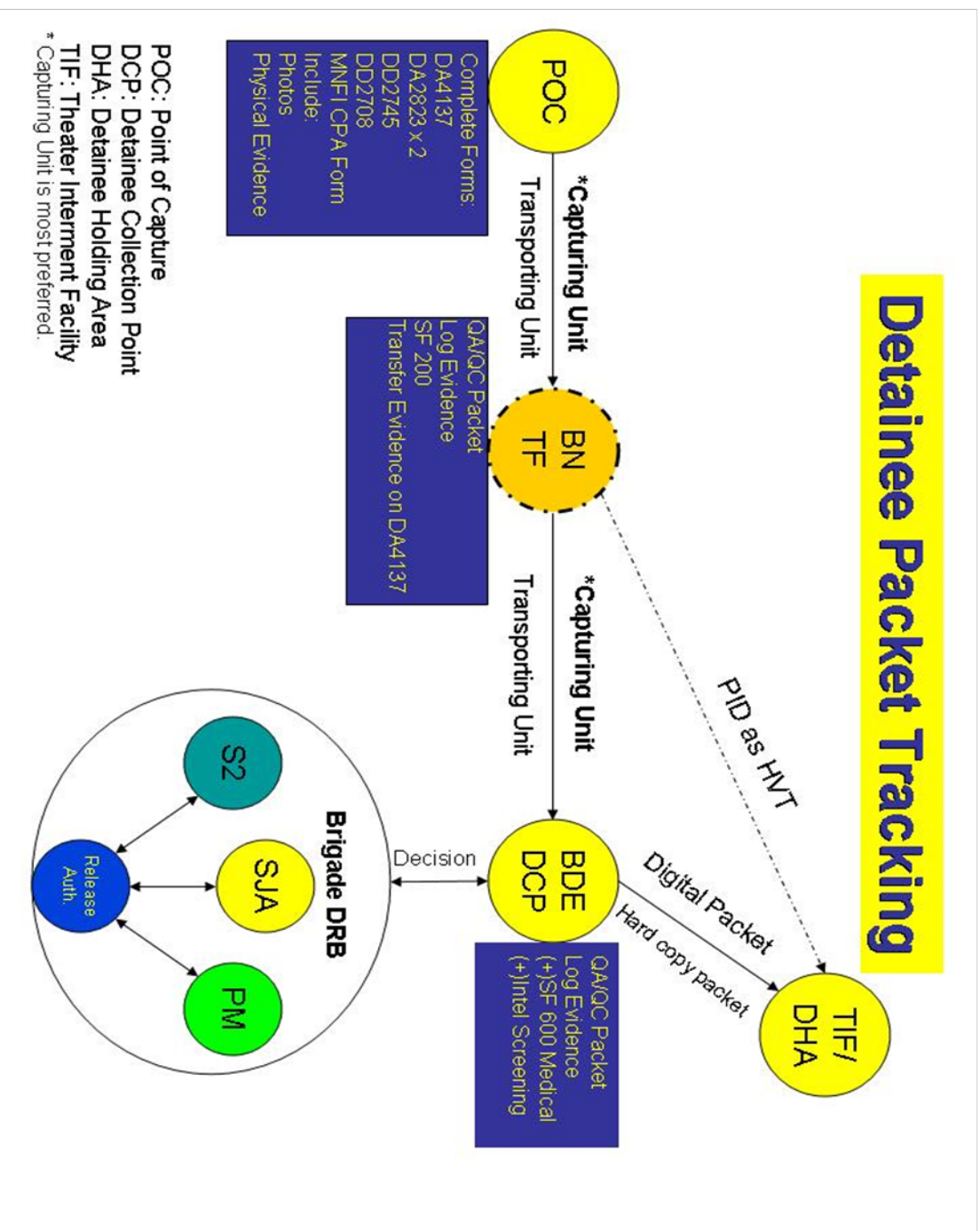
Take pictures and/or video of the detainee with the evidence.

3. PROSECUTE:

- ☐ Treat all detainees with respect. If you have them in flex-cuffs, the fight is over.
- ☐ Write down all known details of the incident on the Sworn Statement form (DA 2823). Take personal notes if you need to.
- ☐ The prosecution will not confine the detainee if your paperwork is not in order or you have abused your authority.



6. Search / Detain/ Prosecute





6. Search / Detain/ Prosecute

Detainee Field Processing Kit PCC/PCI Checklist

Each kit should have the following:

- ☐ **1 12" x 12" heavy duty re-sealable plastic bag or 2 .50 cal ammo boxes (to hold items of kit)**
- ☐ **15 sets of plastic zip ties (to secure detainee's wrists, ankles if required and capture tags)**
- ☐ **8 latex/surgical gloves**
- ☐ **5 DD Form 2745 (Capture Tag)**
- ☐ **5 DA Form 4137 (Evidence/Property Custody Document)**
- ☐ **5 (MNFI CPA Forces Apprehension Form)**
- ☐ **5 DA 2823 (Witness Statement)**
- ☐ **5 SF 600 (Chronological Record of Medical Care)**
- ☐ **1 marking pen (to write information on the DD 2745)**
- ☐ **5 sets of foam ear plugs or ear muffs**
- ☐ **6 clean cloths (for use as blindfold or muffle)**
- ☐ **1 GTA 19-07-001 – (Enemy Prisoner of War Basic Commands) and a language phrase card to facilitate actions at the point of capture**
- ☐ **4 Sand Bags or plastic bags (for detainee's personal items)**
- ☐ **1 Digital Camera**



EPW

ENEMY PRISONER OF WAR (EPW)

**SEARCH, SILENCE , SEGREGATE,
SAFEGUARD, SPEED TO THE REAR**

SEARCH

- ☐ DISARM
- ☐ EPW KEEPS PROTECTIVE EQUIPMENT (MASK, HELMET)
- ☐ EPW KEEPS PERSONAL EFFECTS
- ☐ RECEIPT GIVEN FOR ALL PERSONAL ITEMS OR MONEY ORDERED TAKEN BY AN OFFICER
- ☐ BIND & TAG EPW
- ☐ REPORT ANY DISCOVERED PIR TO BN S-2

SILENCE

- ☐ KEEP EPW QUIET
- ☐ GAG EPW ONLY WHEN NECESSARY

SEGREGATE

- ☐ GENERAL/FIELD GRADE OFFICERS
- ☐ OFFICER/NCO/ENLISTED
- ☐ MILITARY/CIVILIAN
- ☐ MALE/FEMALE
- ☐ POLITICAL/ETHNIC AFFILIATION

SEGREGATE (cont.)

EVAC PRIORITY

- ☐ GENERAL/FIELD GRADE OFFICERS
- ☐ NBC/MISSILE TROOPS
- ☐ COMMO/CRYPTO TROOPS
- ☐ INTELLIGENCE TROOPS
- ☐ COMBAT ARMS TROOPS

SAFEGUARD

- ☐ TREAT ALL ENEMY WOUNDED. MAKE ALL REASONABLE EFFORT TO PROTECT THE EPW FROM FURTHER HARM

SPEED TO REAR

- ☐ EVACUATE ACCORDING TO PRIORITY AT EARLIEST POSSIBLE OPPORTUNITY
- ☐ DELIVER ANY REQUESTED EPWs TO THE BN S-2 FOR HASTY INTERROGATION



DOCUMENTS & SECURITY

CAPTURED DOCUMENTS / MATERIAL

CAPTURED FUNDS

- ☐ ONLY OFFICERS ORDER MONEY AND VALUABLES CONFISCATED
- ☐ EPW RECEIVE RECEIPT
- ☐ POSSESSIONS EVACUATED WITH EPW
- ☐ KIA MONETARY FUNDS TURNED IN TO S – 2
- ☐ DIVISION FINANCE OFFICER DETERMINES FINAL DISPOSITION

DOCUMENTS – RECORDED INFO PREVIOUSLY UNDER ENEMY CONTROL

- ☐ TAG MATERIAL WITH TIME, LOCATION & CIRCUMSTANCE
- ☐ FORWARD TO S – 2
- ☐ S – 2 EXPLOITS INTELLIGENCE OF IMMEDIATE VALUE
- ☐ DO NOT ALTER, MUTILATE, OR WRITE ON ORIGINAL DOCUMENT
- ☐ TAG CRYPTO AND NBC DOCUMENTS/EQUIPMENT AS SECRET
- ☐ FORWARD TO HIGHER HQ

MATERIAL

- ☐ DO NOT TAMPER WITH CAPTURED ENEMY RADIOS
- ☐ FORWARD “SIGNIFICANT EQUIPMENT” (NEW OR MODIFIED EQUIP LIKELY TO PRODUCE MORE INTELLIGENCE) TO S – 2
- ☐ DESTROY ENEMY MATERIAL NOT FORWARDED TO S – 2
- ☐ TAG MATERIAL WITH TIME, LOCATION & CIRCUMSTANCE
- ☐ EVAC MATERIAL AND TECH DOCUMENTS TO HIGHER HQ W/O DELAY



7. Tactical Questioning

Tactical Questioning can be conducted by any Soldier, not just leaders. Ensure that the individual conducting the questioning has adequate security. Tactical Questioning does not have to be with a detainee. Casual conversations can with a variety of individuals to include children can produce vital information. You must be familiar with the Commander's Priority Intelligence Requirements (PIR). Utilize the following acronym, with example questions to guide you.

J.U.M.P.S.

1. Job

☐ What is your job? What is your rank (military/police)? What is your specialty (area that you focus in)?*

2. Unit

☐ What company do you work for? What is the name of your unit (military)? What police station do you work at (police)? Where is it located?*

3. Mission

☐ What is your mission (military/police)? What are you working on right now?*

4. Priority Intelligence Requirement (PIR)

☐ Have you seen _____? How many were there? What were they doing? Where were they? Did anyone else see them?*

5. Stuff

☐ How is your family? Do you like living in _____? What do you like to do for fun?*

* Example questions that can be used, however, the questions should be tailored to the mission.



8. Every Soldier a Sensor and Ambassador

- ☐ Leaders must take into account that all Soldiers from PV1 to Battery Commander serve as sensors on the battlefield and ambassadors for this unit, the United States Army, and the United States of America.
- ☐ Each individual soldier provides another set of eyes, and a new insight as to what is occurring in the current Area of Operations.
- ☐ Because each soldier potentially offers a new set of intelligence it is important as leaders to take all information into account during the decision making process.
- ☐ Additionally, it is imperative for leaders at every level to ensure that soldiers remain culturally aware of their surroundings and well informed of all Priority intelligence Requirements (PIR).
- ☐ Cultural awareness becomes increasingly important when taken into account the fact that each Soldier's actions remain under constant watch by other nations, civilians, media outlets and the rest of the US Army.
- ☐ The use of "Smart Cards" is a great teaching tool and a good place to start educating soldiers on cultural and language issues but it is just a start. Hip pocket training and continuing to train while in the field environment or during deployments is needed in order to ensure soldiers remain sharp on social skills and customs.



8. Every Soldier a Sensor and Ambassador

WHEN THE MEDIA CALLS...

☐ **Know** your rights. It's your choice whether or not to speak to reporters. If you choose to speak, you may stop at any time.

☐ **Know** the role of the media; they do a job vital for democracy. It is **NOT** harassment if they call your home or stop you at the supermarket asking for an interview. It **IS** harassment if they infringe on your privacy or persist after being told "no."

☐ **Know** with whom you are talking. Before answering questions, get the reporter's name, organization and phone number. Do this especially if you are going to decline the request. It will discourage the reporter from persisting.

☐ **Know** who will hear you. Family members may have information that would be useful to an enemy. Thanks to technology, the enemy can have access to what you say as soon as you say it. On the other hand, if you are enthusiastic about your spouse's mission, your response can build morale and help show American resolve.

☐ **Know** your limits. Talk only about what you know first-hand. It's OK to answer with, "I don't know." It is never a good idea to speculate.

☐ **Know** what to keep to yourself. If your spouse calls or writes with news about casualties, where the unit is or when it might redeploy, keep such information to yourself. Don't even share it with other family members. Deployments spawn rumors, and some of what you hear could be wrong, sensitive or subject to change.

Every soldier, like it or not, is a command representative. Soldiers will come in contact with the public and media more than the official command channels will, so what they say is important in getting your command message across.



REDCON Definitions

PURPOSE

To establish a baseline readiness posture for Quick Reaction Force

These readiness postures are assumed after all PCC/PCI are completed. Convoy packet will be filled out to reflect current mission set and completed by the PL/PSG upon mission receipt.

REDCON 1: Full Alert and react immediately

All personnel alert and prepared for action

Vehicles loaded, secured, and weapons manned

Vehicles ready to move immediately (engines running and LP/OP in, if on patrol)

REDCON 1A: Full Alert and react in 5 minutes

As above but without engines running

Drivers and all others dismounted and continuing to pull local security

REDCON 2: Full Alert and react in 15 minutes

Equipment stowed

Vehicle and weapons manned

Pre-combat checks completed

Vehicles started together on order from PL or CO

LP/OP employed (if on patrol)

Status reports submitted

Check and repair, or recover obstacles

Submit Green 2 report

Released from stand-to on order

All vehicles prepared to move in 15 minutes

REDCON 3: Reduced Security and react in 30 minutes

50% of each crew stood down

Remaining personnel man vehicles, radios, weapons, and LP/OP (if employed)

All vehicles prepared to move in 30 minutes

REDCON 4: Minimum Security and react in 1 hour

75% of each crew stood down

Remaining personnel man vehicles, radios, weapons and LP/OP (if employed)

All vehicles prepared to move in 1 hour



Patrolling



Patrol Considerations

Sectors of Fire (overlapping with Afghan counterparts)

OOM (SFAT in relation to Afghan counterparts)

Primary and Alternate Signals for SHIFT, LIFT, and CEASE FIRE

Conduct Rehearsals Jointly

Joint Vehicle Recovery Battle Drill

Operational Schedule - "By the Numbers"

☐ **Approach**

☐ **Outer Cordon Set – Isolation, Security, C2, Medics**

☐ **Inner Cordon Set – Support , "Squirter" Control**

☐ **Overhead Surveillance On-station**

☐ **SBF (Sniper, SDM, M240) Set**

☐ **Assault Force Set**

☐ **Breach Initiated**

☐ **Target Location Secure**

☐ **Primary Target Secured**

☐ **SSE Start**

☐ **SSE End**

☐ **Exfiltration (SSE, Assault, SBF, Inner Cordon, Outer Cordon) COIN**

Considerations

Components of an Attack

☐ **Security Element – Prevent Movement Into / Out of Objective**

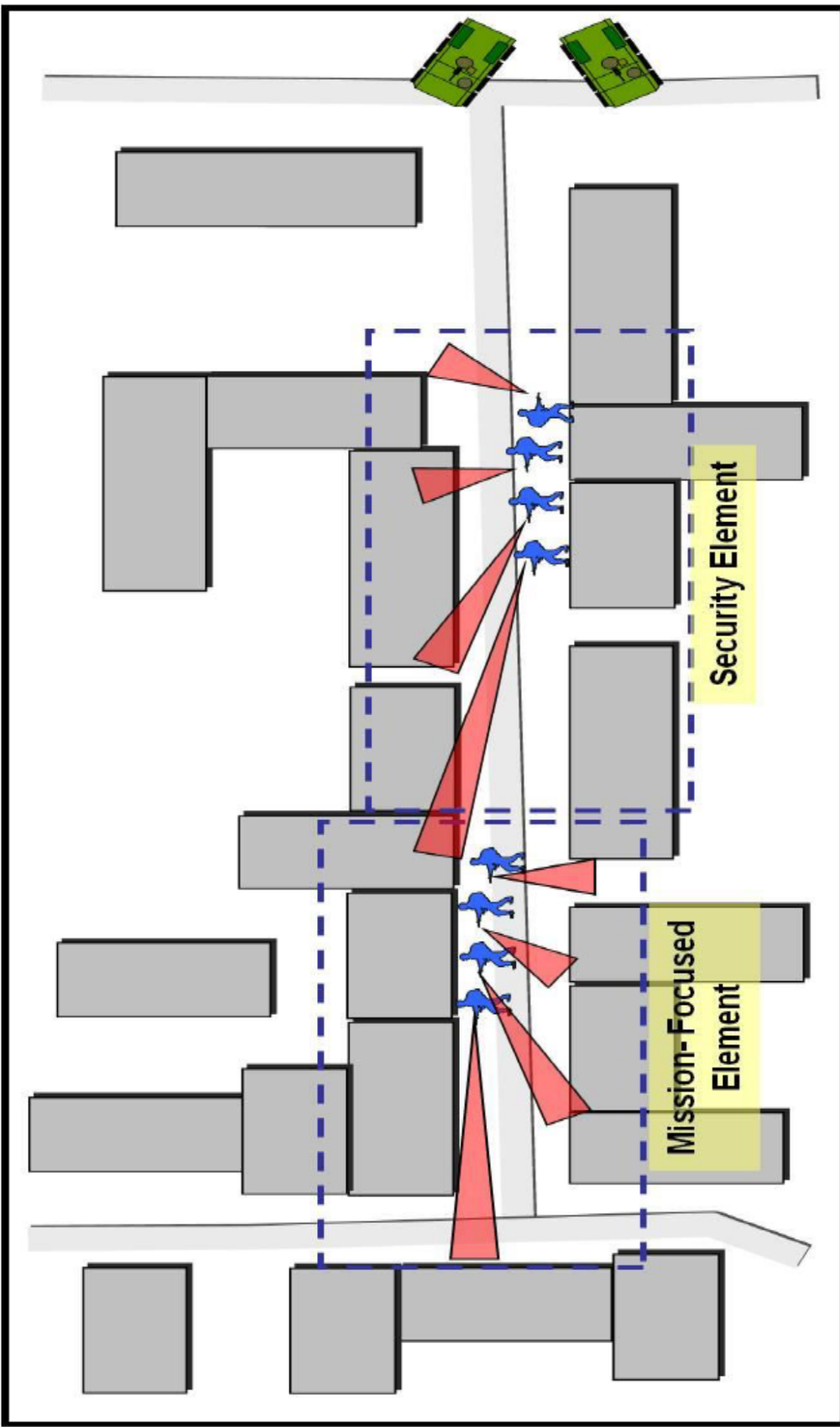
☐ **Support Element – Isolate the Objective Provide Suppressive Fires**

☐ **Assault Element – Seize / Secure the Objective**

☐ **Breach Element – Mechanical, Ballistic, Explosive Breach**



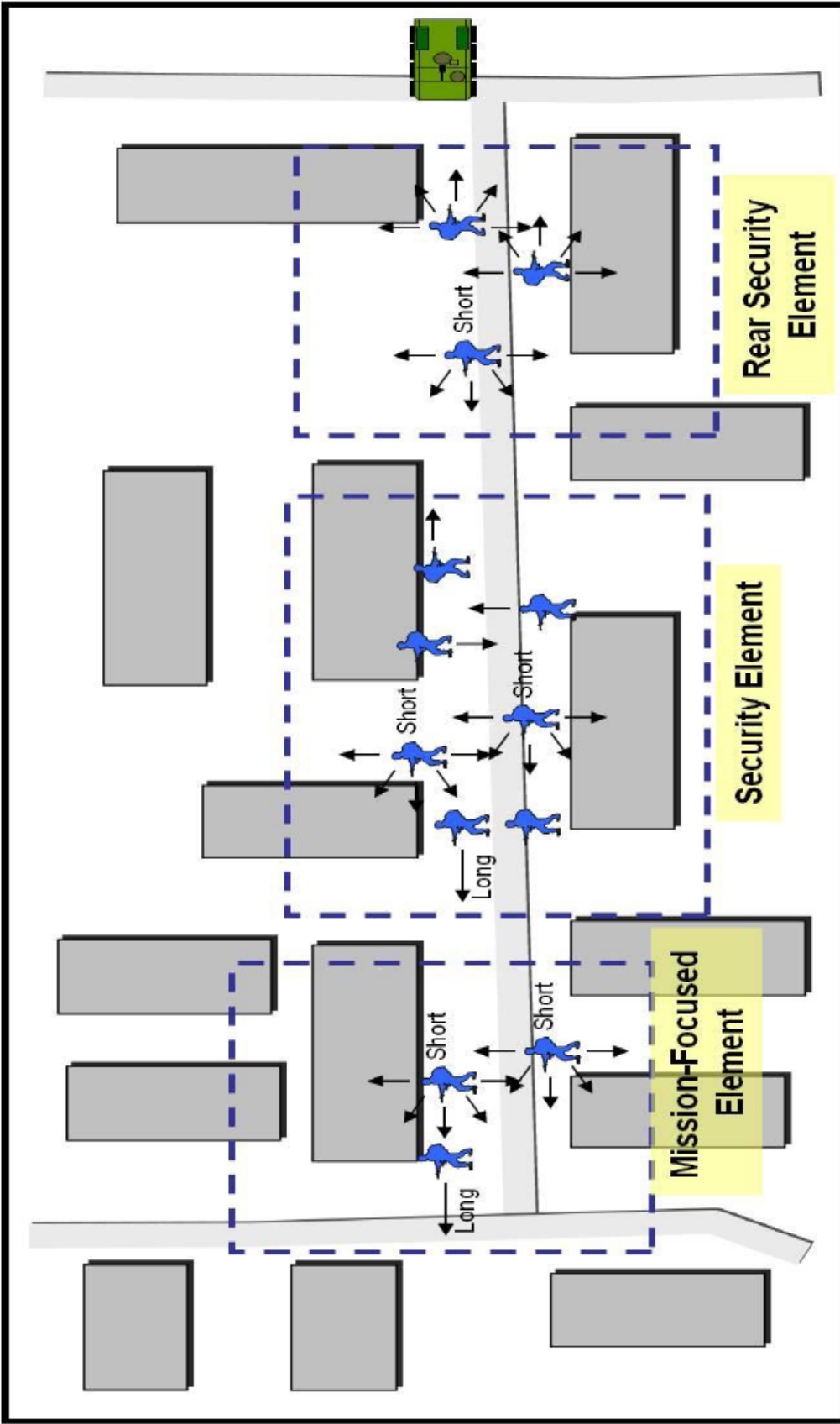
Dismounted Urban Movement



- Maintain 360 Security – Rooftops to Man Hole Covers
- SL: Plans When to Change Techniques
- 2 Elements: Mission-Focused, Security
- Interval Based on Terrain
- Sniper / SDM Overwatch
- Vehicles Provide Overwatch / Base of Fire
- Always Consider Security of Vehicles: Long and Short Halts



Dismounted Urban Movement



- Maintain 360 Security – Rooftops to Man Hole Covers
- PL: Plans When to Change Techniques
- 3 Elements: Mission-Focused, Security, Rear
- Interval Based on Terrain
- Sniper / SDM Overwatch
- Rear Security Is a Critical Element of This Movement - Leader in Charge of Rear Guard Has to Be One of Your Most Seasoned Soldiers
- Vehicles Provide Overwatch / Base of Fire, as capable
- Always Consider Security of Vehicles



TROOP LEADING PROCEDURES

(RECEIVE THE MISSION AND ISSUE WARNO)

- **RECEIVE THE MISSION**
 - INITIAL TIME ANALYSIS
 - OUTLAW
 - ANA
 - ENEMY
 - HIGHER
 - MISSION
 - OUTLAW'S
 - HIGHER
 - ANA
 - INITIAL COMMANDER'S INTENT
- **ISSUE THE WARNING ORDER**
 - 5 PARAGRAPH FORM
 - AS MUCH INFORMATION AS NECESSARY TO START MOVEMENT



TROOP LEADING PROCEDURES

(MAKE A TENTATIVE PLAN)

- **MAKE A TENTATIVE PLAN**

- **MTET-TC (formerly METT-TC)**

- **MISSION:** (WHO, WHAT WHERE, WHEN, WHY)

- *REVISED OR RESTATED FROM RECEIVE MISSION*
- **CONSTANTS**
- **TASKS:** (SPECIFIED AND IMPLIED)
- **HIGHER'S MISSION:** (1 & 2 LEVELS UP)

- **TERRAIN AND WEATHER**

- **TERRAIN: (OAKOC)**

- » **OBSTACLES: (NATURAL & MAN-MADE)**
- » **AVENUES OF APPROACH**
- » **KEY TERRAIN**
- » **OBSERVATION AND FIELDS OF FIRE**
- » **COVER AND CONCEALMENT**

- ***SPECIFIC CONSIDERATIONS**

- » ***INFIL / EXFIL ROUTE ANALYSIS***
- » ***OBJECTIVE ANALYSIS***
- » **KNOWN: IED / AMBUSH SITES**



TROOP LEADING PROCEDURES

(MAKE A TENTATIVE PLAN)

- **MTET-TC, CONT.**

- **WEATHER: (VWPCT)**

- » **VISIBILITY:** (ILLUM %, SR, SS, MR, MS, STREET LIGHTS, HOUSE LIGHTS)
 - » **WIND**
 - » **PRECIPITATION**
 - » **CLOUD/SMOKE**
 - » **TEMPERATURE:** (HIGH, LOW, OPERATION TEMP)

- **ENEMY:**

- **DISPOSITION (LOCATION)**
 - **COMPOSITION (MAKE-UP)**
 - **CAPABILITIES BY BOS**
 - » **MANEUVER**
 - » **FIREPOWER/WEAPONS**
 - » **PROTECTION/STRUCTURE OF OBJ**
 - » **LEADERSHIP/PERSONNEL**
 - » **ADDITIONAL INFORMATION**
 - **MPCOA – MOST PROBABLY COA**
 - **MDCOA – MOST DANGEROUS COA**
 - **TRIGGERS – EVENT TRIGGERS**

- **TIME:**

- **SHARK'S**
 - **HIGHER'S**
 - **IRAQI**
 - **ENEMY**
 - » ***UPDATE TIMELINES AS APPLICABLE***



TROOP LEADING PROCEDURES

(MAKE A TENTATIVE PLAN)

- **MTET-TC, CONT.**
 - **U.S. TROOP & EQUIPMENT ANALYSIS**
 - # OF TROOPS: (NEEDED & AVAILABLE)
 - EQUIPMENT: (PRESENT & OPERABLE)
 - EXTERNAL EQUIPMENT NEEDED
 - **CIVILIAN CONSIDERATIONS**
 - IN & AROUND OBJECTIVE
 - INFIL / EXFIL ROUTES
 - GENERAL ATTITUDE IN AO
 - DIFFICULTIES AND COMPLICATIONS TO MISSION



TROOP LEADING PROCEDURES

(MAKE A TENTATIVE PLAN (COA DEVELOPMENT))

- **COA DEVELOPMENT** - USING THE ANALYSIS FROM MTET-TC, DEVELOP A COURSE OF ACTION; USING FOLLOWING STEPS
 - **AGADAP**
 - ANALYZE RELATIVE COMBAT POWER
 - GENERATE OPTIONS
 - ARRAY INITIAL FORCES
 - DEVELOP SCHEME OF MANEUVER
 - ASSIGN RESPONSIBILITIES AND HQ
 - PREPARE COA SKETCH AND STATEMENT
 - **KEYS TO COA STATEMENT**
 - DECISIVE POINT
 - MANEUVER: TASK AND PURPOSE
 - SUPPORT: TASK AND PURPOSE
 - ATTACHMENT: TASK AND PURPOSE
 - **CONDUCT HASTY WAR-GAME: (FRIENDLY V. ENEMY)**
- **MAKING A TENTATIVE PLAN COMPLETE!**



TROOP LEADING PROCEDURES

(MOVEMENT, RECON, COMPLETE PLAN)

- **START NECESSARY MOVEMENT – CAN OCCUR AFTER ISSUE WARNO**
 - PREP INDIVIDUAL & TM EQUIPMENT
 - PREP VEHICLES
 - REHEARSE BUDDY TM AND INDIVIDUAL TASKS
 - Prep RECONNAISSANCE
- **CONDUCT RECON**
 - MAP & SATELLITE IMAGERY
 - GROUND (IRAQI, OR US)
 - AERIAL (UAV, ROTARY WING)
- **COMPLETE THE PLAN**
 - USING:
 - RECON INTEL
 - UNITS UPDATES



TROOP LEADING PROCEDURES

(ISSUE THE PLAN, SUPERVISE)

- **ISSUE THE PLAN**
 - **BRIEF LEADERS AND MISSION ESSENTIAL PERSONNEL**

- **SUPERVISE AND REFINE**
 - **CONDUCT COLLECTIVE MISSION ESSENTIAL REHEARSALS**
 - **COMMO**
 - **VEHICLE RECOVERY**
 - **ACTIONS ON CONTACT**
 - **ACTIONS ON THE OBJECTIVE**
 - **MEDEVAC**

 - **ADJUST ORDER/PLAN AS NECESSARY**



OPORDER

(BRIEF IN ORDER)

- **INTRO**

- **TASK ORGANIZATION**

- BY VEHICLE, SECTION, UNIT

- **AREA OF OPERATION**

- BOX IN AO WITH BOUNDARIES OR TERRAIN
 - GIVE GENERAL DESCRIPTION

- **AREA OF INTEREST**

- BOX IN AI WITH GRID LINES, BOUNDARIES, TERRAIN

- **SITUATION**

- TERRAIN AND WEATHER
 - ENEMY
 - FRIENDLY – (1 & 2 LEVEL UP)
 - MISSION
 - INTENT
 - CONCEPT OF OPERATION



OPORDER

(BRIEF IN ORDER)

- **MISSION** – WHO, WHAT, WHERE , WHEN, WHY
- **EXECUTION**
 - COMMANDER’S INTENT & END STATE
 - COA STATEMENT
 - TASKS TO MANEUVER
 - FIRES:
 - TASK, PURPOSE, METHOD, EFFECTS
 - TASKS TO SUPPORT
 - COORDINATING INSTRUCTIONS
- **SERVICE AND SUPPORT**
 - GENERAL
 - CLASSES OF SUPPLY
 - MEDEVAC
 - CCP: LOCATION, CONSIDERATIONS
 - MARKINGS
 - PZ
 - CCP
 - OTHER



OPORDER

(BRIEF IN ORDER)

- **COMMAND AND SIGNAL**
 - **COMMAND**
 - SUCCESSION OF COMMAND
 - HQ LOCATION
 - **SIGNAL**
 - OPERATION SIGNALS (SMOKE, FLARE, ETC.)
 - FREQUENCIES



REPORTS

- **A.C.E – CONDUCTED AFTER ENEMY CONTACT, DIRECT OR INDIRECT. A.C.E. REPORTS GO FROM SOLDIER TO VC (VEHICLE COMMANDER), AND THEN FROM V.C. TO CONVOY COMMANDER**

- **AMMO:**
 - M4, M9 – NUMBER OF MAGAZINES
 - M249, M240B, M2, M203 – NUMBER OF ROUNDS

- **CASUALTIES:**
 - KIA – BY CALL SIGN
 - WIA – BY TYPE OF INJURY
 - IF NONE, UP OR GREEN

- **EQUIPMENT:**
 - DAMAGED OR MISSING
 - IF NONE, UP OR GREEN



REPORTS

- **SPOT REPORT – WHEN CONTACT WITH THE ENEMY IS MADE, PHYSICAL AND VISUAL. USE S.A.L.T.Y.R.**

- **S.A.L.T.Y.R.**
 - **SIZE**
 - **ACTIVITY**
 - **LOCATION**
 - **TIME**
 - **YOUR ACTIONS**
 - **RECOMMENDATIONS**



REPORTS



- **9-LINE MEDEVAC**

1. LOCATION OF PICKUP SITE
2. RADIO FREQUENCY AND CALL SIGN @ PZ
3. # BY PRECEDENCE
 1. URGENT - (2 HRS)
 2. URGENT SURGICAL - (2 HRS, SURGERY REQUIRED)
 3. PRIORITY – (4 HOURS)
 4. ROUTINE – (24 HOURS)
 5. CONVENIENCE
4. SPECIAL EQUIPMENT
 1. HOIST
 2. EXTRACTION EQUIPMENT
 3. VENTILATOR
5. # OF PATIENTS BY TYPE
 1. LITTER
 2. AMBULATORY
6. SECURITY AT PZ, ENEMY SITUATION
 1. NONE
 2. POSSIBLE ENEMY
 3. ENEMY IN AREA NEED ESCORT
 4. ENEMY IN AREA NO ESCORT
7. METHOD OF MARKING PZ
 1. VS-17
 2. SMOKE
 3. IR
 4. STROBE
8. PATIENT STATUS
 1. US MIL
 2. NON US MIL
 3. US CIVILIAN
 4. NON US CIVILIAN
9. DESCRIPTION OF PZ TERRAIN



REPORTS

- **UXO / IED REPORT**
 - **LINE 1: DATE-TIME-GROUP**
 - **LINE 2: GRID LOCATION OF IED & LOCATION OF REPORT UNIT**
 - **LINE 3: CONTACT METHOD AND CALL SIGN (RADIO, PHONE, ETC.)**
 - **LINE 4: IED DESCRIPTION**
 - **LINE 5: NBC CONTAMINATION**
 - **LINE 6: THREATENED RESOURCES – (UNIT, OR TEAM)**
 - **LINE 7: IMPACT ON MISSION**
 - **LINE 8: PROTECTIVE MEASURES TAKEN – (MARKING, BLOCK OFF ACCESS, SECURITY, ETC.)**
 - **LINE 9: RECOMMENDED PRIORITY WITH E.O.D.**



REPORTS

Format 2: Adjust FIRE mission (Grid Method)	
Observer: "	_____ this is _____, Adjust Fire, Over" <i>(FDC Call Sign) (Observer's Call Sign)</i>
"Grid _____, Over"	<i>(8-Digit UTM)</i>
Target Description: "	_____" <i>(Target Description, Size, Activity)</i>
Method of Engagement	<i>(optional, (Danger Close, Mark, High Angle, Ammo/Fuze Type)</i>
Method of Fire and Control	<i>(At My Command, Time on Target, Request Splash, Request Time of Flight, Request Ordinate Altitude Information)</i>
<i>(optional)</i>	
"Over"	
FDC may challenge after they read back the above. The observer should be prepared to authenticate.	
Message to Observer (* = Mandatory Call)	
Units to Fire*	<i>(Firing Unit, Adjusting Unit)</i>
Changes to Call for Fire	<i>(If Any)</i>
Number of Rounds*	<i>(Per Tube)</i>
Target Number*	
Time of Flight	<i>(Seconds)</i>
Ordinate Altitude Information	
Given After Message to Observer	
"Direction _____, Over"	<i>(Mils or Degrees*)</i>
<i>[*Mils is the default--specify if using degrees]</i>	
Adjustments	
"Left/ Right _____"	<i>(Meters, Distance from Impact to OTL)</i>
"Add/Drop _____"	<i>(Meters, Distance from Impact to Tgt)"Over"</i>
Mission Completion	
"End of Mission _____, Over."	<i>(BDA and Target Activity)</i>



REPORTS

- **CAS**
 - **LINE 1: FREQUENCY AND CALL SIGN**
 - **LINE 2: TARGET ELEVATION**
 - **LINE 3: TARGET DESCRIPTION**
 - **LINE 4: TARGET LOCATION (6 – 8 DIGIT GRID)**
 - **LINE 5: HOW TARGET IS MARKED (LASER, IR, STROBE, ETC.)**
 - **LINE 6: FRIENDLY UNIT LOCATIONS**
- **GUIDANCE WILL BE GIVEN TO THE PILOTS IN ORDER TO GET THEM ON TARGET.**
 - **REFERENCE POINTS**
 - **TARGET REFERENCE POINTS (TRPs)**



OPERATIONAL CHARACTERISTICS **AND** **PRINCIPLES OF PATROLING** **(LEFT BLANK)**



OPERATIONAL **CHARACTERISTICS**



- **AGGRESSIVENESS**

- “PORCUPINE” MUZZLES OUTWARD POSTURE
- DEMONSTRATE A POSITIVE READINESS AND WILLINGNESS TO ENGAGE THE ENEMY
- DOMINATE YOUR ENVIRONMENT

- **SITUATIONAL AWARENESS**

- RECON AND KNOW ROUTE
- REHEARSE COMMO AND ACTIONS
- 360 SECURITY
- SCANNING 3D (DEPTH, WIDTH, ELEVATION)
- WATCH PEOPLE
 - HANDS
 - BODY LANGUAGE & BEHAVIOR

- **AGILITY**

- SPEED, SPEED, SPEED!!!
- FLUID VEHICLE INTERVALS
- REMAIN FLEXIBLE AND ADAPTABLE
- BE PREPARED TO EXECUTE SOPs



OPERATIONAL CHARACTERISTICS

- **UNPREDICTABILITY**
 - VARY ROUTES, DEPARTURE TIMES AND VEHICLE INTERVALS
 - DO NOT APPEAR LOST
 - THINK LIKE THE ENEMY TO FIND GAPS IN PLAN AND EXECUTION
-

PRINCIPLES OF PATROLING

- **PLANNING**
- **RECON**
- **SECURITY**
- **CONTROL**
- **COMMON SENSE**



CONVOY BRIEF



- **TASK ORGANIZATION:** ANY CHANGE
- **BRIEF ANY UPDATED/RECENT ENEMY TTPS**
- **MISSION**
 - TASK
 - PURPOSE
- **EXECUTION**
 - ROUTE
 - PRIMARY AND SECONDARY ROUTES
 - KNOWN DANGER AREAS ALONG ROUTES
 - SPECIFIC MANEUVERS NEEDED (I.E. TRAFFIC CIRCLE)
 - MEDEVAC PZ'S ALONG ROUTE
 - CLOSES MEDICAL FACILITY ALONG ROUTES AND PLANS TO GO TO
 - TIMELINE
 - ROE
 - OPERATING PROCEDURES
 - BLACKOUT VS. WHITE LIGHT
 - VEHICLE INTERVAL
 - COMMO
 - ACTIONS ON CONTACT / HALTS
 - VERBALLY DISCUSS BATTLE DRILLS, SO THEY ARE FRESH IN THE MIND PRIOR TO ROLLING OUT
 - REHEARSE
 - RADIO FREQs
 - INTERNAL, HIGHER, MEDEVAC
 - HAND AND ARM SIGNALS



Pre-Combat Checks



1. Every Individual

- ☐ Uniform worn IAW TACSOP (see photo)
- ☐ NVG mounts serviceable
- ☐ Ammo basic load on hand
- ☐ Weapons cleaned
- ☐ MOLLE/IBA/ACH inspected / repaired
- ☐ Check batteries in NVG's/lights/optics
- ☐ Dog Tags
- ☐ IFAC (right side)
- ☐ IR strobe light
- ☐ Commo check between TM members
- ☐ NVG / Optics check
- ☐ Mouthpiece
- ☐ 1 x tourniquet in lower left leg pocket
- ☐ 1 x tourniquet upper right pocket
- ☐ 1 x gauze lower right leg pocket
- ☐ ID Card
- ☐ Blood chit
- ☐ Battle Roster/9 Line Card
- ☐ Casualty Feeder Card
- ☐ Rescue Tool (strap cutter)
- ☐ SERE Kit
- ☐ Personal Locator Beacon (PLB)
- ☐ Mission knowledge
 - Mission Task & Purpose
 - Destination & Routes (Infil/Exfil)
 - Vehicle assignment
 - Timeline
 - Likely enemy situation
 - Mission leadership



Pre-Combat Checks

2. Driver

- ☐ **PMCS complete through daily**
- ☐ **Windshield clean**
- ☐ **Fuel tank full**
- ☐ **Cooler with ice**
- ☐ **2 cases of bottle water/ 1 case of MREs**
- ☐ **Tow rope secure**
- ☐ **Fire suppression systems checks**
- ☐ **Collapsible litter secured**
- ☐ **Interpreter gear stored**
- ☐ **5988-E**
- ☐ **M1114-10 on hand and complete**
- ☐ **Spare hand mikes on hand**
- ☐ **Spare batteries on hand**
- ☐ **Visually checks tire pressure / checked including space tire**

3. MEDIC / EMT

- ☐ **Vehicle (CLS) aid bags filled**
- ☐ **Aid bag filled**
- ☐ **Collapsible litters FMC**
- ☐ **Individual dressings replaced in Soldiers battle packs**
- ☐ **Call signs, freqs, location of responding MEDEVAC /Land Owned Unit (LOU) Aid Station**
- ☐ **LZ marking material**
- ☐ **Check IFAKs**



Pre-Combat Checks

4. Gunner

- ☐ Ammo basic load on hand and pyro
- ☐ Individual / CSW PMCS and cleaned
- ☐ Convoy signs (if posted on vehicles)
- ☐ Spare barrel
- ☐ Spotlight serviceable
- ☐ Night sights/thermals tested w/ mounts
- ☐ Spare batteries
- ☐ MG mount serviceable
- ☐ Lubricant on hand
- ☐ Gunner restraint system
- ☐ CROW system check
- ☐ M4 in turret
- ☐ EOF kit
- ☐ Gun in correct weapon control status
- ☐ Check/set head space and timing on .50cal
- ☐ Binos

5. Truck Commander

- ☐ Fuel topped off
- ☐ Load plan correct / tied down
- ☐ All personnel observing correct weapons control status
- ☐ COMSEC loaded in radios
- ☐ Radio checks complete to include MBITRs
- ☐ CASEVAC / IED, UXO 9 line's mounted
- ☐ Mission knowledge brief back
- ☐ Individual, driver, gunner, medic, PCCs completed
- ☐ Visually inspect 5988E
- ☐ DUKE and FBCB2/BFT operational
- ☐ FBCB2/BFT overlays accurate and disseminated
- ☐ Vehicle, weapon, and commo PMCS competed through daily
- ☐ CREW device FMC
- ☐ EOF kit
- ☐ Bino/map/compass
- ☐ BATTs/HIIDE w/current threat upload

5. Truck Commander (cont)

- ☐ SKL
- ☐ LZ Marking Material
- ☐ Digital recorder
- ☐ Spot check individual PCCs
- ☐ Convoy brief completed down to every individual
- ☐ Directed rehearsals completed
- ☐ Battle Drills completed
- ☐ Interpreters are in proper uniform
- ☐ ROE known by everyone
- ☐ Roll over drill
- ☐ Fire evacuation drill
- ☐ Test fire
- ☐ REDCON 1 report submitted



Patrol Debrief



A. Unit ID, Size, and Composition of Patrol.

B. Mission

1. Focus of Operation (Task/Purpose)

C. DTG of Departure.

D. DTG of Return.

E. Routes out and back.

F. Terrain

1. Key/Significant Terrain

2. Description of Terrain

3. Bridges, condition, strength and size of.

4. Trafficability for armor/wheeled/dismount

5. Corrections to Map

G. Enemy ("Salute" format for personnel. "Size, Shape, Color, Condition, Appears to be" –for equipment).

1. Ground Activity

2. Air Activity

3. Misc. Activity

H. Results of Encounters with the Enemy.

1. Enemy KIA/WIA/POW

2. Captured Documents or Equipment

3. Counterpart Evaluation and observations

I. Condition of Patrol (including disposition of dead or wounded)

J. Miscellaneous Information

1. Civilian Populace

2. Animal Behavior

3. Tracks/Trails (Personnel/Vehicular) Abandoned Military

Equipment

4. Abandoned Towns/Villages

K. Conclusions and Recommendations (including to what extent the task was accomplished and recommendations as to patrol equipment and tactics)

L. Applicable Sketches

****Patrol debriefs must be completed NLT 6 hours after the end of each patrol regardless of multiple submissions. This is with ANSF counterpart input or without it.****



VEHICLE ROSTER

- **VEHICLE 1 – ALPHA TEAM**

- DR: CPT ROBINSON
- VC: CPT DANIELS
- GN: 1LT STOUGH
- EX: CPT RODRIGUEZ
- EX: INTERPRETER

- **VEHICLE 2 – BRAVO TEAM**

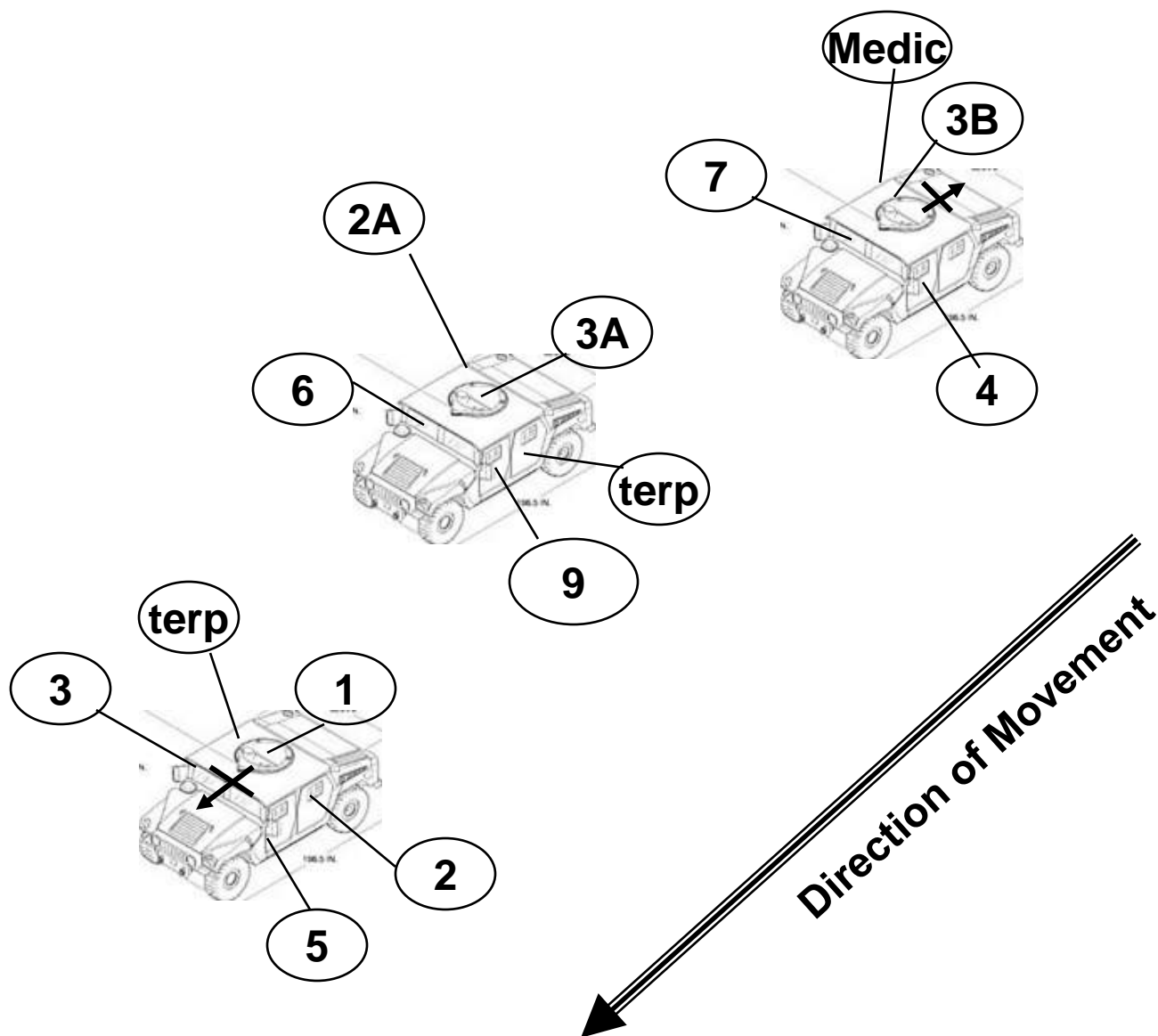
- DR: COMMO NCO
- VC: CPT SAMPLES
- GN: 1LT GUNN
- RTO: SFC JONES
- EX: INTERPRETER

- **VEHICLE 3 – CHARLIE TEAM**

- DR: CPT MCELROY
- VC: 1SG DAVIS
- GN: SGT KARBOWSKI
- EX: SGT CIRERA



VEHICLE CONFIGURATION





CONVOY DUTIES AND RESPONSIBILITIES

- **CONVOY COMMANDER**

- OVERALL RESPONSIBILITY FOR CONDUCT OF THE CONVOY
- ULTIMATE ON-GROUND DECISION-MAKER
- TASK ORGANIZES VEHICLE RESPONSIBILITIES
- CONDUCTS CONVOY BRIEF AND AAR
- TRAVELS IN FIRST OR SECOND VEHICLE
- MONITORS, SUPERVISES, AND CONTROLS CONVOY
- MAINTAINS COMMO WITH HIGHER

- **VEHICLE COMMANDER**

- RESPONSIBLE FOR EQUIPPING, ORGANIZING, AND SUPERVISING ALL ACTIONS OF VEHICLE
- MAINTAIN COMMO WITH CONVOY COMMANDER
- DIRECTS DRIVER
- VEHICLES PRIMARY NAVIGATOR
- DESIGNATES SECTORS OF FIRE TO GUNNER



CONVOY DUTIES AND RESPONSIBILITIES

- **DRIVER**

- OPERATES VEHICLE
- RESPONSIBLE FOR FUELING AND VEHICLE MAINTENANCE
- RESPONSIBLE FOR COMMO EQUIPMENT IN VEHICLE
- TAKES ALL DIRECTION FROM VC

- **GUNNER**

- SECURITY AND OVER-WATCH OF PRIMARY AND SECONDARY SECTORS OF FIRE
- REPORTS SITUATIONAL AWARENESS TO VC AND DRIVER
- SCANS FOR TARGETS AND IEDs

- **CONVOY TRACKER/ RTO**

- TRACKS ALL REPORTS AND SENDS TO HIGHER (9 LINE, UXO, ETC.)
- CALLS UP CHECK POINTS TO HIGHER
- LOGS & TRACKS ALL ACTIONS OF CONVOY
 - HALTS
 - SUSPICIOUS AREAS, CARS, PEOPLE
 - OTHER SIGNIFICANT ACTIONS



RADIO CALL SIGNS

- **CAPTAIN SAMPLES: OUTLAW 6**
- **CAPTAIN ROBINSON: OUTLAW 5**
- **CAPTAIN DANIELS: OUTLAW 3**
- **CAPTAIN RODRIGUEZ: OUTLAW 2**
- **1SG DAVIS: OUTLAW 7**
- **CAPTAIN MCELROY: OUTLAW 4**
- **1LT GUNN: OUTLAW 3A**
- **SFC JONES: OUTLAW 2A**
- **1LT STOUGH: OUTLAW 1**
- **SGT CIRERA: OUTLAW MEDIC**
- **SGT KARBOWSKI: OUTLAW 3B**
- **SFC / TBO: OUTLAW 9**



VEHICLE SOPs

- **AMMO**

- **CREW SERVE**

- 2 X CANS - INSIDE VEHICLE BETWEEN REAR SEATS, BEHIND GUNNERS FEET
 - EXTRA IN REAR COMPARTMENT NEAR SLIDING DOOR

- **M4**

- 2-3 EXTRA MAGAZINES SECURED TO CROSS BEAM BEHIND VEHICLE COMMANDERS SEAT
 - 2-3 EXTRA MAGAZINES SECURED ON TOP OF THE RADIO MOUNT

- **M9**

- SECURED NEXT TO M4 MAGAZINES

- **VEHICLE**

- TIRE (NO RIM) PLACED ON BRUSH GUARD TO PUSH OBJECTS
 - TOW LINES ATTACHED TO FRONT LEFT TOW POINT AND RIGGED TO DRIVER'S MIRROR
 - TOW LINES ATTACHED TO RIGHT REAR LIFT POINT RIGGED OVER THE RIGHT SIDE DOORS AND ATTACHED TO VC'S MIRROR
 - 2 TO 3, 5 GALLON FUEL CANS STORED IN THE REAR COMPARTMENT
 - CLS BAGS SECURED BEHIND THE DRIVER'S SEAT
 - ALL PERSONAL GEAR STORED IN REAR COMPARTMENT



VEHICLE SOPs

- **COMMUNICATIONS**

- **MBITR**

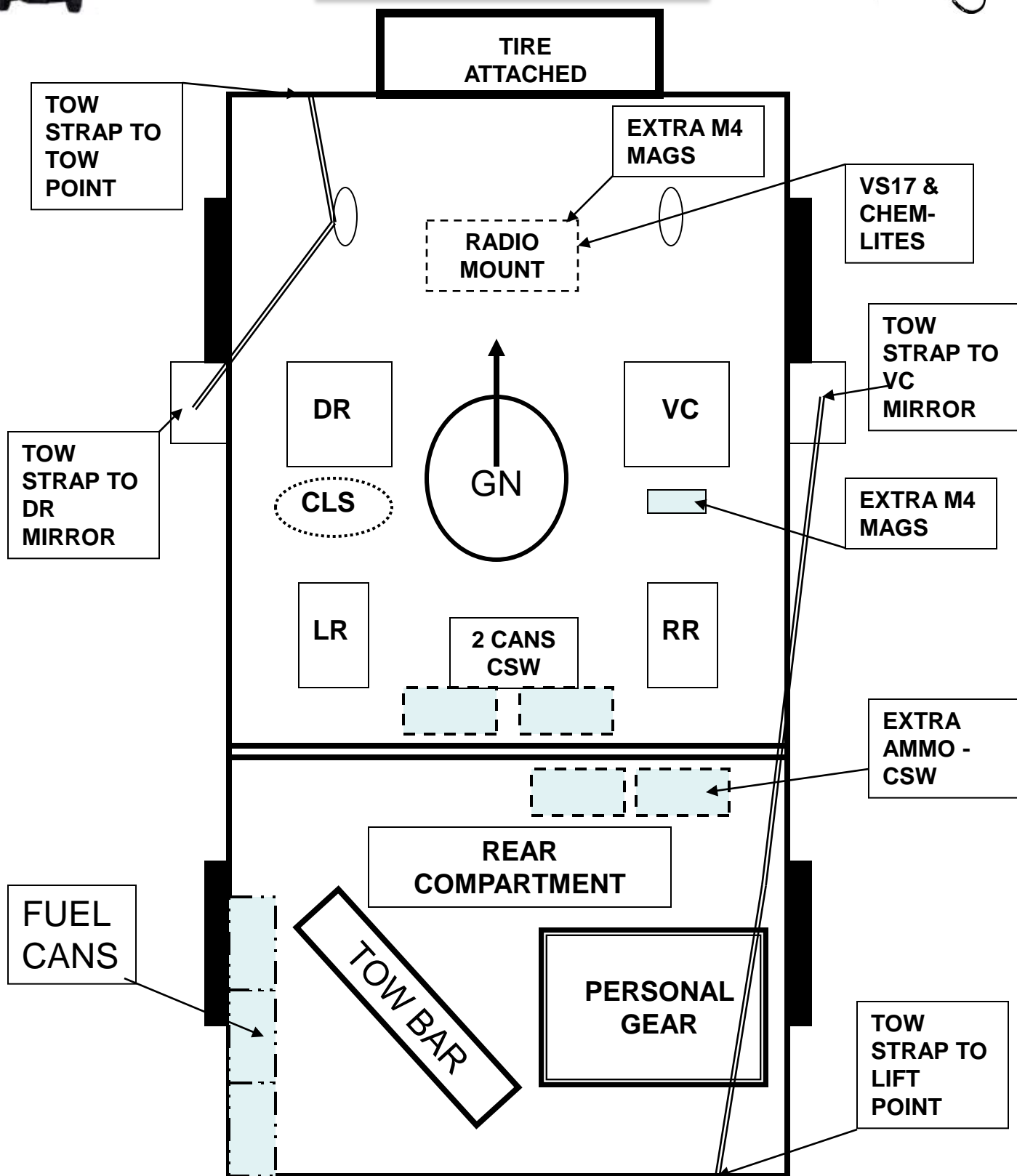
- MINIMUM OF 1 PER VEHICLE
 - RADIO IS WITH GUNNERS
 - PRIMARY CHANNEL IS ON TEAM INTERNAL
 - ALSO HAS HIGHER COMMAND NET AND MEDEVAC FREQ
 - 1 RADIO GOES WITH CONVOY COMMANDER WHEN DISMOUNTING

- **ASIP**

- CHANNEL 1: TEAM INTERNAL
 - CHANNEL 2: HIGHER COMMAND NET
 - CHANNEL 3: MEDEVAC
 - HAND MICs MARKED WHEN MULTIPLE RADIOS

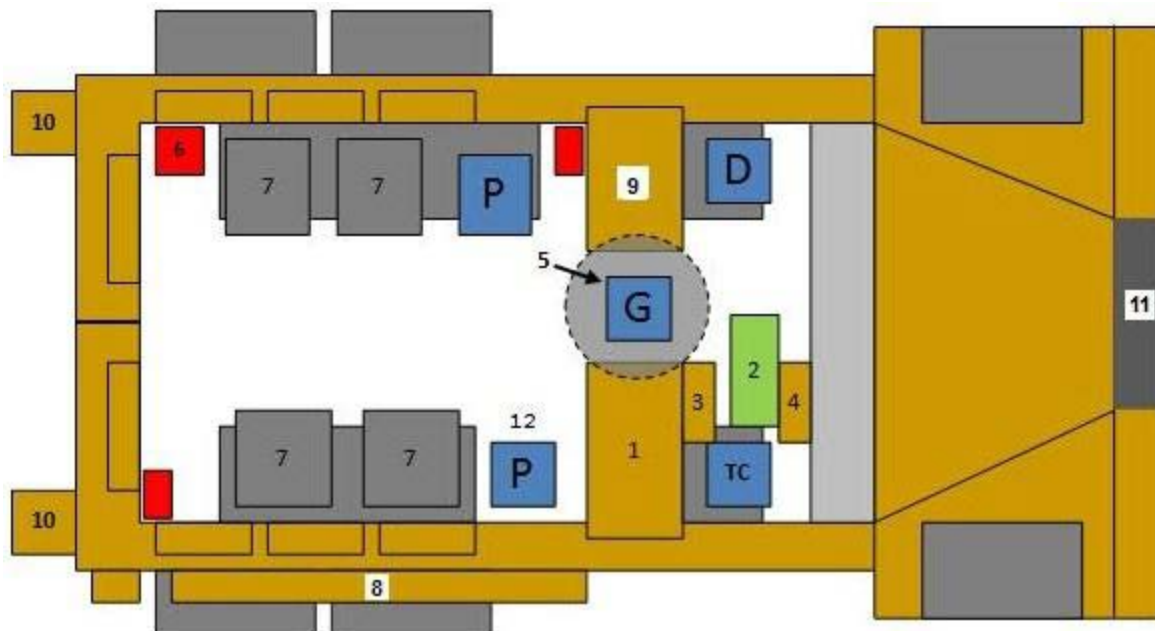


VEHICLE SOPs





MAXX-PRO



Crew locations



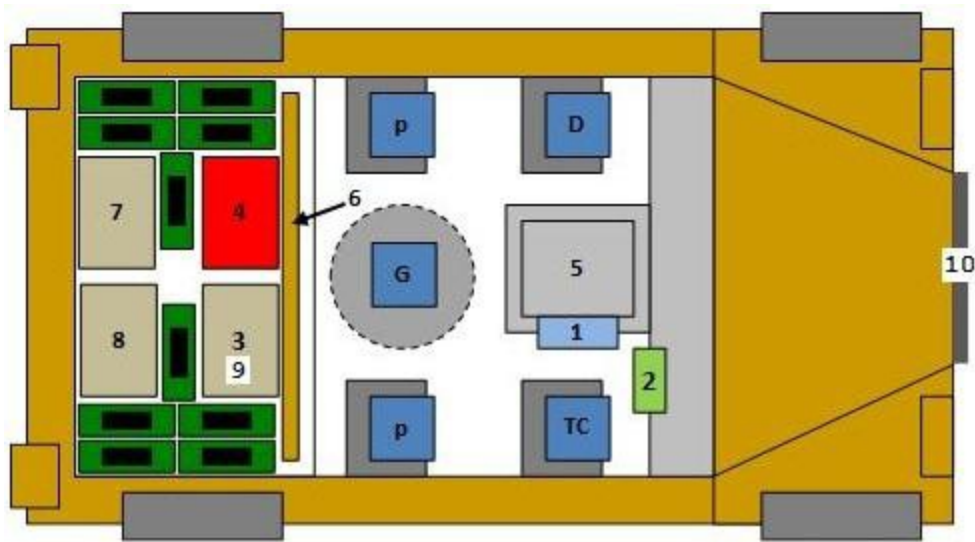
Fire extinguisher/Fire suppression system



- | | |
|-----------------------------------|--|
| 1. Air Conditioner System/BFT CPU | 8. Backboard/Stretcher/Chem Lights/VS-17 |
| 2. BFT | 9. Water Can/Fuel Can |
| 3. Rhino Control Box | 10. BII/Spare Batteries/Fire Blanket |
| 4. Duke Control Box | 11. Tow Bar & Cable |
| 5. Cooler | 12. Go Bag/SSE Kit |
| 6. Duke/CLS Bag/Aid Bag | |
| 7. ASIP Radio/Ammunition | |



MATV



Crew locations



Fire extinguisher/Fire suppression system

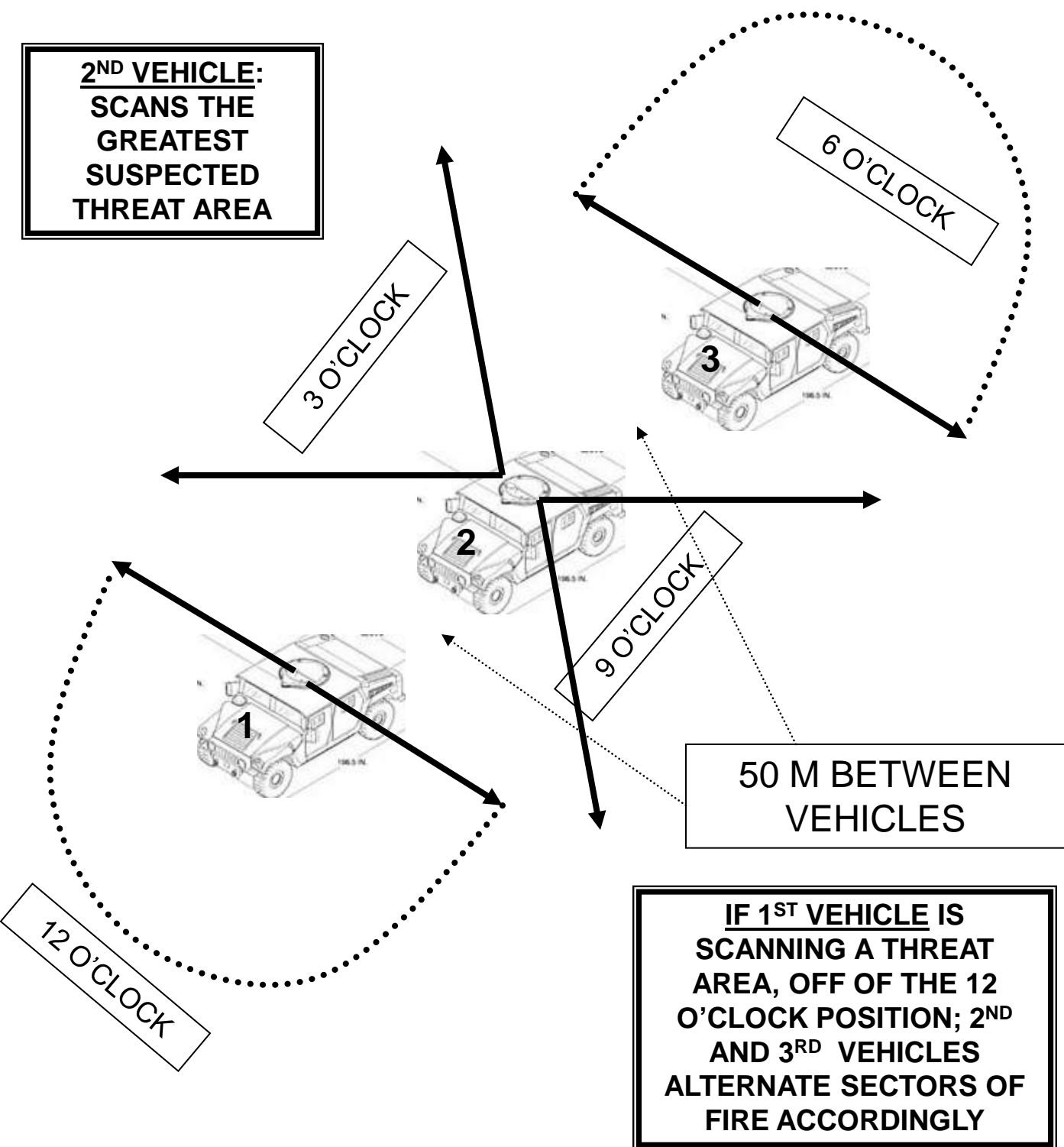


1. BFT
2. Duke Control Box
3. Cooler
4. CLS Bag/Fire Blanket/Aid Bag
5. ASIP Radio
6. Backboard/Stretcher/Chem Lights/VS-17
7. Water Can/Fuel Can
8. BII/Spare Batteries
9. Go Bag/SSE Kit
10. Tow Bar & Cable



VEHICLE SECTORS OF FIRE

**2ND VEHICLE:
SCANS THE
GREATEST
SUSPECTED
THREAT AREA**





ACTIONS AT LONG HALT

(ISRAELI BOX)



- 360 SECURITY
- 5M VISUAL CHECKS
- O/O 25M DISMOUNTED CHECKS
- O/O DISMOUNT TO PROVIDE BETTER OVERALL SECURITY
- DRIVERS MONITOR RADIO WHEN VC DISMOUNTS
- GUNNERS SCAN, REPORT TO VC, AND BPT MONITOR RADIO

2ND VEH:

REAR/SIDE SECURITY
C2/COMMO

2

25M

**ACTIONS OCCUR IN
CENTER TO GAIN
PROTECTION FROM
VEHICLES**

1

3

25M

1ST VEH:

FORWARD SECURITY
PZ TEAM

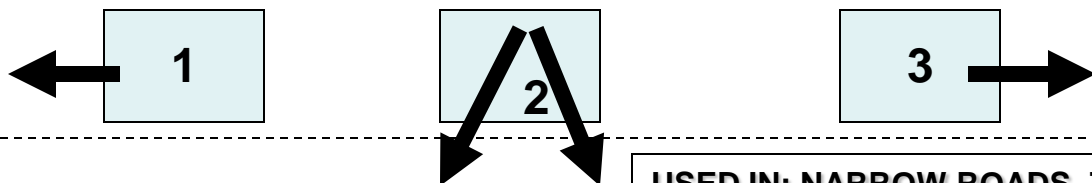
3RD VEH:

REAR/SIDE SECURITY
MEDIC



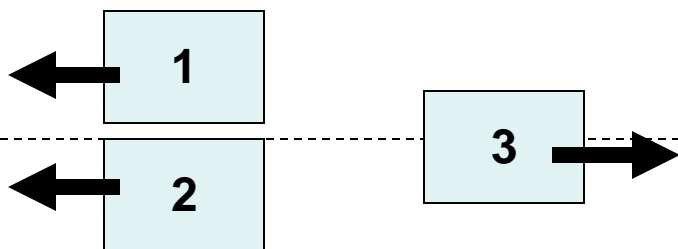
TRAVEL FORMATIONS

FILE



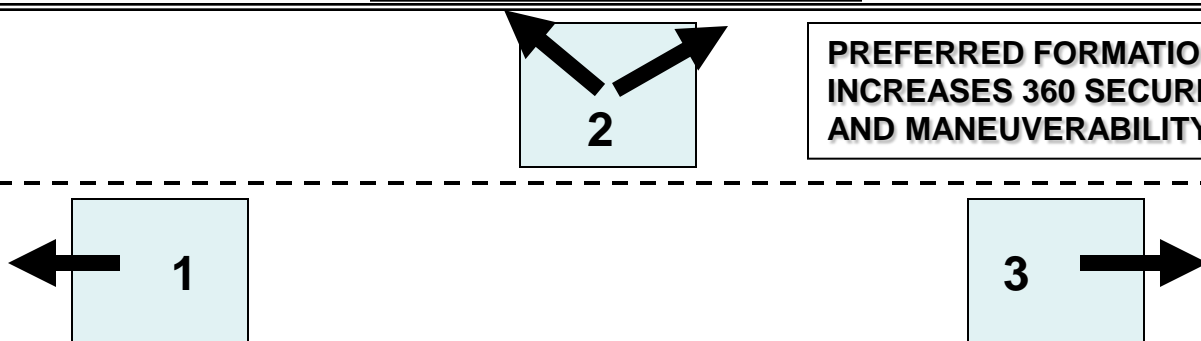
USED IN: NARROW ROADS, TIGHT TRAFFIC

T-FORMATION

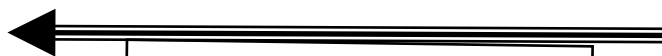


WEAPON HEAVY TO THE FRONT- KNOWN OR SUSPECTED THREAT

STAGGERED



PREFERRED FORMATION;
INCREASES 360 SECURITY,
AND MANEUVERABILITY



Direction of
Movement



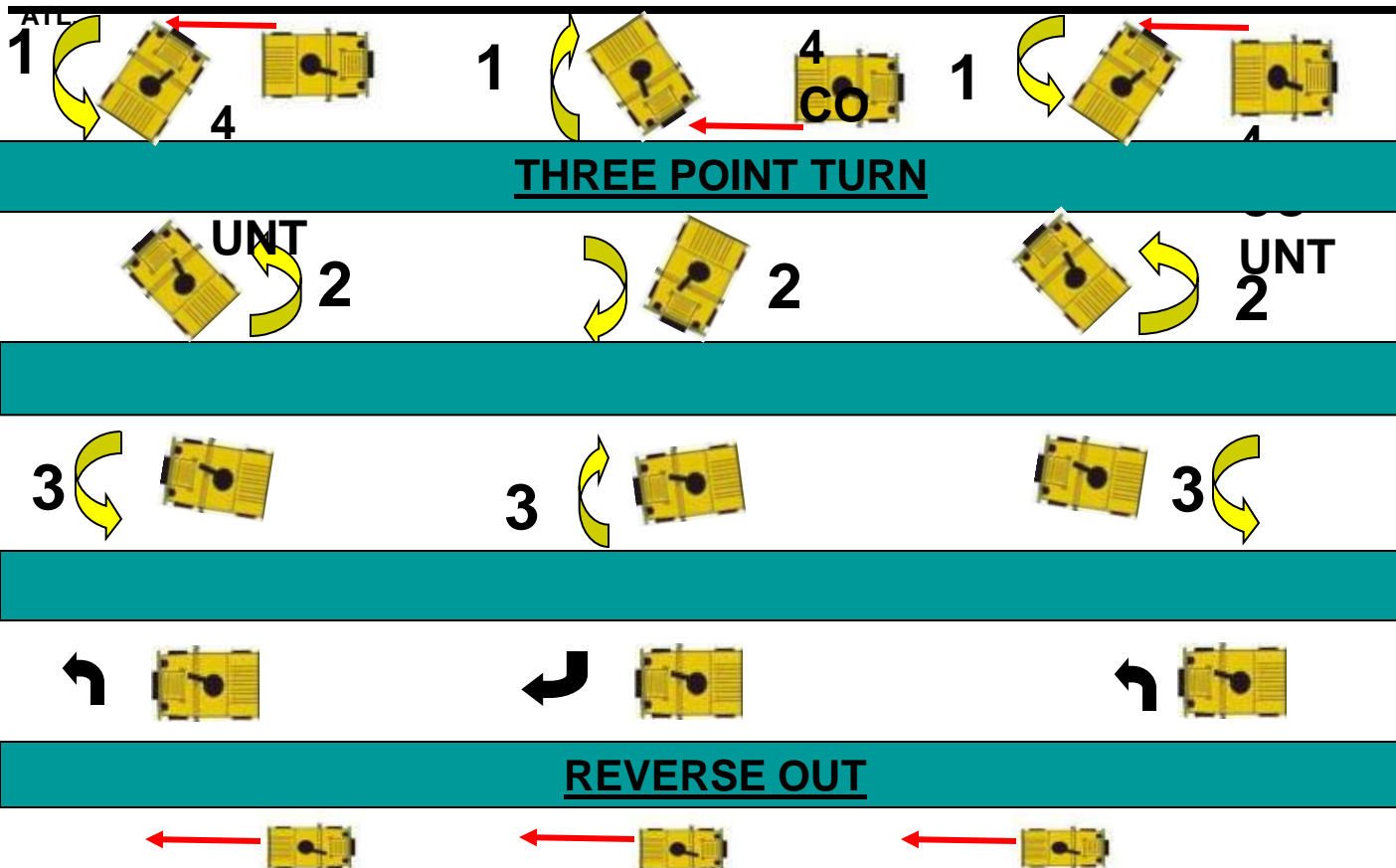
3 Point Turn / Reverse Out

(CREW DRILL 9)

CONDITION: THE LEAD VEHICLE HAS COME ACROSS A ROAD THAT IS BLOCKED AND MUST CONDUCT A 3 POINT TURN OR REVERSE OUT TO CONTINUE MISSION. THE VEHICLE MAY OR MAY NOT BE ON AN IMPROVED ROAD. GUNNERS WILL PROVIDE SECURITY DURING MANEUVER.

INDIVIDUAL TASKS:

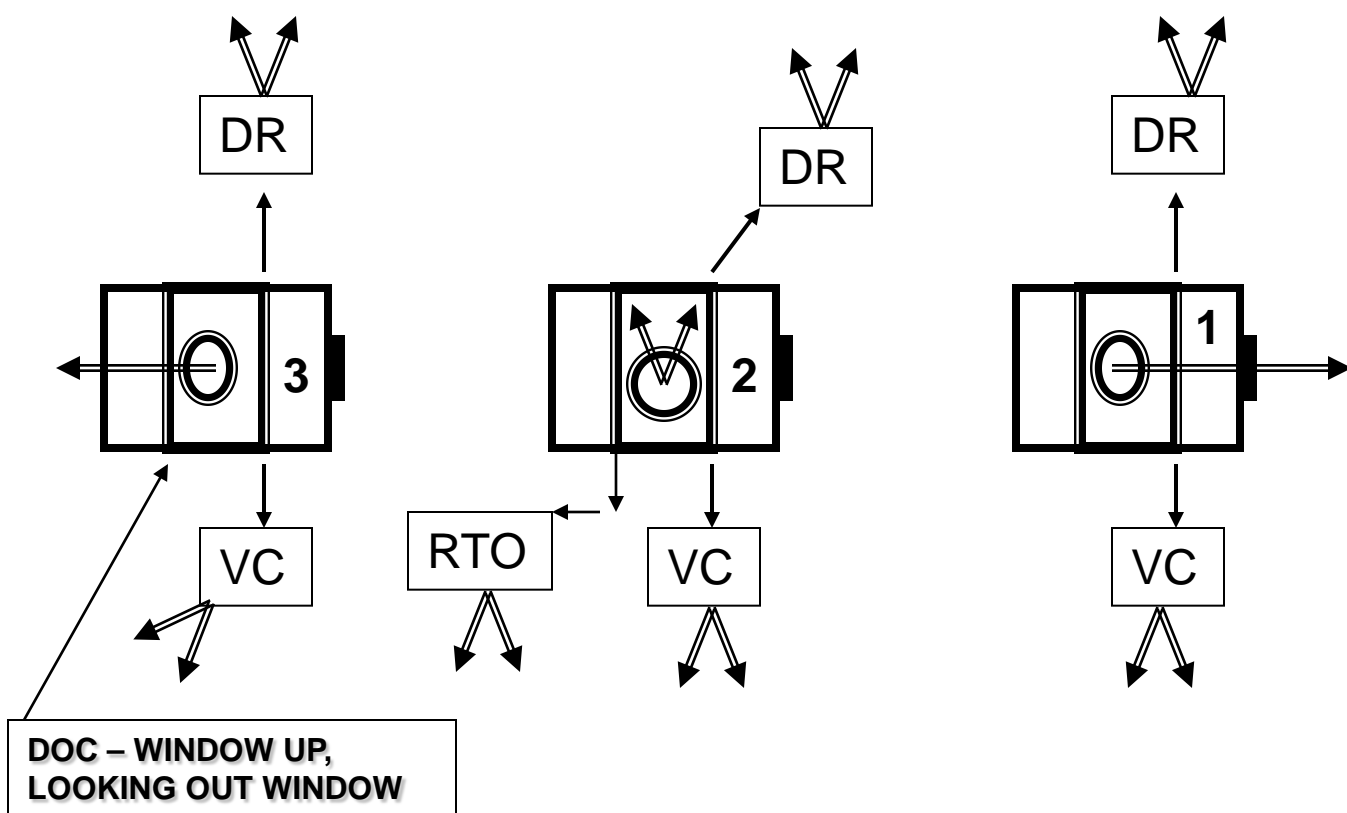
- ❑ THE TRUCK COMMANDER QUICKLY IDENTIFIES THE NEED TO STOP HIS VEHICLE DUE TO A POTENTIAL ROAD BLOCK OR SHORT ALLEYWAY / ROAD THAT ALL VEHICLES CAN NOT CONTINUE DOWN.
- ❑ CALLS OVER THE RADIO EITHER 3 POINT TURN OR REVERSE OUT.
- ❑ GUNNERS ESTABLISH LOCAL SECURITY WHILE THE DRIVERS EXECUTE THE COMMAND.
- ❑ ON THE COMMAND OF 3 POINT TURN THE DRIVERS WILL STOP, PUT THE VEHICLE IN REVERSE, AND REVERSE FOR A 4 SECOND COUNT.
- ❑ AFTER FINISHING THE 4 SECOND COUNT THE DRIVERS OF VEHICLE 1 AND 3 WILL TURN THE WHEEL TO THE RIGHT, VEHICLE 2 WILL TURN HIS WHEEL TO THE LEFT.
- ❑ THE DRIVERS WILL THEN PULL FORWARD, AND THEN BACKWARD TO COMPLETE THE MOVE.
- ❑ VEHICLES WILL THEN MOVE OUT IN REVERSE ORDER UNTIL TL MAKES THE CALL TO GET BACK IN ORDER OF MARCH.
- ❑ ON THE COMMAND OF REVERSE OUT, THE DRIVERS WILL STOP AND PUT THE VEHICLE IN REVERSE.
- ❑ THE DRIVERS WILL REVERSE OUT UNTIL VEHICLE 1 CAN STOP AND GO FORWARD AGAIN, CALLED BY





DISMOUNT DRILL

- DISMOUNT CALL IS MADE BY THE VC
- DO NOT GET BETWEEN VEHICLES
- REAR SECURITY IS ONE SOLDIER OFF THE REAR SIDE BUMPER
- REMOUNT ONE AT A TIME; DRIVER FIRST, THEN VC





MOUNT MANEUVER BATTLE

DRILLS

- **RAMMING VEHICLES**

- AIM FOR VEHICLE'S AXLE (PREFERABLY REAR)
- APPROACH AT SLOW SPEED (20-25 MPH)
- PRIOR TO CONTACT ACCELERATE THROUGH VEHICLE, INCREASING TO 35 TO 40 MPH
- CONTINUE TO PUSH THROUGH

- **DEAD OR WOUNDED DRIVER DRILL**

- SOLDIER IN REAR SEAT, OR VC IF NECESSARY
- REMOVES DRIVER FROM DRIVER'S SEAT AND PLACES THEM IN THE REAR SEAT
- ASSUMES DRIVER'S RESPONSIBILITY TO GET OUT OF KILL ZONE
- AT SAFE AREA, DRIVER IS COVERED UP (KIA), OR TREATED (WIA)



MOUNT MANEUVER BATTLE

DRILLS

- **REACT TO CONTACT AMBUSH --- SMALL ARMS AND DIRECT FIRE ONLY**

- **ACTIONS:**

- SOLDIERS ID GEOGRAPHIC LOCATION OF CONTACT...
- OR DISTANCE, DIRECTION, DESCRIPTION OF CONTACT
- ID INFORMATION IS ECHOED BY ALL
- VEHICLES IN CONTACT RETURN FIRE
- VC ACCESSES THROWING:
 - SMOKE TO CONCEAL MOVEMENT
 - FLASH BANG
 - HAND GRENADE
- VEHICLES CONTINUE TO DRIVE THROUGH KILL ZONE
 - USING BOUNDING TECHNIQUES, IF APPLICABLE



BOUNDING TECHNIQUES

ON CONTACT:

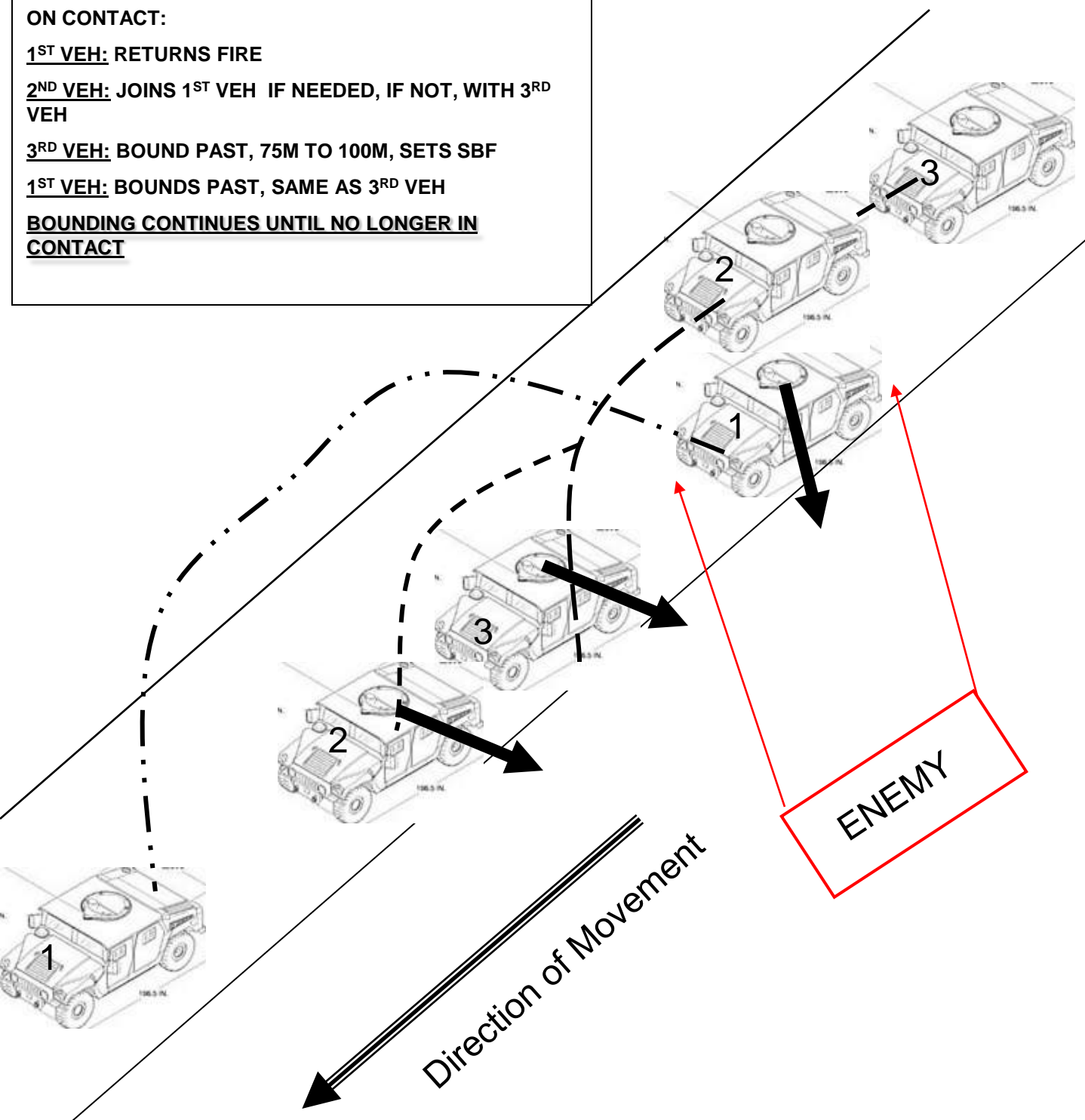
1ST VEH: RETURNS FIRE

2ND VEH: JOINS 1ST VEH IF NEEDED, IF NOT, WITH 3RD VEH

3RD VEH: BOUND PAST, 75M TO 100M, SETS SBF

1ST VEH: BOUNDS PAST, SAME AS 3RD VEH

BOUNDING CONTINUES UNTIL NO LONGER IN CONTACT





MOUNT MANEUVER BATTLE

DRILLS

- **REACT TO SNIPER:**
 - **MOUNTED:**
 - **CALL OUT, “SNIPER”**
 - **MOVE OUT OF AREA, THROW SMOKE IF NECESSARY**
 - **SUPPRESS FIRING POINT, IF KNOWN**
 - **ASSESS CASUALTIES**
 - **CONTINUE MISSION**
 - **DISMOUNTED:**
 - **SEEK COVER, THROW SMOKE IF NECESSARY**
 - **CALL OUT, “SNIPER”**
 - **ID SNIPER LOCATION, RETURN FIRE, IF POSSIBLE**
 - **POSITION CSW WEAPONS TO SUPPRESS**
 - **ASSESS CASUALTIES**
 - **CONTINUE MISSION**



MOUNT MANEUVER BATTLE

DRILLS

- **SUSPECTED OR KNOWN IED LOCATION (UNEXPLODED):**

- **IF IN KILL ZONE:**

- DRIVE BY AT A SAFE DISTANCE, MARK POSITION AND REPORT TO HIGHER IMMEDIATELY
- SCAN FOR SECONDARY IEDs
- STOP AND MOVE TO MINIMUM 300M, PROVIDE OVER-WATCH
- WAIT FOR FRIENDLY UNIT TO REPLACE OVER-WATCH

- **OUT OF KILL ZONE:**

- MARK POSITION AND REPORT TO HIGHER IMMEDIATELY
- SCAN FOR SECONDARY IDEs
- STOP AND/OR MOVE BACK MINIMUM 300M, PROVIDE OVER-WATCH
- WAIT FOR FRIENDLY UNIT TO REPLACE OVER-WATCH



MOUNT MANEUVER BATTLE

DRILLS

- **REACT TO IED DETONATION**

- **VEHICLES DRIVABLE**

- DRIVE THROUGH KILL ZONE IF POSSIBLE
- OBSERVE FOR ADDITIONAL DEVICES
- MARK POSITION (LEAST CONCERN)
- RETURN FIRE ACCORDINGLY
- CALL HIGHER WITH SPOT REPORT
- SEEK A SAFE AREA
 - CONDUCT A.C.E.
 - TREAT CASUALTIES
 - SEND UP REPORTS
 - » COMPLETE SITREP REPORT
 - » A.C.E.
 - » I.E.D.

- **VEHICLE INOPERABLE**

- SAME AS, “VEHICLE DRIVABLE”, EXCEPT CONDUCT RECOVERY DRILL



VEHICLE RECOVERY

IED CONTACT:

1ST VEH: INOPERABLE

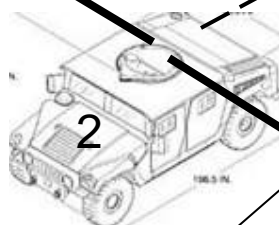
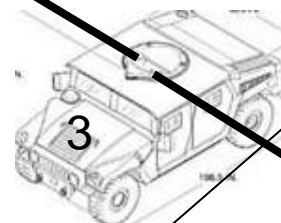
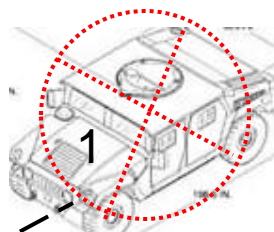
2ND VEH: BYPASSES 1ST VEH, ESTABLISHES 12 O'CLOCK SECURITY, PREPARES TO TOW 1ST VEH WITH QUICK TOW STRAPS OR TOW BAR

3RD VEH: 6 O'CLOCK SECURITY, PREPARED TO ASSUME CONVOY LEAD, AND TREAT CASUALTIES

1ST VEH: HOOK UP TO BE TOWED, TREAT CASUALTIES

MOVE OUT OF KILL ZONE TO A SAFE ZONE

**1ST TOW STRAP,
THEN TOW BAR IF
NEEDED**



IED

6 O'CLOCK

12 O'CLOCK

2ND VEH: IS THE PRIMARY TOWING VEHICLE HAS TOW BAR

3RD VEH: GETS HIT, 2ND VEH TOWS IT

2ND VEH: GETS HIT, 3RD VEH TOWS IT

1ST VEH: IS SECURITY IN EITHER CASE AND USED FOR CROSS LOADING



INOPERABLE VEHICLE

- **STRIP SENSITIVE ITEMS AND CROSS-LOAD TO LEAD VEHICLE**
- **WOUNDED SOLDIERS PLACE IN REAR VEHICLE**
- **ZERO ALL RADIOS**
- **DESTROY FBCB2 (F6 ADMIN)**
- **CALL UP LOCATION TO HIGHER OF STRANDED VEHICLE**
- **MOVE TO FOB AND/OR PZ LOCATION (MEDEVAC)**



VEHICLE RECOVERY WITH **OUTLAWZ**

DIRECT FIRE

IED & DIRECT CONTACT:

1ST VEH: INOPERABLE

2ND VEH: BYPASSES 1ST VEH, ESTABLISHES 12 O'CLOCK SECURITY AND RETURNS FIRE, PREPARES TO TOW 1ST VEH WITH QUICK TOW STRAPS OR TOW BAR

3RD VEH: BLOCKS 1ST VEH FROM CONTACT, RETURNS FIRE, PREPARED TO ASSUME CONVOY LEAD, AND TREAT CASUALTIES

1ST VEH: HOOK UP TO BE TOWED, TREAT CASUALTIES

MOVE OUT OF KILL ZONE TO A SAFE ZONE

C.C.: SUPERVISES HOOK-UP AND CALLS SPOT REPORT

RTO/TRACKER: PREPARES 9-LINE MEDEVAC

1ST TOW STRAP,
THEN TOW BAR IF
NEEDED

6 O'CLOCK

IED &
DIRECT FIRE

12 O'CLOCK

2ND VEH: IS THE PRIMARY TOWING VEHICLE HAS TOW BAR

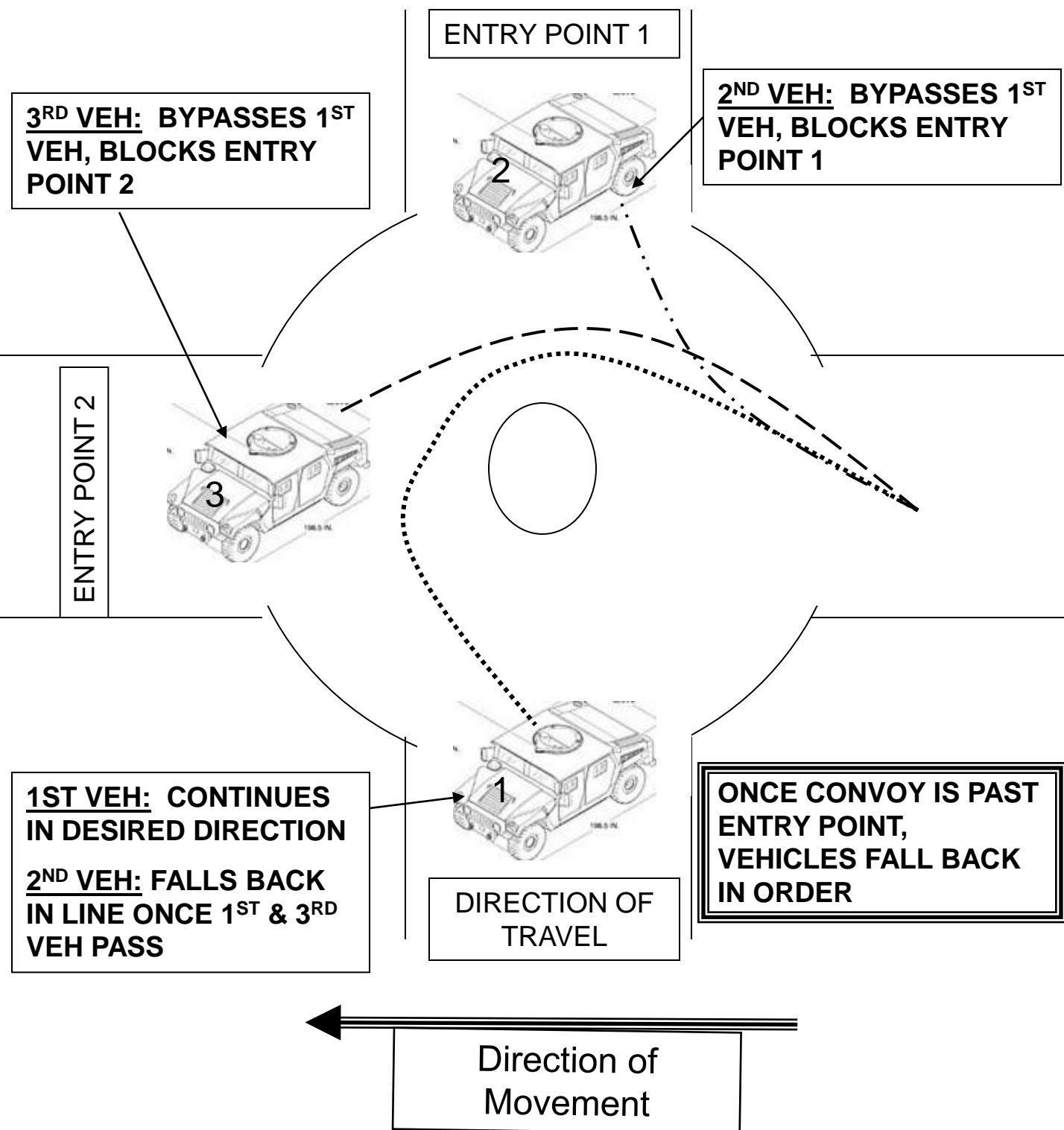
3RD VEH: GETS HIT, 2ND VEH TOWS IT

2ND VEH: GETS HIT, 3RD VEH TOWS IT

1ST VEH: IS SECURITY IN EITHER CASE AND USED FOR CROSS LOADING



TRAFFIC CIRCLE





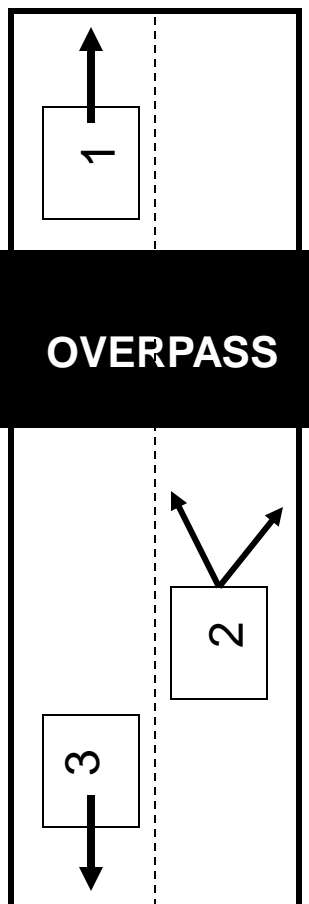
TRAFFIC CIRCLE

- **NOTES**

- **1ST VEHICLE CAN CUT THE CIRCLE IN HALF IF POSSIBLE**
- **IF DIRECTION OF TRAVEL IS THE ENTRY POINT 2, 3RD VEHICLE BLOCKS ENTRY POINT 1, 1ST & 2ND VEHICLES BYPASS 3RD VEHICLE, AND THEN 3RD VEHICLE FALLS IN LINE**
- **IF THE TRAFFIC CIRCLE HAS MORE THAN 4 ENTRY/EXIT POINTS**
 - **3RD VEHICLE WILL BLOCK THE 1ST ENTRY POINT WITH THE MOST TRAFFIC**
 - **2ND VEHICLE THEN BLOCKS ACCORDINGLY**
 - **1ST VEHICLE MOVES IN THE DIRECTION OF TRAVEL, BUT IS PREPARED TO BLOCK FOR 2ND & 3RD VEHICLE IF NECESSARY**
- **IF THERE IS NO TRAFFIC, THERE IS NO NEED TO BLOCK, AND THE TRAFFIC CIRCLE IS TRAVELED IN THE QUICKEST WAY POSSIBLE, BUT TRAVEL IS VARIED DAILY TO PREVENT PATTERNS!**



OVERPASS



METHOD 1: BOUNDING

-1ST VEH: MOVES
THROUGH PULLS FAR
SECURITY

-2ND VEH: PROVIDES
OVER-WATCH FOR 1ST
VEH

-3RD VEH: PROVIDES
REAR SECURITY &
OVER WATCH FOR 2ND
VEH BOUNDING

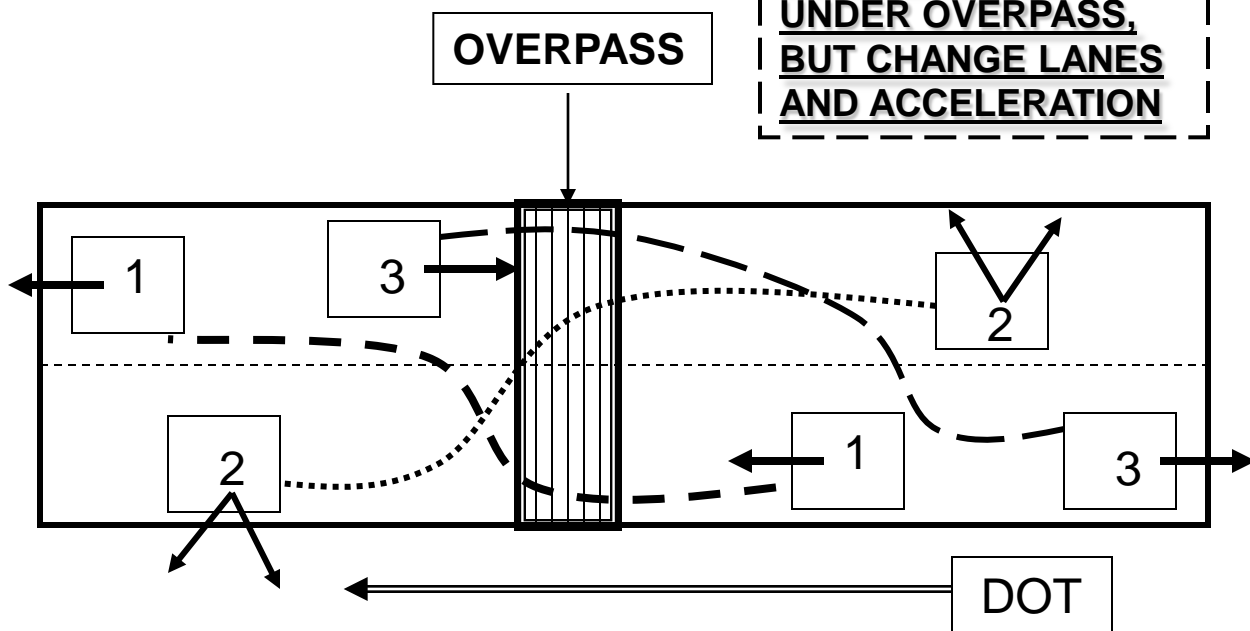
-2ND VEH: PROVIDES
OVER-WATCH FOR 3RD
VEH

METHOD 2: BYPASS

-ALL VEHICLES
BYPASS OVERPASS,
BY GETTING OFF
ROADWAY, THEN
GETTING BACK ON
ROADWAY

METHOD 3:

- VEHICLES GO
UNDER OVERPASS,
BUT CHANGE LANES
AND ACCELERATION





INTERSECTION

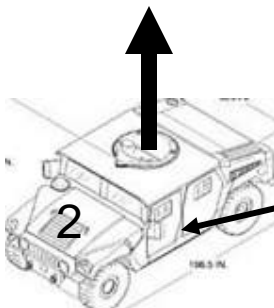


SECURING INTERSECTION FOR LARGER CONVOY

ENTRY POINTS: BLOCK
ACCORDINGLY; IF
THERE IS MINIMAL
TRAFFIC, THERE IS NO
NEED TO BLOCK

**INTERSECTIONS ARE
TREATED LIKE TRAFFIC
CIRCLES, WHEN
TRAVELING THROUGH**

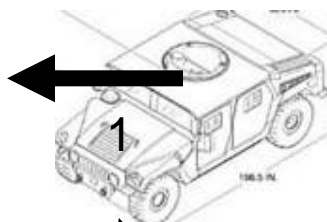
3 O'CLOCK



2ND VEH:

**STOPS AT THE 3 OR 9
O'CLOCK POSITION
BLOCKS/SECURES**

12 O'CLOCK

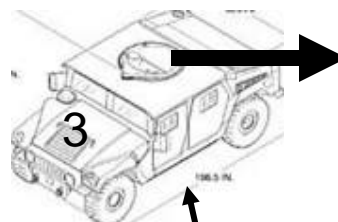


1ST VEH:

**GOES DIRECTION OF
TRAVEL**

**BLOCKS/SECURES 12
O'CLOCK**

6 O'CLOCK

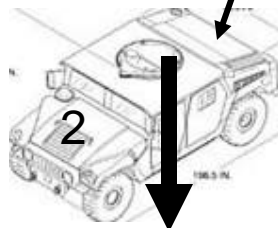


3RD VEH:

**STOPS PRIOR TO
INTERSECTION**

**BLOCKS/SECURES 6
O'CLOCK**

9 O'CLOCK





TRAFFIC CONTROL POINT

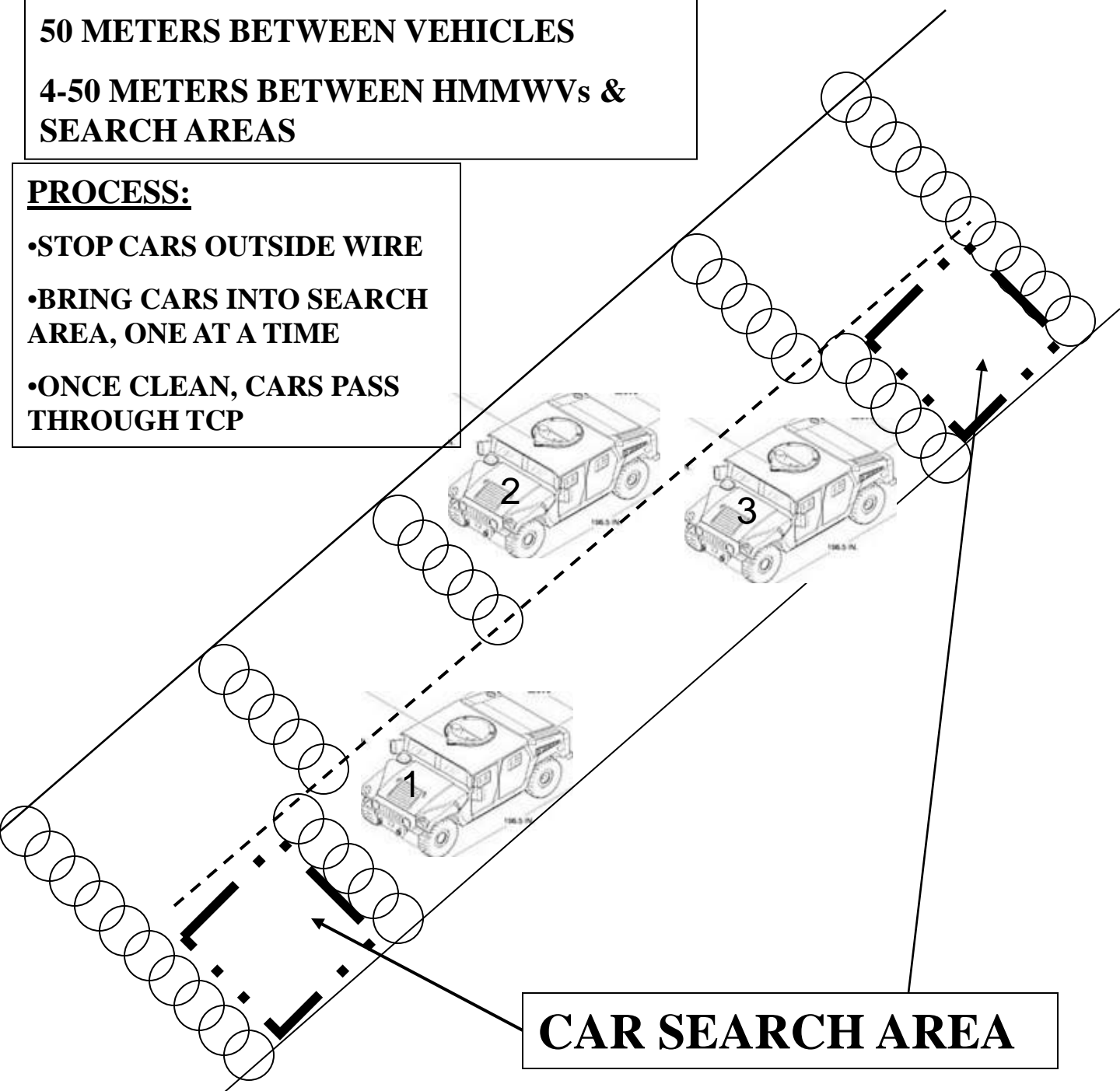
DISTANCE:

50 METERS BETWEEN VEHICLES

4-50 METERS BETWEEN HUMVVS & SEARCH AREAS

PROCESS:

- STOP CARS OUTSIDE WIRE
- BRING CARS INTO SEARCH AREA, ONE AT A TIME
- ONCE CLEAN, CARS PASS THROUGH TCP





MOUT PLANNING **CONSIDERATIONS**

- **ROOM MARKING (CLEARED)**
 - DAY: PAINTED "X" (NOT RED)
 - NIGHT: BLUE CHEM-LITE
- **MARKING CCP - FIRST CLEARED NON-TRAFFIC ROOM**
 - DAY: MARKED WITH VS-17 OR RED PAINT
 - NIGHT: RED CHEM-LITE
- **BREACH EQUIPMENT AND TM**
- **CLEARED ROOM/BUILDING SECURITY**
- **PRYO USAGE**
- **OUTER/INNER CORDON AND ENTRY TMs**



MOUT - CQB

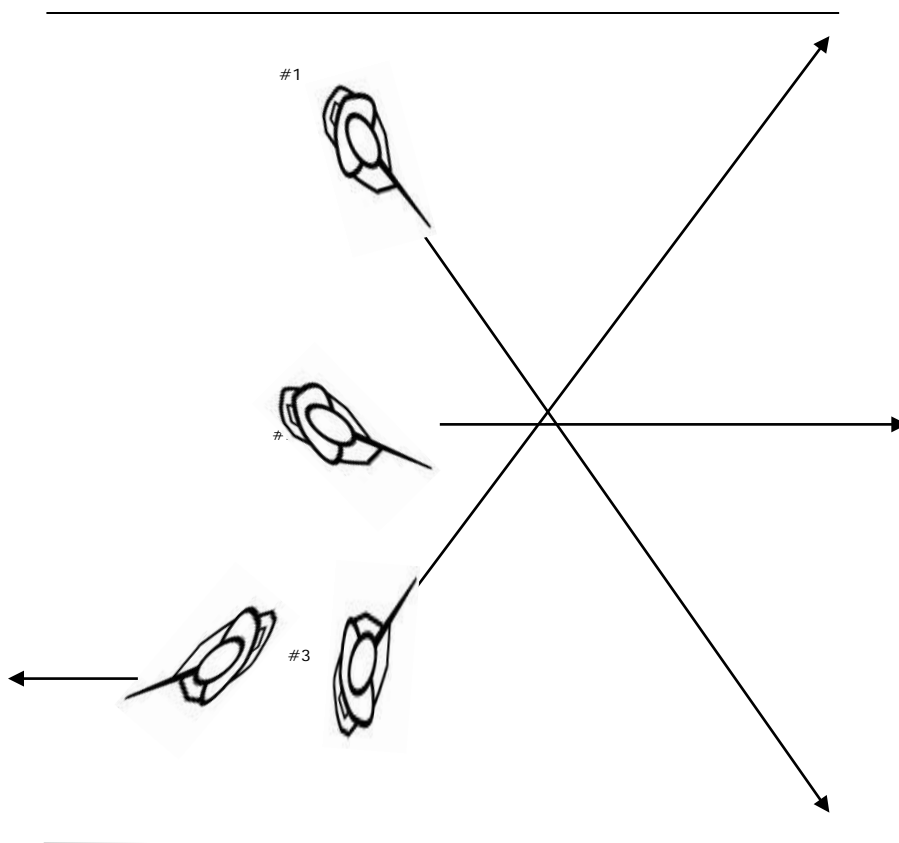


- **Close Quarters Battle (CQB):**
 - CQB is special room and building clearing techniques that can be employed by all operators with various degrees of speed and precision
- **Principles of CQB:**
 - Surprise
 - Speed
 - Violence of action
- **Six fundamentals of room combat**
 - Dominate the room
 - Eliminate the threat
 - Control the situation and personnel
 - Search the dead
 - Search the room (cursory & successive)
 - Evacuate personnel and key equipment
- **Four Fundamentals of Room Entry**
 - Clear the Fatal Funnel (doorway)
 - Eliminate the immediate threat
 - Clear the corners (while moving to point of domination)
 - Collapse your security (evacuate personnel and key equipment)
- **Point of Domination**
 - a final point that each team members reaches inside the room that allows the team to have full sectors of fire in that room.



CQB – Movement through building

4-man Traveling Formation w/ Rear Security

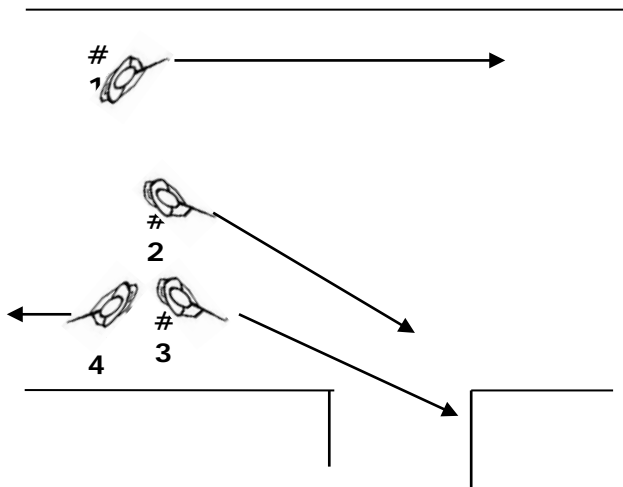


- Hand signals with non-firing hand
- Keep physical contact with rear security
- Maintain control using steady, smooth and peripheral vision
- Stay off walls, as bullets travel down them
- #1 & #3 hold cross-coverage
- #4 holds rear security

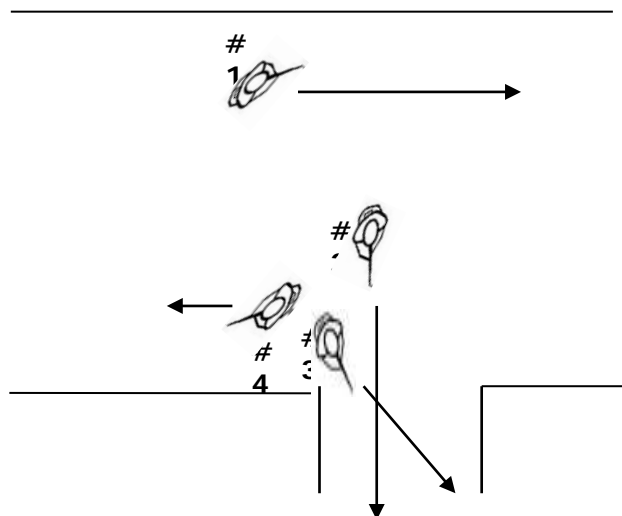


CQB – Movement through building

Intersecting Hallways: High-Low



- Hand signals with non-firing hand
- Keep physical contact with rear security
- Maintain control using steady, smooth and peripheral vision
- Stay off walls, as bullets travel down them

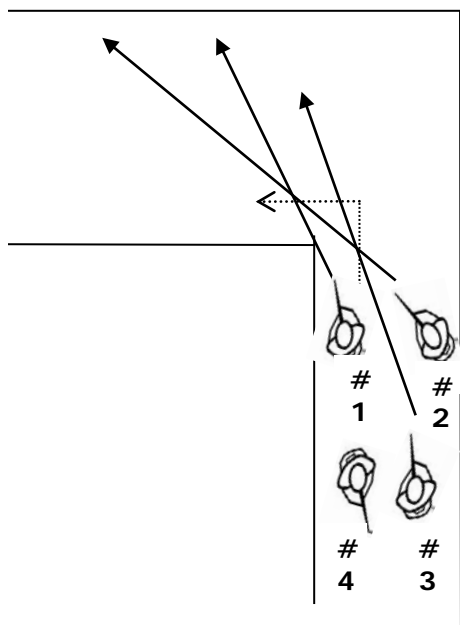


- Command from #2: “Ready, Ready...BREAK”
- #1 stays low on a knee
- #2 stays up and pulls long
- #3 drops coverage when #2 crosses in front
- and regains position when the corner is clear

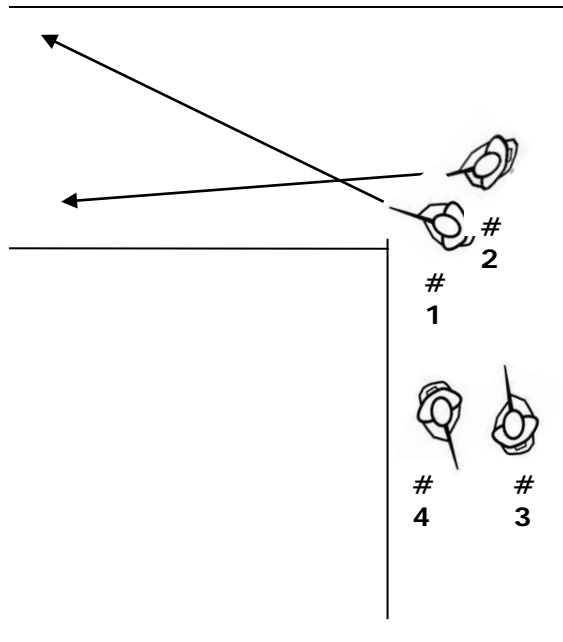


CQB – Movement through building

Breaking corners: **High-Low**



- Command from #2: “Ready, Ready...BREAK”
- #1 stays low, #2 stays up and pulls long

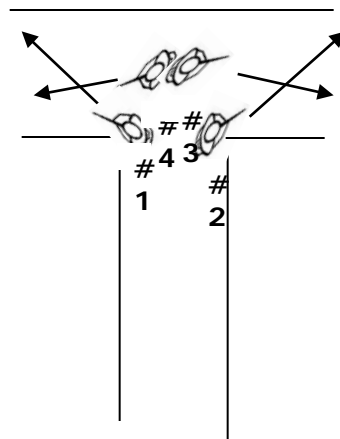
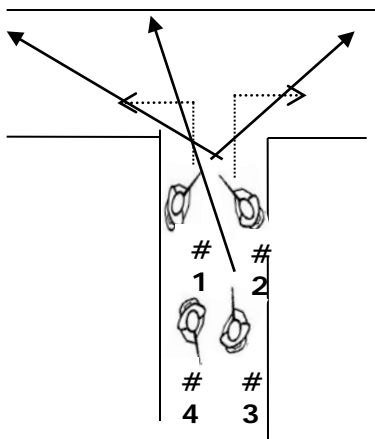


- Command from #2: “Ready, Ready...BREAK”
- #1 stays low on a knee
- #2 stays up and pulls long
- #3 drops coverage when #2 crosses in front and regains position when the corner is clear



CQB – Movement through building

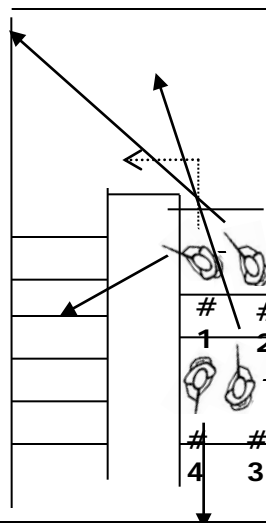
Breaking T-intersection: High-Low



- Command from #2: “Ready, Ready...BREAK”
- #4 drops rear security when #1 orders and stacks on same wall

- Command from #2: “Ready, Ready...BREAK”
- #1 & #2 stay low on a knee
- #3 & #4 stay up and pulls long
- #2 decides how to proceed (left or right) with stack
- #4 regains rear security

Open Stairwells

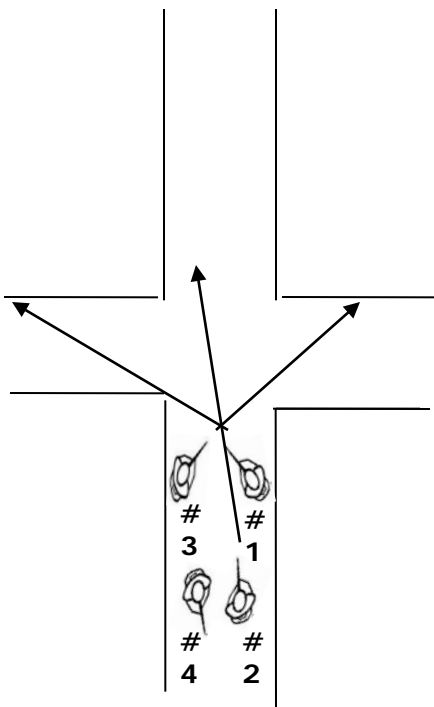


- #1 pulls far/high security
- #2 holds closed doors
- #3 in support for #2
- #4 rear security

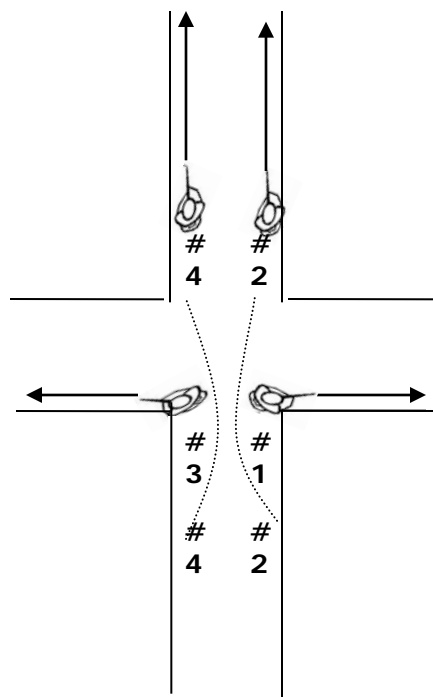


CQB – Movement through building

Intersection: ROLLING THUNDER



• TEAM: PREPARES TO HIGH-LOW THE CORNERS

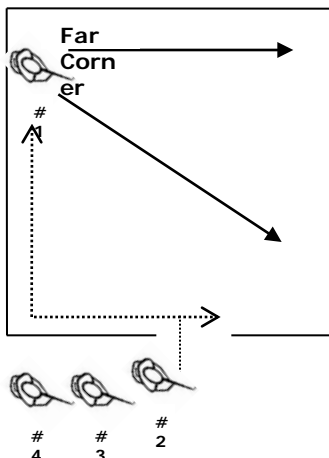


- Command from #3: “Ready, Ready...BREAK”
- #1 & #3 stay low on a knee
- #2 & #4 stay up and pull long security
- #1 & #3 clear hallway
- #2 & #4 proceed across the intersection pulling security
- TM LDR DECIDES DIRECTION OF TRAVEL, TEAM MOVES OUT
- IN HALLWAY FORMATION

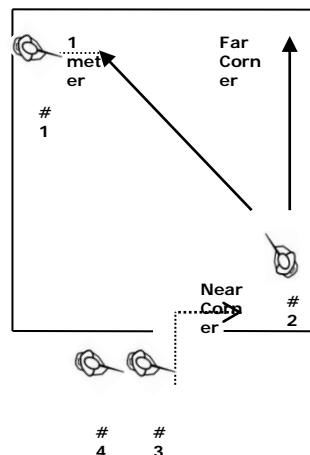


CQB – Center-fed Room

Man #1



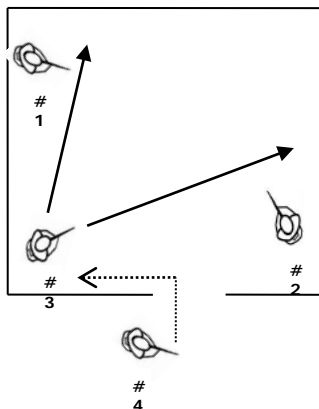
Man #2



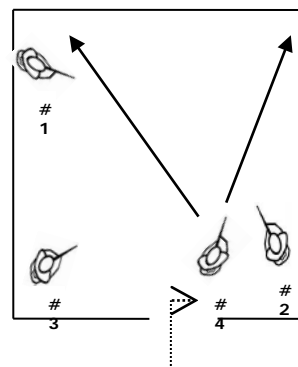
Step 1: Visually clear the immediate threat, if there is no threat, buttonhook.
 Step 2: Visually clear the far corner before arriving at it.
 Note: The #1 Man makes a decision on which way to go based on enemy disposition, obstacles, and his intuition.

Step 1: #2 Man goes opposite #1 Man.
 Step 2: Visually clear near corner, clearing to the left. Clear far corner before arriving at near corner (Point of Domination).
 Step 3: Move to point of domination, clearing to the left. Sector boundary is 1 meter off of #1 Man.

Man #3



Man #4



Step 1: #3 Man clears the immediate threat, moves opposite #2 Man, clears the doorway, and stops at his point of domination.

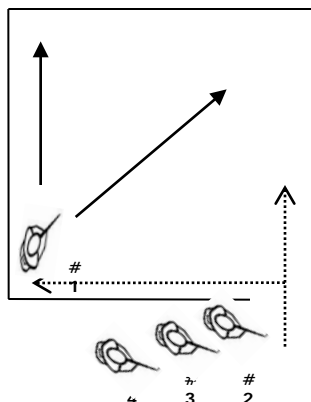
Step 1: #4 Man clears the immediate threat, moves opposite #3 Man, and stops at his point of domination.

Assault team flows in the path of least resistance.

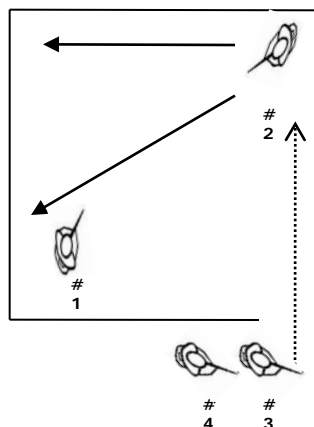


CQB – Corner-fed Room

Man #1



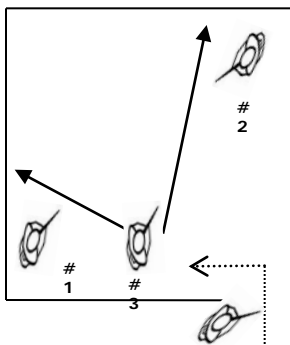
Man #2



Step 1: Visually clear the immediate threat, if there is no threat, buttonhook.
Step 2: Visually clear the far corner before arriving at it.
Note: The #1 Man makes a decision on which way to go based on enemy disposition, obstacles, and his intuition.

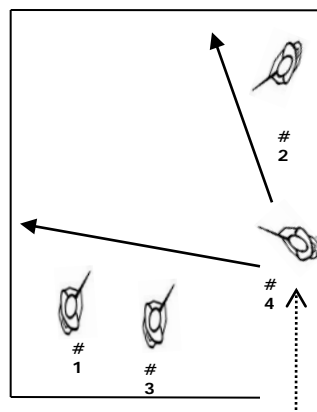
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Step 3: Move to point of domination, clearing to the left. Sector boundary is 1 meter off of #1 Man.

Man #3



Step 1: #3 Man clears the immediate threat, moves opposite #2 Man, clears the doorway, and stops at his point of domination.

Man #4

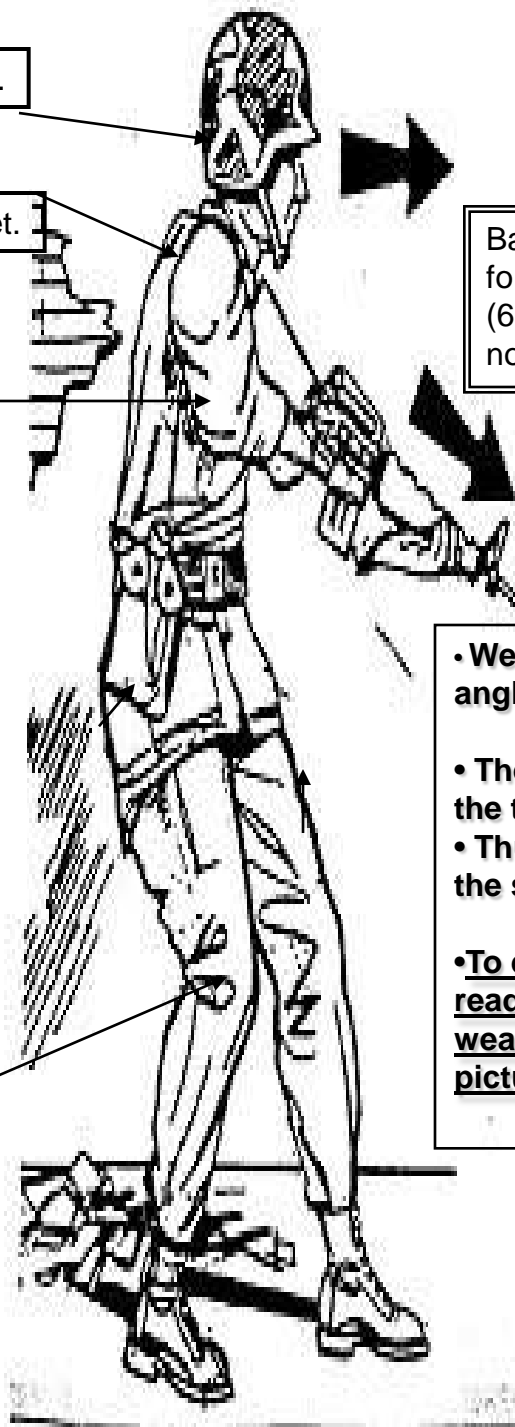


Step 1: #4 Man clears the immediate threat, moves opposite #3 Man, and stops at his point of domination.

Assault team flows in the path of least resistance.



CQB – Firing Stance



Head up – both eyes open.

Shoulders square with target.

Elbows tucked-in.

Knees are slightly bent

Back straight, lean slightly forward
(60%-70% of body weight on non-firing foot).

- Weapon held “low-ready” at 45° angle,

- The trigger finger is outside of the trigger well,
- Thumb of the firing hand is on the selector lever.

- To engage a target from the low ready, the gunner brings the weapon up until the proper sight picture is achieved.



CQB – Aiming Techniques

• AIMING TECHNIQUES

- (1) **SLOW AIMED FIRE.**
 - THIS TECHNIQUE IS THE SLOWEST BUT MOST ACCURATE. IT CONSISTS OF TAKING A STEADY POSITION, PROPERLY ALIGNING THE SIGHT PICTURE, AND SQUEEZING OFF ROUNDS. THIS TECHNIQUE SHOULD ONLY BE USED TO ENGAGE TARGETS IN EXCESS OF 25 METERS WHEN GOOD COVER AND CONCEALMENT IS AVAILABLE OR WHEN THE NEED FOR ACCURACY OVERRIDES THE NEED FOR SPEED.
- (2) **RAPID AIMED FIRE.**
 - THIS TECHNIQUE UTILIZES AN IMPERFECT SIGHT PICTURE. WHEN USING THIS TECHNIQUE THE SOLDIER FOCUSES ON THE TARGET AND RAISES HIS WEAPON UNTIL THE TARGET IS OBSCURED BY THE FRONT SIGHT POST ASSEMBLY. ELEVATION IS LESS CRITICAL THAN WIND-AGE WHEN USING THIS TECHNIQUE. THIS AIMING TECHNIQUE IS EXTREMELY EFFECTIVE ON TARGETS FROM 0 TO 15 METERS AND AT A RAPID RATE OF FIRE.
- (3) **AIMED QUICK KILL.**
 - THE AIMED QUICK KILL TECHNIQUE IS THE QUICKEST AND MOST ACCURATE METHOD OF ENGAGING TARGETS UP TO 12 METERS. EXPERIENCED SOLDIERS MAY USE THE TECHNIQUE AT GREATER RANGES, AS THEY BECOME FAMILIAR WITH IT. WHEN USING THIS TECHNIQUE, THE SOLDIER AIMS OVER THE REAR SIGHT, DOWN THE LENGTH OF THE CARRY HANDLE, AND PLACES THE TOP 1/2 TO 3/4 OF AN INCH OF THE FRONT SIGHT POST ASSEMBLY ON THE TARGET.
- (4) **INSTINCTIVE FIRE.**
 - THIS IS THE LEAST ACCURATE TECHNIQUE AND SHOULD ONLY BE USED IN EMERGENCIES. IT RELIES ON INSTINCT, EXPERIENCE, AND MUSCLE MEMORY. THE FIRER CONCENTRATES ON THE TARGET AND POINTS THE WEAPON IN THE GENERAL DIRECTION OF THE TARGET. WHILE GRIPPING THE HAND GUARDS WITH THE NON-FIRING HAND HE EXTENDS THE INDEX FINGER TO THE FRONT, AUTOMATICALLY AIMING THE WEAPON ON A LINE TOWARDS THE TARGET.



OUTER CORDON

- **MISSION:**

- THE OUTER CORDON / SECURITY ELEMENT HAS SEVERAL PURPOSES: TO PROTECT THE SEARCH ELEMENT FROM THREAT REINFORCEMENT (DIRECT / INDIRECT FIRES AND VOIED OR VBIED). THE OUTER CORDON IS AN INTEGRAL PART IN ANY CORDON AND SEARCH OPERATION, AND IT REQUIRES DETAILED PLANNING, EFFECTIVE COORDINATION, AND METICULOUS INTEGRATION AND SYNCHRONIZATION TO ACHIEVE THE COMBINED ARMS EFFECTS, LETHAL AND NON-LETHAL, SOUGHT BY THE COMMANDER.

- **OBJECTIVES:**

- PREVENTS INGRESS INTO THE OBJECTIVE
- PREVENTS THREATS TO THE INNER CORDON
- FACES OUT
- POSITIONED FIRST (METT-TC)
- EARLY WARNING FOR OTHER ELEMENTS
- PREVENTS INSURGENTS TRYING TO REINFORCE



INNER CORDON

- **MISSION:**
 - THE INNER CORDON / SUPPORT ELEMENT PROTECTS THE SEARCH ELEMENT FROM THREAT ACTIVITY SUCH AS DIRECT FIRE, GRENADES, EXPLOSIVES, OR CIVIL DISTURBANCES AND PREVENTS ESCAPE FROM THE IMMEDIATE AREA. THE INNER CORDON IS THE IMMEDIATE RESERVE IN THE EVENT OF A CIVIL DISTURBANCE. BECAUSE THE INNER CORDON IS CLOSEST TO THE SEARCH ELEMENT, THE INNER CORDON ALSO OBSERVES AND REPORTS DEVELOPMENTS IN ITS IMMEDIATE AREA OF INTEREST.
- **OBJECTIVES:**
 - PREVENTS EGRESS FROM THE OBJECTIVE AREA
 - PREVENTS THREATS TO THE SEARCH ELEMENT
 - POSITIONED SECOND (METT-TC)
 - FACES IN



SEARCH

- **MISSION:**

- THE SEARCH ELEMENT CONDUCTS SEARCHES IN THE OBJECTIVE AREA; BUILDINGS, VEHICLES, AND INHABITANTS.

- **OBJECTIVES:**

- TO GAIN INTELLIGENCE.
- TO PROTECT POTENTIAL TARGETS.
- TO APPREHEND INSURGENTS, SUBVERSIVES, OR HIGH VALUE TARGETS (HVT)
- TO GAIN EVIDENCE FOR PROSECUTION.

- **COMPOSITION:**

- SECURITY
- SEARCH
- RESERVE

- **SEARCH DEFINITION:**

- APPLICATION OF SYSTEMATIC PROCEDURES AND APPROPRIATE DETECTION EQUIPMENT TO LOCATE SPECIFIC TARGETS.



SEARCH ELEMENT

(SECURITY)



- **Encircles the Area**
- **Prevents Entrance and Exit**
- **Secures Open Areas**

Consists of:

- **Security team**
- **Breach element**
- **Mine detection, Interpreters, Demolition team, Local police**
- **EPW / Detainee handling team**
- **Prisoner handlers / escort team**
- **Civil Affairs (CA) / Psychological Operations (PSYOPS)**
- **Interrogation teams, Interpreters, Fire support team (FIST)**
- **Military Intelligence (MI) / Counter Intelligence (CI) / Tactical HUMINT Team (THT - Army) / Human Exploitation Team (HET - Marines)**



SEARCH ELEMENT

(SEARCH)



- **Gains a foothold on the Objective**
- **Clears the Objective**
- **Conducts thorough Search using systematic approach**

Consists of:

- **Assault or Clearing Teams**
- **Search Teams**
- **Tunnel reconnaissance, Documentation teams (video if available),**
- **Scout dog teams, Local police, Interpreters, Female Searcher**



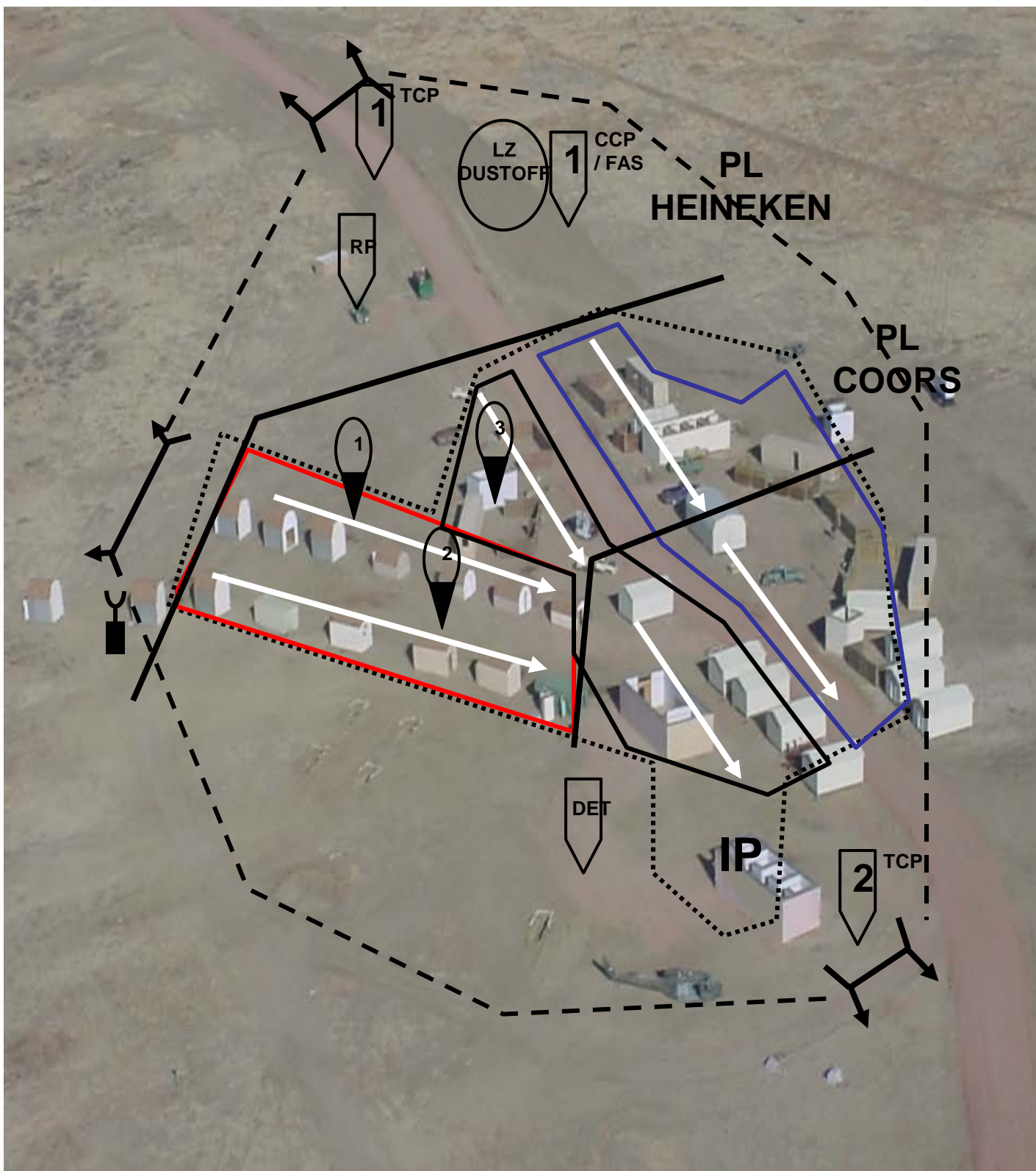
SEARCH ELEMENT (RESERVE)

MISSION:

THE PURPOSE OF THE SEARCH ELEMENT RESERVE IS TO BE PREPARED TO REINFORCE AND / OR ASSUME THE TASK AND PURPOSE OF THE ASSAULT (CLEARING) / SEARCH TEAMS. THE SEARCH ELEMENT RESERVE LEADER MUST BE INTIMATELY FAMILIAR WITH ALL ASPECTS OF THE SEARCH ELEMENT'S MISSION FROM ITS INCEPTION THROUGH ITS COMPLETION. THE SEARCH RESERVE NEEDS TO CONDUCT THOROUGH REHEARSALS OF ALL TASKS ANTICIPATED FOR THE SEARCH ELEMENT. THE RESERVE WITHIN THE SEARCH ELEMENT FALLS UNDER THE SEARCH ELEMENT LEADER, AND MAY BE COMMITTED AT HIS DISCRETION WITHOUT PRE-DETERMINED COMMITMENT CRITERIA. THE LOCATION OF THE SEARCH ELEMENT RESERVE IS WITHIN THE SEARCH SECURITY IN ORDER TO FACILITATE THEIR SUPPORT OF THE MAIN EFFORT TEAMS OR THE SEARCH SECURITY ELEMENT.

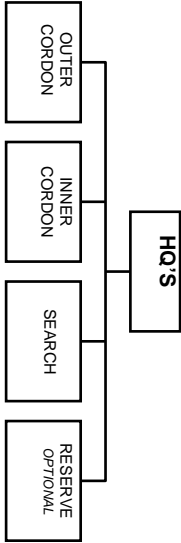


CORDON & SEARCH



CORDON AND SEARCH SMART CARD

TASK ORGANIZATION



Attached or OPCON elements

Field artillery or fire support
Interpreters
PSYOPS
Civil affairs
Military intelligence
Military police with search dogs
Engineers or Explosive Ordnance Disposal
Reconnaissance or attack aviation

*Clearly define C2 relationship
DTG task organization is effective
Attachments attend orders, rehearsals, etc*

SPECIAL TEAMS

Interpreters
Vehicle search
Personnel search
Female search
Escort team
Prisoner team
Interrogation team
Scout dog team
Mine detection team
Tunnel recon team
Demolition team
Documentation tm.

SPECIAL EQUIPMENT

Bullhorn
Breach equipment
Bolt cutters
Ladders
Flashlights
Metal detectors
Mine detectors
Mirrors
Creepers
Class IV
Zip ties / flex cuffs
Video / still cameras

Control populace

Central assembly
Home restriction
Head of household

Other considerations

Reconnaissance
Tempo
Local police
Rules of engagement

OUTER CORDON Supporting effort

Purpose

Prevent ingress into objective area
Protect the search team from threat reinforcement

Tactical tasks

Interdict
Isolate
Block
Contain
Deny
Secure

Methods
Traffic control points
Blocking positions
Pitfalls
Observation / Listening posts
Snipers / designated marksman

Considerations

Special instructions / equipment
Interpreters / linguists
Survivability

SEARCH Main effort

Purpose

Provide a safe and secure environment
Protect coalition forces, civil authorities, and local populace from threat and/or illegal activity

Tactical tasks

Clear
Seize
Secure
Interdict
Deny

Methods
Knock
Knock down
- Sequential
- Simultaneous

Considerations

Quantity, quality, and reliability of intelligence
Forces available
Target

INNER CORDON Supporting effort

Purpose

Protect the search team from threat activity such as direct fire, grenades, explosives, or civil disturbances
Prevent escape from the objective area

Tactical tasks

Overwatch
Suppress
Secure
Neutralize
Cover
Guard

Methods
Overwatch positions
Support by fire positions
Snipers / designated marksman

Considerations

BPT support by fire
Plan as a combat operation in urban terrain
Direct fire plan

RESERVE Supporting effort (OPTIONAL)

Purpose

Rapidly provide flexibility to the commander
Often referred to as the quick reaction force

Tactical tasks

Planning priorities of Be Prepared To (BPT) missions
- Prioritize based on most likely threats
- Clear task and purpose for each BPT mission
- Clearly defined commitment criteria for each BPT mission

Considerations

Size of element
Uncommitted element
Location of reserve (stationary or mobile)
Ingress and egress routes
Level of readiness (REDCON) / time stand. for response



RAID

- **IN THE URBAN ENVIRONMENT, A RAID IS AN OPERATION THAT MAY BE CONDUCTED DURING COUNTERINSURGENCY / COUNTER-GUERILLA OPERATIONS AND IS USED TO STRIKE SPECIFIC TARGETED OBJECTIVES. AN EFFECTS BASED OPERATION, A RAID MAY BE CONDUCTED FOR NUMEROUS PURPOSES. RAID TARGETS MAY COINCIDE WITH TACTICAL CONCERNS OR SUPPORT THE CIVIL AFFAIRS / INFORMATION OPERATIONS SCHEME.**

- **DEFINITION:**
 - **A COMBAT OPERATION TO ATTACK A POSITION OR INSTALLATION FOLLOWED BY A PLANNED WITHDRAWAL**



RAID ELEMENTS

Assault (Search)

The purpose of the assault element is to kill, capture, or force the withdrawal of the enemy from the objective.

Support (Inner cordon)

The purpose of the support element is to provide any support that may be required by the assault element. May include the following:

- Suppressing and obscuring enemy within the objective buildings and adjacent structures.**
- Isolating the objective buildings with observation and direct or indirect fires to prevent enemy withdrawal, reinforcement, or counterattack.**
- Breaching walls enroute to the objective.**
- Destroying or suppressing enemy positions with direct fire weapons.**
- Securing cleared portions of the objective.**
- Providing squads to assume assault element missions, and resupply.**
- Evacuating casualties, EPWs, and noncombatants.**

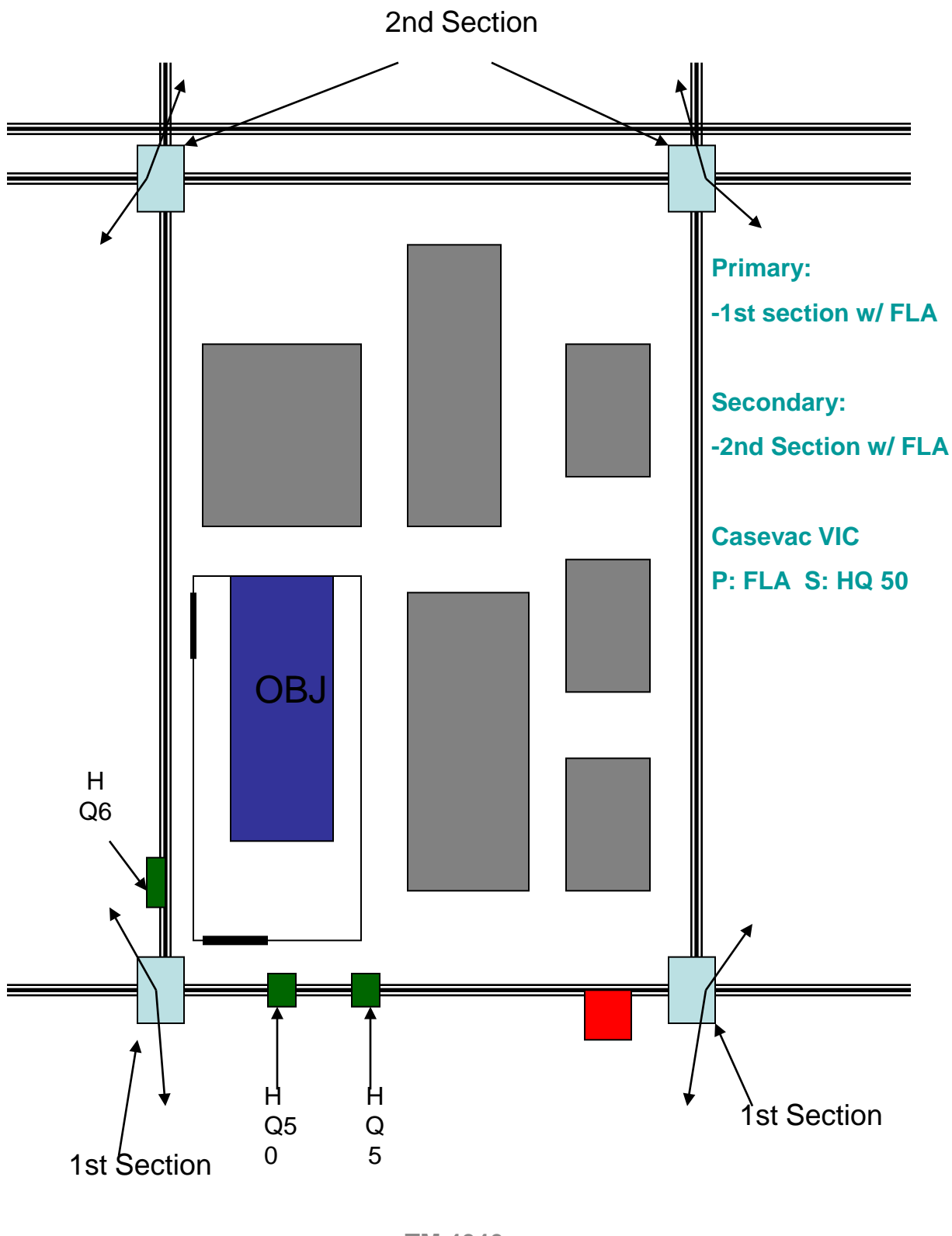


RAID

- **Security (Outer cordon)**
 - The purpose of the security element is to provide security for the assault and support elements



Concept Sketch



TM 4046
SHARKS



DATA CARDS

(LEFT BLANK)



WEAPONS DATA SMART CARD						
WEAPON	MAX RANGE	MAX EFF. RANGE		MSD	REMARKS	GRAPHIC SYMBOL
		AREA	POINT			
M9	1800m	50m		15 degrees		
M4	3600m	600m	500m	15 degrees		→
M16 A2/A4	3600m	800m	550m	15 degrees		→
M203	400m	350m	150m	15 degrees	5m bursting radius	⊙→
M24/SR-25/M-14	3725m	1000m	800m	15 degrees		- ∞ →
M82A1 Barrett	6800m	1830m	1250m	15 degrees		- ∞ →
M249	3600m	800m	600m	15 degrees		→
M240B	3725m	1100m	800m	15 degrees		+ →
M2 .50 CAL	6800m	1830m		15 degrees		+ →
MK19	2212m	2212m	1500m	15 degrees		+ ⊙ →
AT-4	2100m	300m		250m	100m back blast	Y →
JAVELIN	2000m	2000m		500m	60 degrees x 25m	Y + →
60mm MORT	3490m HE	3490m HE		70m COM 300m TRN	30m burst. radius	○ →
81mm MORT	5608m HE	5608m HE		90m COM 400m TRN	40m burst. radius	○ + →
120mm MORT	7109m HE	7109m HE		200m COM 600m TRN	60m burst. radius	○ + →
SOVIET WEAPONS DATA						
9mm	1800m	50m		15 degrees		
9mm SMG	2200m	200m	50m	15 degrees		→
AK-47 / AKM	2500m	300m		15 degrees		→
SVD	3800m	1300m W/ SCOPE 800m W/O		15 degrees		- ∞ →
RPK / RPD (LMG)	3000m	800m		15 degrees		→
PKM / PKS (MG)	3800m	1000m		15 degrees		+ →
AK-74	1000m	500m		15 degrees		→
RPK-74 (LMG)	1000m	800m		15 degrees		→
12.7mm (HMG)	7850m	2000m GROUND 1000m AA		15 degrees		+ →
RPG 7	920m AT	500 STATIONARY 300 MOVING		250m	100m back blast 150m burst. R. HE	Y →
SA-7	5500m	3500m			15 sec. SELF DET.	D →
82mm MORT	5500m	5500m		90m	40m burst. radius	○ + →
120mm MORT	7000m	7000m		200m	60m burst. radius	○ + →
23mm AA	3500m	2500m		15 degrees	11 sec. SELF DET.	D →



DIRECT FIRE PLANNING SMART CARD

Principles of Direct Fire Planning:

Mass: Mass is portrayed with the effects achieved by weapon systems at that place, in time and space, where the commander desires to destroy an enemy force.

Control: Actions or procedures taken by commanders and leaders in order to execute fires at initial contact and during sustained engagements.

Leaders control fires:

Fire distribution: The relationship of positioning combat power to achieve a desired outcome against an enemy position, formation, or unit. Coordination with adjacent units within an command, integrating all available fires, assigning clear engagement criteria as well as prioritizing which targets should be destroyed first.

Shifting of fires: The command to move the concentration of, and the effects of, fires away from friendly maneuver forces to continue suppressing and destroying enemy formations.

Concentration of fires: A well defined area or enemy unit on which all available fires are executed, within a specified time, to produce a desired outcome.

Rehearsals:

Criteria for Control Measures:

Easy to ID (actual places on the ground)
Simple (everyone understands my method)
Logical (follow a sequence or can I use what's already there)
Easy to remember (requires the least amount of reference possible)

Linear: Roads, Creeks, Rivers, Streets, Etc.

Phase lines, Restrictive fire lines, Limit of advance

Point: Road intersections, Hilltops, Building corners, Distinguishable terrain features, Etc.

Target reference points, Coordination points, Checkpoints

Area / Labels: Buildings, Friendly unit positions, OBJs, Etc.

Building #s, SBF positions, OBJ names

Fire planning tools:

Target Reference Points (TRP)

Engagement Areas (EA)

Fire Patterns: Frontal, Oblique, Depth, Near, far, left, right

Fire Techniques: Observed, Simultaneous, Alternating, mass

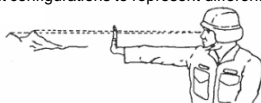
Fire Commands: Alert, Weapon / Ammunition, Location / target or method of focus,

Control / pattern, Execution

Engagement Priorities: Dividing the EA, Sectors, Closest TRP, Fire patterns, Quadrants

Angle estimation: Using the outstretched arm, soldiers may determine angles by using the width of their hand in different configurations to represent different angles.

NOTE: 1 mil (1 degree = 17.8 mils) = 1 meter at 1000 meters



MILS	300	180	125	100	70	30
DEGS	17	10	7	6	4	2

CAS / AGI / VEHICLE WEAPONS DATA

WEAPON / AIRCRAFT	MAX RANGE	TROOPS IN CONTACT	MSD TRAINING	PHYSICAL INCAPCITATION 10% PI / 0.1% PI	BURSTING RADIUS			
MK-82 LD/HD		1 KM TIC	1830m	275m / 475m				
MK-83 LD/HD		1 KM TIC	1980m	300m / 500m				
MK-84 LD/HD		1 KM TIC	2285m	325m / 500m				
AGM-65		1 KM TIC		25m / 75m				
20mm / 30mm	4000m	1 KM TIC		100m / 150m	3-4m (20-30m shot burst)			
2.75" Rockets (HE)	7500m	1 KM TIC	100m prone 200m standing	100m / 175m	10lb warhead 10m 17lb warhead 13m			
.50 CAL	2000m		100m					
HELLFIRE	8000m			50m / 75m				
AC-130 - 25mm - 40mm - 105mm	MIN. ELEV. 4500ft MAX. ELEV. 18,000ft	1 KM TIC	500m TNG	100m / 125m	4m (20-30m shot burst)			
		1 KM TIC	500m TNG	100m / 125m	25-75m			
		1 KM TIC	650m TNG	80m / 200m	100m-500m for shrapnel			
M2 / 3 BFV	MAX RANGE	MAX EFF. RNG	MSD	M1 Tank	MAX RANGE	MAX EFF. RNG	MSD	
25mm HE	3000m	3000m	33 Deg.	120mm HEAT	5000m	3500m	22 Deg.	
25mm AP	2000m	2100m	29 Deg.	120mm SABO	5000-6500m	3500m	21 Deg.	
COAX	3725m	900m	15 Deg.	.50 cal / COAX	6800/ 3725	1830m	900m	15 Deg.

M2 / 3 BFV GRAPHIC SYMBOL:



M1 TANK GRAPHIC SYMBOL:





ARTILLERY INFO

Table 3: Field Artillery Cannons

<i>Artillery</i>	<i>Ammunition</i>		<i>Danger Close</i>	<i>Range (Meters)</i>			<i>Rates of Fire/Notes</i>
	<i>Projectile</i>	<i>Fuze</i>		<i>Max</i>	<i>DPICM</i>	<i>RAP</i>	
105mm M119A1	HE, HC, WP ILLUM, APICM, DPICM	PD, VT, MT, MTS, Delay	600m ¹	11,500	14,100	19,500	Sustained rate of fire: 3rds/min. Max rate of fire: 10 rds/min
155mm M198	HE, HC, WP ILLUM, CPHD, APICM, DPICM, M825 Smoke SCAT-MINE	PD, VT, MT, MTSQ, Delay	600m ¹	18,300 or 22,000 with M795 HE, M825 Smoke	18,000 or 28,200 with M864	30,100	Sustained rate of fire: 2 rds/min. Max rate of fire: 4 rds/min.
155mm M109A5/A6	HE, HC, WP ILLUM, CPHD, APICM, DPICM, M825 Smoke SCAT-MINE	PD, VT, MT, MTSQ, Delay	600m ¹	18,200 or 21,700 with M795 HE, M825 Smoke	17,900 or 28,100 with M864	30,000	Sustained rate of fire: 1 rd/min. Max rate of fire: 4 rds/min.
<div> APICM—anti-personnel improved conventional munition CPHD—Copperhead DPICM—dual-purpose improved convention munition HC—hexachloroethane HE—high explosive ILLUM—illumination MT—mechanical time MTSQ—mechanical time superquick PD—point detonating SADARM—sense and destroy armor VT—variable time WP—(white phosphorous) </div> <div> ¹ See Appendix E: Cannon Risk Estimate Distances for detailed discussion of "Danger Close." </div>							



MORTAR INFO

Table 4: Mortars						
Wpn	Ammunition		Danger Close	Range (Meters)		Rates of Fire
	Model	Type		Min	Max	
60mm M224	M7201	HE	600m	70	3,489 ¹	30 rds/min for 4 min ² then 20 rds/min sustained. Diameter of Illumination: M721–500m M83A3–300m
	M888	HE		70	3,489	
	M722	WP		70	3,489	
	M721	ILLUM		200	3,489	
	M302A1	WP		35	1,830	
	M83A3	ILLUM		725	950	
	M49A4	HE		45	1,830	
81mm M29A1	M374A2	HE	600m	70	4,600	25 rds/min for 2 min then 8 rds/min sustained. Diameter of Illumination: 360m
	M374A3	HE		73	4,800	
	M375A2	WP		70	4,595	
	M301A3	ILLUM		100	3,150	
81mm M252	M821/	HE	600m	80	5,800	18 rds/min for 2 min, then 15 rds/min sustained. Diameter of Illumination: 660m
	M889	HE		83	5,800	
	M374A3	HE		73	4,800	
	M819	RP		300	4,875	
	M375A2	WP		73	4,595	
	M853A1	ILLUM		300	5,060	
	M301A3	ILLUM		100	3,950	
120mm M120	M57	HE	600m	200	7,200	16 rds/min for 1 min, then 4 rds/min sustained. Diameter of Illumination: 1,500m
	M68	WP		200	7,200	
	M91	ILLUM		200	7,100	
	M933	HE (PD)		200	7,200	
	M934	HE		170	7,200	
	M929	(MOF)		170	7,200	
	M930	WP		170	7,200	
		illum				
HE–High Explosive WP–White Phosphorus ILLUM–Illumination RP–Red Phosphorus			¹ Bipod-mounted, charge 4 (maximum handheld is 1,300 meters) ² Charge 2 and over. (30 rounds per minute can be sustained with charge 0 or 1).			



AIR-GROUND INTEGRATION SMART CARD

General Comments

- Aviation assets have limited station time; use your aviation efficiently
- Task organize aviation assets as a maneuver element
- Maintain communication with aviation units as other maneuver elements
- Give specific tasks / purposes
- Weapons systems can cause collateral damage
- Weapons systems cannot differentiate between friendly and hostile personnel
- Plan should not be dependant upon aviation
- Plan for aviation on all missions

Aviation Missions

- Security (area, screen, air assault)
- Attack (hasty, deliberate, shaping, decisive, close combat attacks)
- Reconnaissance (zone, area, route)
- Defend

Aviation Tactical Tasks

- Destroy
- Block
- Neutralize
- Defeat
- Delay

Employment

- Direct fire
- Observation
- Reconnaissance
- Security

Operational graphics

- Attack By Fire (ABF)



- Support By Fire (SBF)



- Battle Position (BP)



- Observation Post (OP)



Communications

- Use command net (CMD), maintain communication with air mission commander (AMC) on the CMD net
- Ensure you have primary, alternate (single channel), and contingency communications
- Other aircraft may monitor alternate freqs. (fires, platoons, operations, and intel)
- Use plain / simple language
- Rehearse with crews, if possible

Check-In Brief

Aircraft check-in:

- Unit / call sign
- Number / type of aircraft
- Ordnance onboard / laser code
- Current location / ETA
- Time on station
- Task / purpose
- ABF / BP

Supported Units

Attack Brief:

- Unit identification
- Target description*
- Target location*
- Type of mark / laser code*
- Location of friendly forces and unit markings
- Proposed ABF / BP (include direction of fire)
- Fire support (include control of fires, clearance of fires)
- Threat situational report (SITREP) (not limited to ADA systems)
- Support unit attack helicopter control measures / anti-frat measures

Clearance of fires

- Establish communications with aircraft
- Ensure task / purpose is known
- Know subordinate unit locations
- Pass information as per check-in brief
- Ensure ROE criteria is met

Marking techniques

DAY

VS-17 panel
Smoke
Star cluster
Signal mirror
Reverse polarity panel
Laser designator
Combat identification panel
Tracers

NIGHT

Infrared (IR) strobe (if aircrew has NVGs) (AH-64 use thermals)
Spot light
Chemlight on a string
IR spot light
IR laser pointer (PAQ 4 / PEQ 2)
Laser designator
Combat identification panel
Tracers

Aircraft capabilities

AH-64 A/D: optics: FLIR, Day TV (x128 magnification), video recorder; Weapons: 30mm (4m burst radius / range, up to 4km); 2.75" rockets (50m burst radius / range 500m to 7.5km); hellfire (range 500m to 8km); Normal flight profile: 30mm 300 rounds, 4 to 8 hellfire missiles, 20 to 38 2.75" rockets; Flight time: 2.5 to 3.5 hours

OH-58D: optics: FLIR, Day TV, video recorder; Weapons: .50 cal (range, up to 2km); 2.75" rockets (50m burst radius / range 500m to 7.5km); hellfire (range 500m to 8km); Normal flight profile: .50 cal 400 rounds, 1 to 2 hellfire missiles (substituted for .50 cal or rockets), 7 2.75" rockets; Flight time: 2.5 hours



OPODER SHELL

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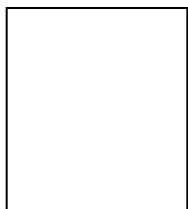
1. Introduction
2. Orient to Products
3. Company Task
Organization
4. AO / AI



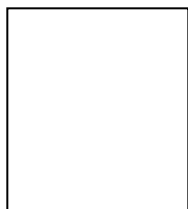
Task Organization



M
E



SE
1



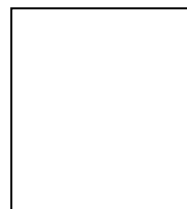
SE
2



SE
3



H
Q





- Boundaries

North: _____

South: _____

East: _____

West: _____

- Significant Terrain: _____

- Friendly Significant Control Measures: _____



• Enemy CAS:

• Enemy Artillery:

• Enemy Reserves: (disposition/composition/times/routes)

• BDE:

• Co:

• PLT:

• Population Demographics:

• Road / AOA Traffic Considerations:



Obstacles

- Existing:

Enemy TTP /
Friendly
Counter TTP

- Reinforcing:

– Tactical:

– Protective:



AVENUES OF APPROACH OUTLAWZ

(Routes / Vehicle/Dismount Formations / Speed on Avenue of Approach)

- Mounted:

- Dismounted:

- Air:



KEY TERRAIN

()



- **Cover:**

- **Concealment:**

- **Observation:**

- **Fields of Fire:**



- Visibility:

Effects:

- Wind:

Effects:

- Precipitation:

Effects:

- Clouds:

Effects:

- Temperature:

Effects:



Light (Tabular) Data



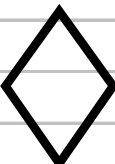


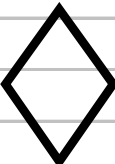


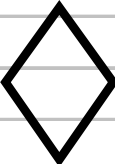


Date											
BMNT											
BMCT											
Sun Rise											
Sun Set											
EECT											
EENT											
Moon Rise											
Start NVG											
Stop NVG											
Moon Set											
% Illumination											
High											
Low											
Winds											
Precipitation											

Effects:



General Enemy Situation



	Disposition, Composition & Strength				
2 Levels Up	Weapons		Weapons		Weapons
CAS					
ATRY					
RES	Location		Location		Location
	Slant		Slant		Slant
	T:		T:		T:
	P:		P:		P:
1 Level Up	Weapons		Weapons		Weapons
CAS					
ATRY					
RES	Location		Location		Location
	Slant		Slant		Slant
	T:		T:		T:
	P:		P:		P:
Counterpart	Weapons (#, Rg)		Weapons (#, Rg)		Weapons (#, Rg)
CAS					
ATRY					
RES	Location		Location		Location
	Slant		Slant		Slant
	T:		T:		T:
	P:		P:		P:
			TM 4046 SHARKS		



Enemy Capabilities By BOS

Asset

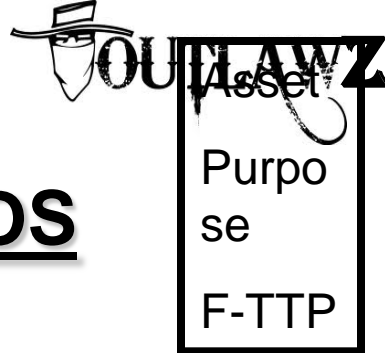
Purpose

F-TTP

Friendly Counter TTP

• Intelligence:

• Maneuver:

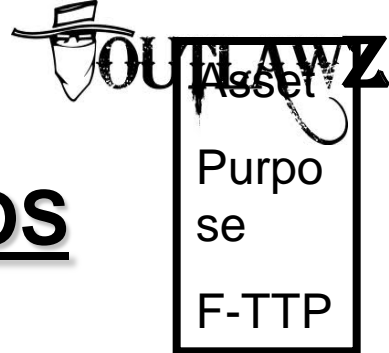


Enemy Capabilities By BOS

- M/CM/S:

Friendly Counter TTP

- CSS:

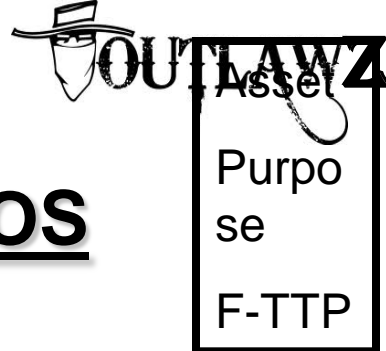


Enemy Capabilities By BOS

- Fire support:

Friendly Counter TTP

- Air Defense:



Enemy Capabilities By BOS

- Command & Control:

Friendly Counter TTP

- Other



- Enemy Mission Statement:

- FOM/Type of Defense :

- Decisive Point:

- Why Decisive:



Enemy MPCOA



• ME (): _____

• SE1 (): _____

• SE2 (): _____

• SE3 (): _____

• SE4 (): _____



- Purpose Intel:

- Purpose Fires:

- Purpose CAS:

- Purpose Engineers:



ENEMY MD COA



- COA:

- TRIGGERS:

- RESERVES:



BDE and BN Mission and Intent Posted

BDE Concept of the Operation

Use BDE Concept Sketch

1. orient to Sketch

2. array BDE Forces

3. brief Task and Purpose of each BN

4. brief

T&P of BDE BOS if critical to msn



Battalion Concept of the Operation

(Orient to Bn Sketch, Array Forces)

OUTLAWZ

- FOM/Type of Defense : _____

- Decisive Point: _____

- Decisive Because: _____



Battalion Concept of the Operation



• ME (___Co):

• SE1 (___Co):

• SE2 (___Co):

• SE3 (___):

• SE4 (___):



Battalion Concept of the Operation



- Purpose Fires:

- Purpose CAS:

- Purpose Engineers:

- Purpose Intel:



MISSION:

CDR's INTENT (My Intent)

ENDSTATE

:



Company Concept of the Operation

(Orient to Co Sketch, Array Forces)



- FOM/Type of Defense :

- Decisive Point:

- Decisive Because:



Company Concept of the Operation

(Use Concept Sketch to Brief T&P by element)

- ME (__PLT):

- SE1 (__PLT):

- SE2 (__PLT):

- SE3 (____PLT):

- SE4 (____PLT):



Company Concept of the Operation

- Purpose Fires:

- Purpose CAS:

- Purpose Engineers:

- Purpose Intel:



Company Concept of the Operation

- Purpose CSS:

- Purpose Command & Control:

- Critical to this Operation:



Friendly OOM



1st

2nd

3rd

4th

5th

USE PLT/ASSET ICON 'STICKIES' TO CLEARLY SHOW OOM

Print this out full size and display it to show company OOM

How Enemy Arrayed:

Wx / Light Data:

OOM:

Mov't Form & Technique:

WPN Status:

Engage Criteria by WPN System:

ME (__PLT) T&P:

SE1 (__PLT) T&P:

SE2 (__PLT) T&P:

CO Tasks:

XO Tasks-

1SG Tasks-

FSO Tasks-

CCIR:

Enemy Reaction / Friendly CTR Action:

How Enemy Arrayed:

Wx / Light Data:

OOM:

Mov't Form & Technique:

WPN Status:

Engage Criteria by WPN System:

ME (__PLT) T&P:

SE1 (__PLT) T&P:

SE2 (__PLT) T&P:

CO Tasks:

XO Tasks-

1SG Tasks-

FSO Tasks-

CCIR:

Enemy Reaction / Friendly CTR Action:



**Begin (Event &
Time):**



How Enemy Arrayed:

Wx / Light Data:

OOM:

Mov't Form & Technique:

WPN Status:

Engage Criteria by WPN

System:

ME (__PLT) T&P:

SE1 (__PLT) T&P:

SE2 (__PLT) T&P:

CO Tasks:

XO Tasks-

1SG Tasks-

FSO Tasks-

CCIR:

Enemy Reaction / Friendly CTR Action:



**Begin (Event &
Time):**

How Enemy Arrayed:



Wx / Light Data:

OOM:

Mov't Form & Technique:

WPN Status:

Engage Criteria by WPN

System:

ME (__PLT) T&P:

SE1 (__PLT) T&P:

SE2 (__PLT) T&P:

CO Tasks:

XO Tasks-

1SG Tasks-

FSO Tasks-

CCIR:

Enemy Reaction / Friendly CTR Action:



**Begin (Event &
Time):**

How Enemy Arrayed:



Wx / Light Data:

OOM:

Mov't Form & Technique:

WPN Status:

Engage Criteria by WPN

System:

ME (__PLT) T&P:

SE1 (__PLT) T&P:

SE2 (__PLT) T&P:

CO Tasks:

XO Tasks-

1SG Tasks-

FSO Tasks-

CCIR:

Enemy Reaction / Friendly CTR Action:



Tasks to Maneuver Units **OUTLAWZ**

(If not already covered in Scheme of Maneuver)

Tasks to Combat Support Units

(If not already covered in Scheme of Maneuver)



Coordination Instructions **OUTLAWZ**

(If not already covered in Scheme of Maneuver)

1. TIMELINE POSTED: _____

2. CCIR _____

PIR: _____

EEFI: _____

FFIR: _____

3. OOM (Infil/Exfil): _____

4. MOV'T TECH/FORMATION: _____

5. ENGAGEMENT CRITERIA BY WPN SYSTEM: _____



Service and Support

(If not already covered in Scheme of Maneuver)

1. PRIORITY OF EFFORT

BEFORE: _____

DURING: _____

AFTER: _____

CLASS I: _____

CLASS III: _____

CLASS V: _____

MAINTENANCE: _____

MEDICAL: _____

2. PRIORITY OF SUPPORT

BEFORE: _____

DURING: _____

AFTER: _____

CLASS I: _____

CLASS III: _____

CLASS V: _____

MAINTENANCE: _____

MEDICAL: _____



Command and Signal OUTLAWZ

(If not already covered in Scheme of Maneuver)

1. COMMAND

LOCATION OF COC:

TL: _____

XO: _____

1SG: _____

MEDIC: _____

1PL: _____

2PL: _____

3PL: _____

SUCCESSION OF COMMAND: _____

2. SIGNAL

• SPECIAL SIGNALS DURING OPERATION: _____

• SHIFT FIRE: _____

• CEASE FIRE: _____

• SOI INDEX _____ IN EFFECT

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SHARKS

INITIAL MISSION ANALYSIS SHEET



SPECIFIED TASKS

IMPLIED TASKS

CONSTRAINTS

TENTATIVE TIMELINE

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THE END