TACSOP

2nd Squadron, 1st U.S Cavalry Regiment

"BLACKHAWKS"

Plan

Mission Command

Sustainment

Intelligence

Blackhawk Big 8

	BLACK(1)	RED (2)	AMBER (3)	GREEN (4/5)
1. OPORD	No orders issued	Failure to issue or develop any paragraph or failure to restate essential tasks or task and purpose	Maximizes available time through the use of WARNOs and FRAGOs, a five paragraph Order that has been developed through analysis of the higher order; clearly restates the essential tasks (task and purpose); addresses accomplishment of each specified task from the higher HQ order; assigns a task and purpose to each subordinate element, and is based on IPB.	Analysis of implied tasks and addresses further development of branches and sequels to the base plan.
A. DIRECT FIRE PLAN	No plan	Did not attain one or more areas under criterion for (AMBER)	Leaders apply factors of METT-T, IPB/OCOKA, and the Fire Control Process to determine direct fire control and execution to support task/purpose; ID scheme of maneuver and adequate control measures to focus, shift, mass, and distribute the combined effects of weapon systems	Leaders specific methods to control fires; fire control plan is rehearsed; integration of indirect fires into fire control plan; plans for limited visibility and degraded capabilities.
B. INDIRECT FIRE PLAN	No Plan	Plan not in accordance with commander's guidance; supporting targeting documents missing.	Plan follows commander's guidance; Adequate plan in place; Fire support overlay present, but targets sheets not attached.	Soldiers and leaders know fire support freqencies, are certified in CFF procedures, & know names & grids for all targets; Max range of indirect support plotted on map; FSO has approved and is tracking all all preplots; All overlays and target sheets in place.
D. ADJACENT UNIT COORDINATION	No Coordination Done.	Adjacent unit notified of patrols's presence.	Adjacent units are notified of patrol's route, composition, and time expected to be conducted.	Coordination verified by patrol leader; All leaders and vehicles have callsigns and freqs for adjacent units and their QRFs; Drivers know fastest route to all adjacent medical centers.
E. MEDEVAC PLAN	No plan	Medevac plan in place, but not briefed to subordinates.	Patrol briefed on medevac freqs; Also notified of location of closest LVL II medical centers.	All Soldiers and leaders know fastest route to LVL II care facility as well as air medevac freqs; Patrol route has been screened and possible medevac LZs identified and preplotted; All Soldiers are carrying 9-line Medevac cards; All patrol medical equipment has been inspected prior to SP; CLS-qualified personnel and equipment evenly distributed.

Blackhawk Big 8

	BLACK(1)	RED (2)	AMBER (3)	GREEN (4/5)
F. INFIL PLAN	No plan	Plan in place, but not briefed to subordinates.	Route briefed, but not screened; Time/distance calculations estimated by patrol leader.	Primary, secondary and alternate routes understood by all drivers and leaders. All routes screeded for SIGACTs & possible vehicle hazard areas (bridges/canals). Times & distances between all CPs understood by drivers & leaders. VCs understand navigation highlights of all routes.
G. EXFIL PLAN	No plan	Plan in place, but not briefed to subordinates.	Route briefed, but not screened; Time/distance calculations estimated by patrol leader.	Primary, secondary and alternate routes (all different from infil routes) understood by all drivers and leaders. All routes screened for SIGACTs & possible vehicle hazard areas (bridges/canals). Times & distances between all CPs understood by drivers & leaders. VCs understand navigation highlights of all routes.
2. GRAPHICS	Not done	No refinement of graphics; no dissemination or briefing of SITEMP; and/or graphics not issued to all subordinate elements or attached/OPCON elements.	Support task and purpose, scheme of fires, scheme of maneuver, throughout the AO's depth; disseminated to all vehicle commanders; infantry squad leaders, and attached/OPCON elements.	Graphics support branch plans and sequels; issues refined SITEMP; issues a refined DST; disseminates a copy of consolidated graphics; issues CSS graphics.
3. PCC/PCI	Not conducted	Did not attain one or more areas under the criterion for (RED); did not attempt to correct deficient areas	Conduct prep-to-fire checks; weapons test fires; load plans inspected and made safe; camouflage applied; perform before-ops PMCS; complies with UNIT commanders prescribed list from WO/OPORD/SOP; CONDUCTS A COMMO CHECK ON Command, subordinate, fire support, and CSS nets; uniform and MOPP are IAW OPORD; graphics checked and subordinate unit briefbacks conducted.	Progress of preparations tracked and reported to higher HQ; Commander inspects or has designated inspection team SMEs check prescribed areas; deficiencies re-inspected
A. BORESIGHT	Not done	Not done by all or not conducted to the same standard	All combat systems boresighted to a known distance at day and night, verified and reported to higher HQ	Conducted at multiple ranges by weapon type against moving targets
B. 5988E	Not done or turned in	PMCS, faults verified by mechanics, Not done by all or not conducted to same standard	Administrative and equipment data correct; PMCS conducted, all faults verified by mechanics, all faults annotated all faults have part numbers or job orders. Signed or initialed by operator	All corrected faults annotated, all parts on order have valid status.

Blackhawk Big 8

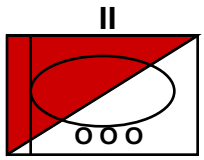
	BLACK(1)	RED (2)	AMBER (3)	GREEN (4/5)
C. RESUPPLY	Not identified.	Unit has not met one of the above criteria for a (AMBER); insufficient material to accomplish the mission; unaware of CL III/V/VIII status	Unit crosses LD or defends with “Green” UBL status on CLIII/V/VII; completes and verifies at least 90% of combat systems 5988s, and maintains a status of NMC vehicles	Available assets to conduct resupply of III/IV/VII enroute or at consolidation; issues infantry demolitions (breach kits) and hand grenades; and planned for normal and NBC casualty evacuation; CSS plan and maneuver plan integrated and briefed, rehearsed, and on graphics
4. REHEARSALS	Not conducted	Did not meet one or more of the criteria for a (AMBER)	Reinforces higher and lower's task and purpose, scheme of maneuver, fires, and support; integrates actions of subordinate elements throughout operation; identified MPCOA, MDCOA, composition, disposition, and strength; depicts graphics, terrain, enemy, and friendly forces during rehearsal; uses appropriate type and technique given available time and resources	Discusses higher intent, scheme of maneuver, fires and CSS; branch plans and contingencies without wargaming; addresses the 7 forms of contact; incorporates attached/OPCON units into rehearsal; subordinate elements conduct generic, mission oriented battle drill rehearsals prior to; conduct separate CSS and/or fire support rehearsals; crews conduct rollover and water drills.
5. SECURITY	No plan	Security drops below required levels, unaware of compromise	Designates a security plan; maintains security throughout planning and preparation phases; has passive NBC defense established (M22 detectors/M9 paper); conducts active/passive security patrols; and enforces REDCON levels	Designates air guards; conducts adjacent unit coordination for security plans and patrols routes; designates a QRF in case of imminent attack; and/or executes a jump plan to a new location if compromised by enemy ground or air reconnaissance
6. R&S	No R&S conducted	No specified R&S tasks and/or coverage of the higher HQ specified NAIs	Commander has assigned NAIs to answer PIRs; the specified NAIs from the higher HQ R&S plan have been assigned and are covered	Uses NAIs for DST and Direct Fire Planning; tracks the NAIs in his AO/AI; and continues to refine SITEMP; has made requests for UAS, AH-64, or satellite imagry for most recent vews of all NAIs.

Blackhawk Big 8

7. TIME MANAGEMENT	Subordinates given less than ½ of available time from the end of the OPORD and backbriefs. No Warning Order issued.	Subordinates given less than 2/3 of available time from end of OPORD and back-briefs. Warning Order issued but not complete or timely	Subordinates given 2/3 of available time from end of OPORD and backbriefs. WARNO issued in a timely manner. Companies and platoons conduct generic rehearsals, PCC/PCI, and logistic resupply based on WARNO.	Subordinates given 4/5 of available time from end of OPORD and back-briefs. Warning Order issued that allows detailed parallel planning in subordinate units. The commander/staff assessing useful time such as amount of daylight and for 5, sequencing tasks arrayed against the available time to maximize the preparation
8. RISK MANAGEMENT	No risk assessment conducted	Risk identified but no reduction by control measures nor any supervision	Uses an effective SOP or conducts formal risk assessment to ID & assess hazards, develop control measures, disseminates control measures, implement control measures, and supervise	Continues to refine or regularly update risk level by FM or voice; tracks risk level in company CP; ID types of risk – Tactical and Accidental; and conducts and internal evaluation risk review after mission execution

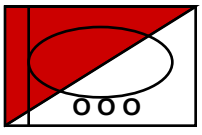
Task Organization and Prep for Combat

Cavalry Squadron (RSTA) Organization



Cavalry Squadron (RSTA)
(39/2/398)

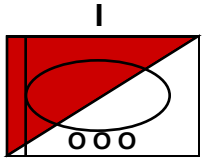
Squadron HHT (15/1/77)



HHT
(15/1/77)
2 x CV
4 X MEV

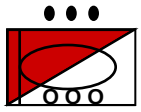
Squadron HHT	PAX	STRYKER
CMD Group	12	3
S1/S4	8	0
S2	8	0
S3	16	0
S6	12	0
HQs	6	0
Medical PLT (MEV)	30	4
Unit Ministry Team	1	0
Totals	**93**	**7**

Recce Troop (6/0/87)



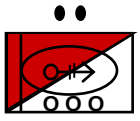
x 3

HQs
(2/0/12)
1 x RV
1 x Trp CP



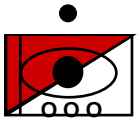
x 3

Recce PLT
(1/0/20)
4 X RVs
4 X Javelin



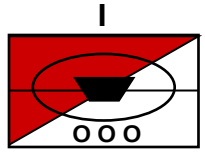
Mortar Section
(0/0/12)
2 X MCs
2 x 120 mm

FST and Mortar Section form
1 Platoon for Combat Operations

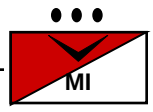


Fire Support Team
(1/0/3)
1 X FSV

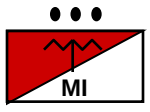
Surveillance Troop (5/1/60)



HQs
(2/0/5)



UAV PLT
(1/1/20)
3 x TUAV
(Shadow)



SENS PLT
(1/0/24)
3 x PROPHET

NBC PLT
(1/0/11)
3 X NBC-FOX

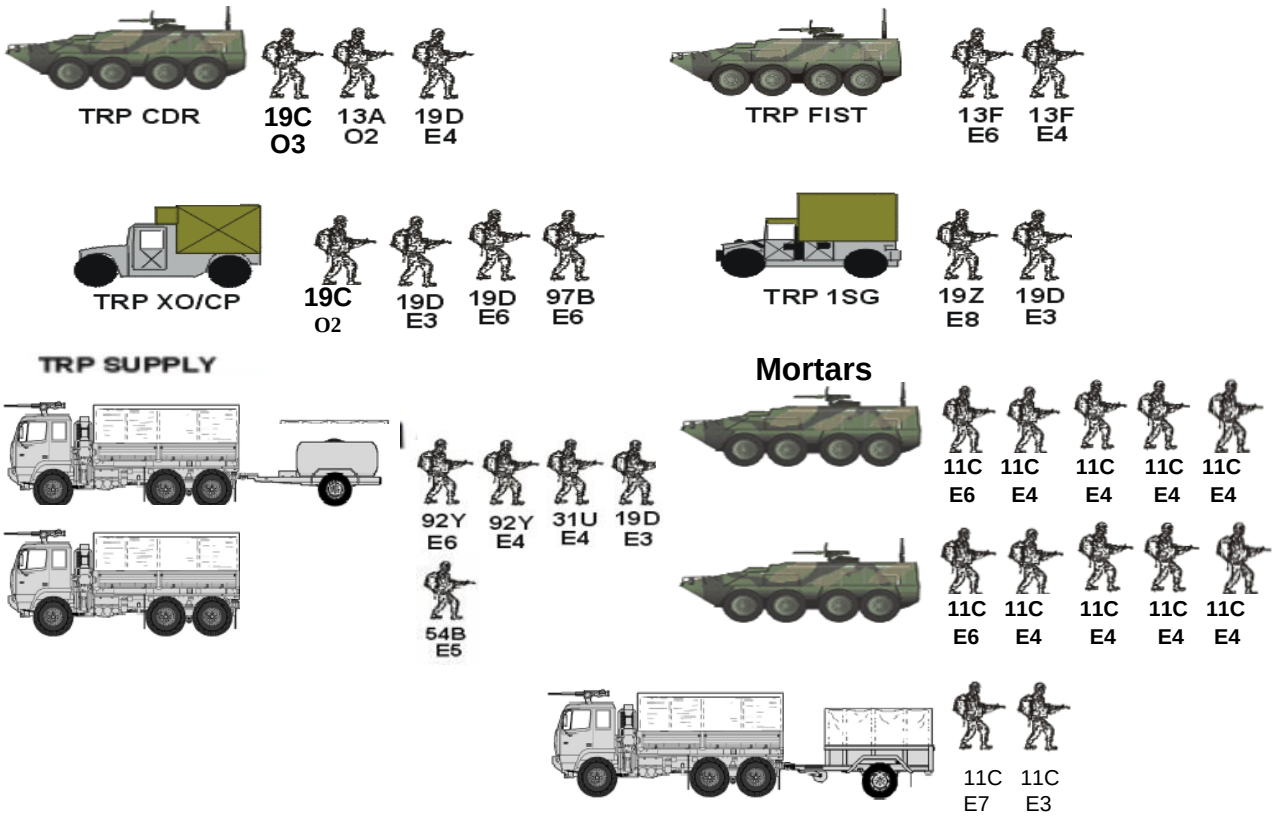
Squadron Roll up	PAX	STRYKER
HHT	93	7
Recce Troop (x3)	279	48
Surveillance Troop	66	0
Totals	**439**	**55**

Recce Troop	PAX	STRYKER
HQs	14	1
Recce Platoons (x3)	63	12
Mortar Section (MC)	16	3
Totals	**93**	**16**

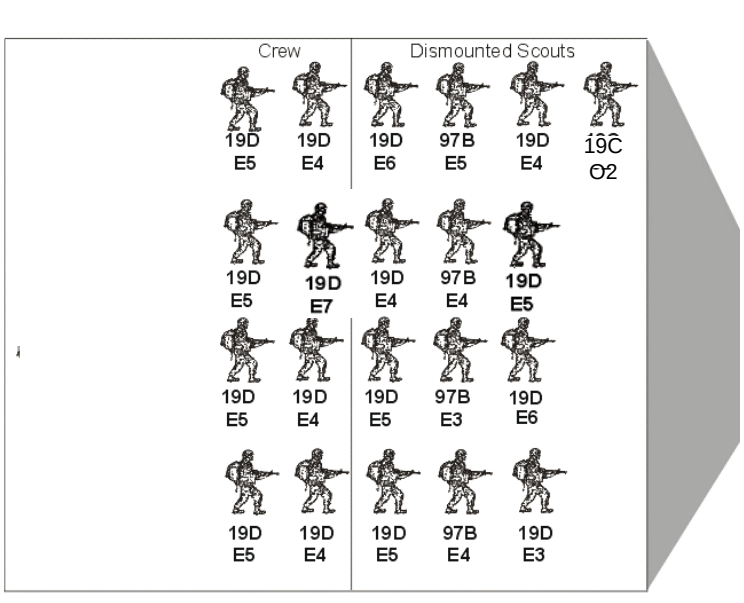
Surveillance Troop	PAX	FOX
HQs	7	0
UAV PLT	22	0
Sensor PLT	25	0
NBC PLT	12	3
Totals	**66**	**3**

Cavalry Troop

Troop HQ and Mortars

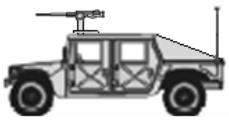


RECCE Platoon



Surveillance Troop

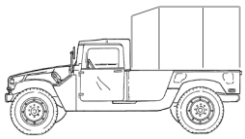
Troop HQ



TRP CDR

O-3 35D

E-4 92Y



TRP 1SG

E-8 98Z

E-4 31U

TRP XO

O-2 19C

E-5 54B

TRP SUPPLY

E-5 92Y

UAV Platoon

GROUND CONTROL STATION

E-6 96U

E-5 96U

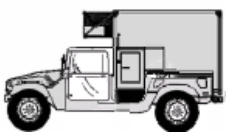
E-4 96U

E-3 96U

PLATOON LEADER

O-2 35D

E-7 96U



GROUND CONTROL STATION

E-5 96U

E-4 96U

E-4 96U

E-3 96U

LAUNCH / RECOVERY TEAM

E-5 96U

E-4 95D

E-4 96U

E-4 96U

LAUNCH / RECOVERY TEAM

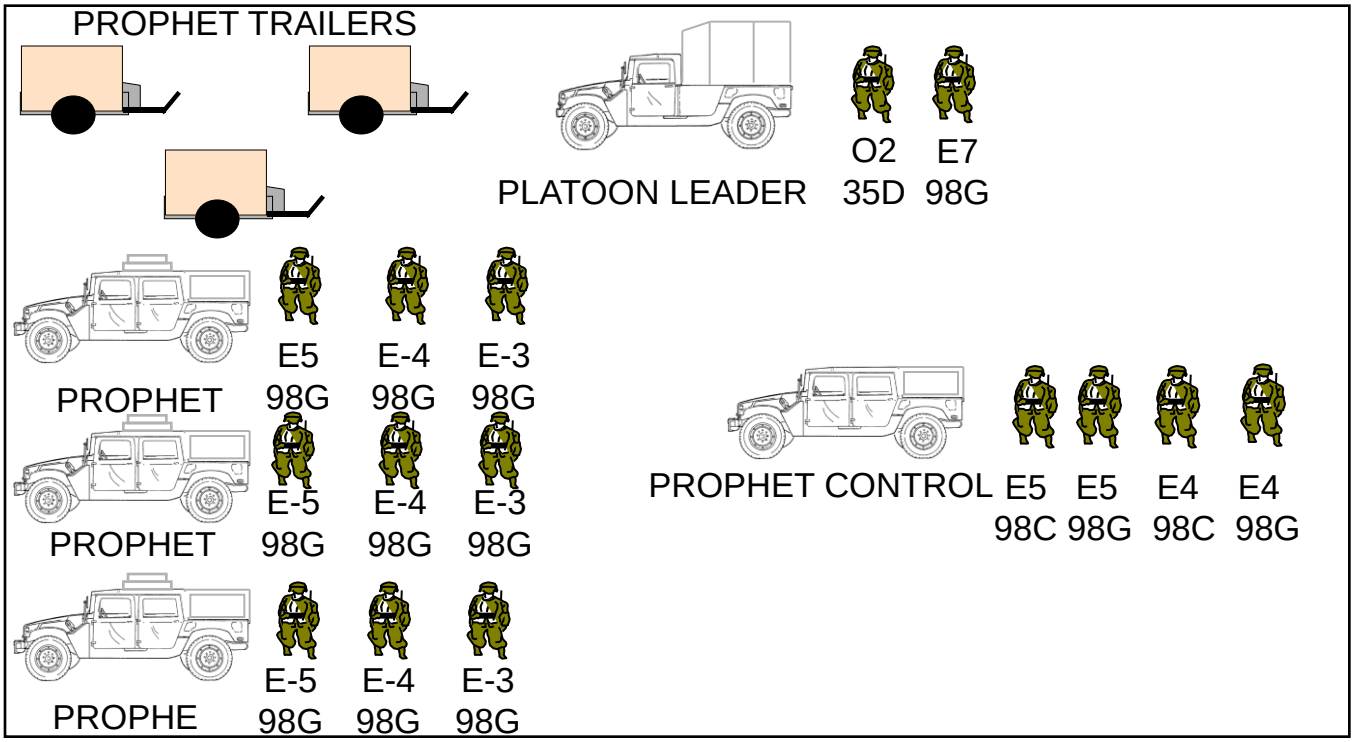
E-5 96U

E-4 96U

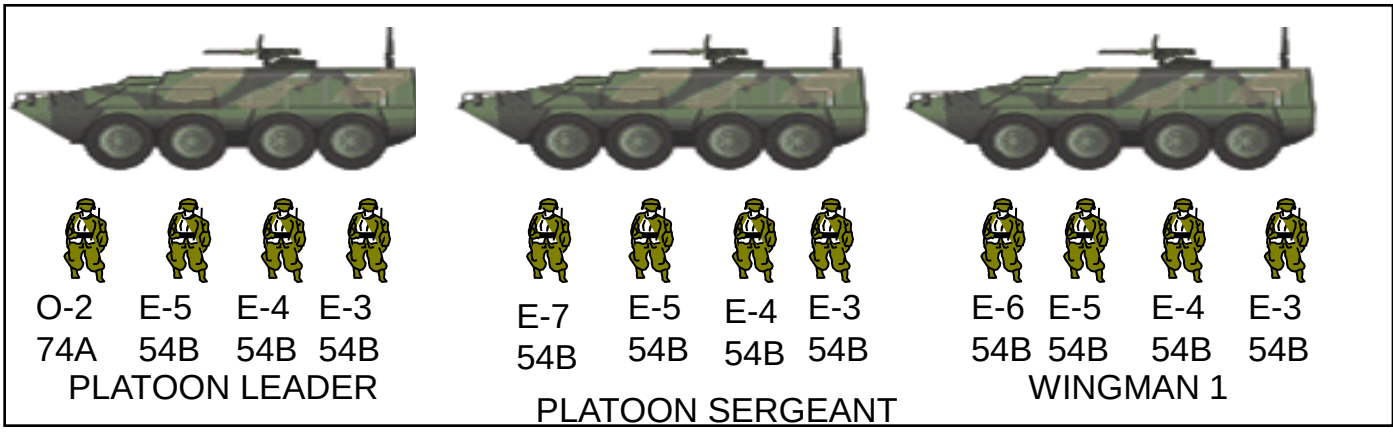
E-3 33W

E-3 96U

MASINT Platoon



NBC Reconnaissance Platoon



Capabilities

Squadron:

- Perform reconnaissance, surveillance and target acquisition using scouts and sensors
- Provide all weather, around the clock, accurate and timely reconnaissance and surveillance
- Reconnoiter up to nine routes simultaneously, or conduct surveillance of up to eighteen designated areas simultaneously, or any combination thereof
- Gather information about multi-dimensional threats
- Develop "neighborhood level" situational understanding of all aspects of the human environment within the AO

Recce Troop Surveillance Operations:

- 6 Long Duration OPs (>12 hrs)
- 12 Short Duration OPs (<12 hrs)
- 12 LRAS3 (FLIR Sights) – 4 per PLT
- 12 Javelin CLUs (Thermal Sights) – 4 per PLT
- 12 AN/PVS-6 MELIOS – 4 per PLT
- 1 G/VLLD with FIST

Recce Troop Reconnaissance Operations:

- Route Recon: 1 RTE per PLT (no, low-threat) or 1 RTE per Troop (mid, hi-threat) – TTP 2 RTEs per TRP

- Zone Recon: ZR at rate of 1 KM/Hr (Deliberate, Stealthy, Discreet)

- Area Recon: Six Areas simultaneously

- HUMINT Collector (MOS 97B/E) <u>assigned</u> each RV for tactical questioning and limited document exploitation

Capabilities

Delta Troop 2-1 CAV – Capabilities

UAV

3x **Shadow UAV** (+1 Float) Range:125k per GCS Time: 5 hrs (- 20 min to altitude)

*AvGas (100 octane) – can use MOGAS (87 Octane)w/ 24hr reset (runs higher temp)

*3x UAV carried in vehicles, Launcher towed, trailer needed for Float UAV

2x **Ground Control** vehicles: 1 Launch/Recovery site, 2nd Distance or remote flight operator

*Overweight vehicle – no towing capability. No organic security (short manning)

*UAV coverage 72 hours continuous (weather dependant) or 16 hrs daily indef.

*UAV down for 24 hour maintenance every 4th day during continuous Ops.

*Continuous coverage requires use of both Ground control stations

* 🌡 20° - 115°F +temps if launch in temp range, Hi humidity causes icing.

*22 Personnel: 12 Operators, 7 Maintenance/recovery pax, 1 WO, 1 O, 1 PSG

*3 personnel missing = less than 24 hour coverage.

*UAV section requires 10 seats for butts (MTOE short on organic lift)

*Launch recovery site: Hard packed surface, soccer field sized area 50ft x 750ft

*Setup 3hrs, launch prep 1.5hrs = 4.5 hrs till first launch

4x **RVT** (Remote Video Terminal) Laptop size with a tripod mounted radar type antenna. Powered via vehicle (cable included w/system) or 110v. Does not include operator.

*Planners note: Add RVT training prior to deployment for BN S2 shops.

FOUO

NBC

3x **NBCRV Vehicle**s: Light Armor (7.62) Range: 400 miles, **JP-8 fuel**, 1x 240 pintle mount Weapon is front sight post only, Cannot fire buttoned up,

*No IR Capability (other than 1x NV periscope (fixed) or worn NVGs)

*Good Recovery Vehicle: Can Tow HMMWV, ½ towbar each Fox, can tow Stryker for lim distances, onboard air compressor, room for 2x pax on board.

*AVG road speed= 55 flat, Geared low – Uphill or over pass avg speed = 20

*Swim Capable fresh water (salt water possible – but damages NBC systems).

*Crew of four, NBC capable with 3, can drive (no NBC capability) with 2.

*12x Soldiers (including O) MTOE, loss of 3 personnel reduces 1x FOX vehicle

*5 KM Standoff Chem detect Stationary ~ (Stryker variant on the move detect capable)

*Nuclear/Radiation detect capable, can identify and mark contaminated area (dirty IED)

*No Bio detection ~ (Stryker variant does have Bio capability)

*Fox mission planning should include a decon detachment (no organic decon capability)

*Fox requires H540 Red JV Hydraulic fluid, not in Army inventory – local purchase

*Not C-130 Deployable

FOUO

Sensor (Prophet)

3x **Prophet** vehicles + 1x Prophet control HMMWV
Hear and DF: 20 MHz – 2 GHz (Civilian handheld radios, Am, FM, TV, CB, Portable phones, Cell Phones, Cell phone Towers).

*Encrypted Cell phones = no content (Phone model dependant)
*Dismounted – 3K; Mounted (moving) – 10K; Mounted Stationary = 15K
*Planning note: Cannot differentiate between cell phones and towers – need Cell Tower overlay during IPB process. No organic security (short manning).

Weapons Lethality

Friendly

Weapon	Basic Load	Maximum Range	Bursting Radius	Remarks
M9	45	50m	na	
M4	210	500m	na	
M203	27	350m	5m	14-27m arming distance.
M249	800	600m	na	
M240B	800	900m	na	
M2 .50 CAL	2000	1,850m	na	SLAP ammunition has a sabot-discard hazard area. See diagram.
Mk19	460	2,212m	5m	30m arming distance.
AT 4	as required	300m		10m arming radius. Backblast hazard. See diagram.
Javelin	2	2,000m		75m arming radius. Backblast hazard. See diagram.
TOW	na	3750m		65m arming radius. Backblast hazard. See diagram.
120mm Mortar MC-B	48	6,750m*	60m	* The Stryker Mortar Carrier Variant B reduces the maximum range from 7,200m to 6,750m.

Enemy

Weapon	Basic Load	Maximum Range	Bursting Radius	Remarks
AK-47	30	400m	na	
RPK LMG	40	800m	na	
PKM/C MG	100	1000m	na	
RPG-7	na	500m	na	
RPG-18	na	200m	na	
60mm Mortar	na	2500m	28m	Min range 75m
82mm Mortar	na	4270	35m	Min range 80m
57mm Rocket	na			
107mm Rocket	2	8500m	50m	
SVD Sniper Rifle	10	900m		

FIRE SUPPORT WPNS/CAPABILITIES

MORTARS

Wpn	Ammunition		Dan g e r Close	Range (Meters)		Rates of Fire
	Model	Type		Min	Max	
60mm M224	M720/ M888 M722 M721 M302A1 M83A3 M49A4	HE HE WP ILLUM WP ILLUM HE	600m	70 70 70 200 35 725 45	3,489**1** 3,489 3,489 3,489 1,830 950 1,830	30 rds/min for 4 min**2** then 20 rds/min sustained. Diameter of Illumination: M721–500m M83A3–300m
81mm M29A1	M374A2 M374A3 M375A2 M301A3	HE HE WP ILLUM	600m	70 73 70 100	4,600 4,800 4,595 3,150	25 rds/min for 2 min then 8 rds/min sustained. Diameter of Illumination: 360m
81mm M252	M821/ M889 M374A3 M819 M375A2 M853A1 M301A3	HE HE HE RP WP ILLUM ILLUM	600m	80 83 73 300 73 300 100	5,800 5,800 4,800 4,875 4,595 5,060 3,950	18 rds/min for 2 min, then 15 rds/min sustained. Diameter of Illumination: 650m
120m M120	**M57 M68 M91 M933 M934 M929 M930**	**HE WP ILLUM HE (PD) HE (MOF) WP ILLUM**	**600m**	**200 200 200 200 170 170 170**	**7,200 7,200 7,100 7,200 7,200 7,200 7,200**	**16 rds/min for 1 min, then 4 rds/min sustained. Diameter of Illumination: 1,500m**

HE–High Explosive	**1** Bipod-mounted, charge 4 (maximum handheld is 1,300 meters)
WP–White Phosphorus	
ILLUM–Illumination	**2** Charge 2 and over. (30 rounds per minute can be sustained with charge 0 or 1).
RP–Red Phosphorus	

ARTILLERY

Artillery	Ammunition		Danger Close	Range (Meters)			Rates of Fire/Notes
	Projectile	Fuze		Max	DPICM	RA P	
105mm M119A1	HE, HC, WPILLUM, APICM, DPICM	PD, VT, MT, MTS,Delay	600m1	11,500	14,100	19,500	Sustained rate of fire: 3rds/min. Max rate of fire: 10 rds/min
155mm M198	**HE, HC, WPILLUM, CPHD, APICM, DPICM,M825 SmokeSCAT-MINE**	**PD, VT, MT, MTSQ, Delay**	**600m1**	**18,300 or 22,000 with M795 HE, M825 Smoke**	**18,000 or 28,200 with M864**	**30,100**	**Sustained rate of fire: 2rds/min.Max rate of fire: 4rds/min.**
155mm M109A5/ A6	HE, HC, WPILLUM, CPHD, APICM, DPICM,M825 SmokeSCAT-MINE	PD, VT, MT, MTSQ,Del ay	600m1	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.

MTSQ**–** mechanical time superquick PD**–** point detonating SADARM**–** sense and destroy armor VT**–** variable time WP-(white phosphorous) 1 See Appendix E: Cannon Risk Estimate Distances for detailed discussion of "Danger Close. " APICM**–** anti-personnel improved conventional munition CPHD**–** Copperhead DPICM**–** dual-purpose improved convention munition HC**–** hexachloroethane HE**–** high explosive ILLUM**–** illumination MT**–** mechanical time

ARTILLERY/MORTAR ILLUMINATION FACTORS

		HOB	Burn Time	Rate of Fall
WEAPON	**TYPE**	**(meters)**	**(seconds)**	**(m/sec)**
60mm	M83A1	160	25	6
60mm	M83A2/3	160	32	6
81mm	M301A3	600	60	6
105mm	M314A2	750	60	10
105mm	M314A3	750	70–75	10
120mm	**M930**	**500**	**50**	**5**
155mm	**M118**	**750**	**60**	**10**
155mm	**M485A**	**600**	**120**	**5**

ATTACK AVIATION

Aircraft	Service	Ordnance	LST	LTD	Marking Capability	Other Systems
UH-1N	USMC	7.62 MG .50 cal MG 2.75" rockets	NO	NO	Rockets, WP	NVG, FLIR, GPS
AH-1F3	USA	BGM-71 TOW 2.75" rockets 20mm cannon	NO	NO	Rockets, WP	NVG
AH1W**1**	USMC	BGM-71 TOW Hellfire 5", 2.75" rockets 20mm cannon LUU-2 flares Sidearm	NO	YES	Rockets, Laser, WP	FLIR, NVG, GPS, CCDTV, DVO
AH-64A	USA	Hellfire 2.75" rockets 30mm cannon	YES	YES**2**	Laser, Rockets	FLIR, NVG, GPS, DTV/ DVO
AH-64D including Longbow	USA	Hellfire (Laser or RF) 2.75" rockets 30mm cannon	YES	YES**2**	Laser, Rockets, WP	FLIR, NVG, DTV/DVO, MMW, Radar, IDM, INS/GPS
OH-58D (Kiowa Warrior)	USA	Hellfire 2.75" rockets .50 cal MG	NO	YES	Laser, Rockets	FLIR TVS NVG IDM
MH-60/ HH-60	USN	Hellfire .50 cal MG GAU-17 GAU-16	YES	YES	Laser	NVG GPS FLIR

1 The AH-1W can designate codes 1111-1788, but has max effectiveness from 1111-1148. **2** The AH-64 can designate codes 1111-2888, but cannot designate codes containing “9.” **3** The AH-1F is no longer in service in the US Army, but is widely used in other nations.

Weapon	Maximum Effective Range (meters)
2.75" Rocket, 10-lb (Mk66/M151)	7,500
2.75" Rocket, 17-lb (Mk66/M229)	7,000
2.75" Mk 66/M151, 22.95-lb (USMC only)	6,900
2.75” Rocket, MPSM (Mk66/M261) **1**	7,000
2.75” Illumination M257(overt)	3,500
2.75” Illumination M278 (covert)	3,000
7.62 mm mini-gun	1,000
.50 cal. machine gun	1,830
20-mm cannon (PGU)/(AH-1W)	1,800/2200
30-mm cannon (AH-64A/D)	3,500
TOW (BGM-71)	3,750
Hellfire (AGM-114)	8,000
5" Rocket (USMC)	7,200

1 Recommended minimum employment range 2,500 meters due to sub munition arming and dispersion pattern considerations

FIXED WING AVIATION

Aircraft	Ordnance	Laser		Marking Capability	Beacon Option	Other Systems
		LST	LTD			
AV-8B Harrier II	LGB MAVERICK GP bombs CBU Aerial mines	YES	NO	Rockets 25mm HEI IR marker LUU-2 flares	None	CCD TV NVG GPS (N) FLIR
	Litening Pod**1**	YES**1**	YES**1**	Laser**1** IR Pointer**1**		(T) FLIR**1** CCD1
Harrier II Plus **2**	SIDEARM	NO**2**	NO**2**			SAR Rdr**2,3**
A-10 / OA10A	LGB AGM-65 GP bombs CBUs Aerial mines 2.75" rockets 30mm cannon	YES	YES1	WP rockets 30mm HEI IR Pointer LUU-1/-2/-5/-6/-19 Laser1 M-257/-278 illum rockets	None	NVG GPS FLIR1 CCD1
AC-130H	105mm howitzer (176 rds) 40mm cannon (512 rds)	NO	YES (1688 only)	105mm 40mm IZLID ATI	PPN-19 SST-181	FLIR LLLTV Radar4 GPS, PLS
AC-130U	105mm howitzer (100 rds) 40mm cannon (256 rds) 25mm cannon (3000 rds)	NO	YES	105mm 40mm 25mm LIA	PPN-19 SST-181	FLIR ALLTV SAR Rdr**3** GPS
1 If equipped with LITENING pod **2** AV-8B Harrier "II Plus" (with Radar) **3** Synthetic Aperture Radar with ground mapping modes **4**Beacon Tracking Radar						
B-1B	JDAM GP bombs CBUs+WCMD	NO	NO	None	PPN-19 SMP-1000	SAR Rdr**3** GPS NVG
B-2	JDAM, JSOW GP bombs CBUs Aerial mines	NO	NO	None	X Band KU Band	SAR Rdr**3** GPS
B-52H	JDAM GP bombs CBUs+WCMD LGBs Aerial mines	NO	YES	None	PPN-19 PPN-20 SMP-1000	(T)FLIR LLLTV Radar NVG GPS
F-14 LANTIRN	JDAM, LGB GP Bombs CBUs 20mm cannon	NO	YES	Laser Rockets LUU-2 Flares	None	NVG (T)FLIR GPS LINK16**5**
F-15E LANTIRN	JDAM, LGB Maverick GP bombs CBUs+WCMD JSOW AGM-130 GBU-15 & 24 GBU / EGBU-28 20mm cannon	NO	YES	Laser	None	SAR Rdr**3** GPS NVG FLIR LINK16
3 Synthetic Aperture Radar with ground mapping modes **5** F-14D only						

FIXED WING AVIATION

Aircraft	Ordnance	Laser		Marking Capability	Beacon Option	Other Systems
		LST	LTD			
F16	GP LGB CBU, Aerial Mines, WCMD JDAM HARM**7**, 2.75" Rockets, 20mm cannon				None	GPS, NVG, IDM/IDT**7,8** SADL**6** LINK-16**9**
LANTIRN**8,9** IR only		NO	YES	Laser Rockets		
LITENING**6** IR & CCD		YES	YES	Laser Rockets		
HTS**7**		NO	NO	None		
F/A-18 A/C/D/E/F	JDAM/JSOW**10** Maverick SLAM (+ER) LGB, HARM GP bombs CBU, Aerial Mines 2.75"rocket 20mm cannon	YES	YES	Laser WP rockets HE rockets LUU-2 flares	None	(T)FLIR GPS NVG SAR Rdr**3**
F-117	LGB, JDAM	NO	YES	None	None	FLIR GPS NVG
S-3B	GP bombs CBUs Maverick Aerial Mines	NO	NO	LUU-2 flares	None	FLIR Radar GPS
P-3	Various	NO	NO		None	SAR Rdr**3**
MQ-1B Predator	Hellfire**11**	NO	YES	Laser/IR Illuminator	None	GPS FLIR, EO**12**
Pioneer						FLIR EO

3 Synthetic Aperture Radar with ground mapping modes **4**Beacon Tracking Radar **6** Block 25/30/32 **7** Block 50/52 **8** Block 40/42 **9** Some Block 50/52 **10** F/A-18 Lot 10 and above **11** Predator equipped with Hellfire has no SAR radar capability **12** Real-time C-band video broadcast

- Laze the surface of the target that will to reflect the beam back towards the a/c attack heading.

- Beware most Lasers have a 1 mil divergence (spread). For example, if the laser were aimed at a tank 3 kms away, the beam would be approximately 3 meters wide at that point.

- Do not laze highly reflective surfaces such as windows and chrome, or view the target with binoculars while it is being lased, unless the binos are equipped with a LASER filter.

NOTE: Laser PRF codes are distributed by the Brigade FECC and will be given to the troop FIST teams by the Squadron ECORD.

Fire Support Minimum Safe Distances

• Risk Estimate Distances are for combat use and are not minimum safe distance for peacetime training use.
• The casualty criterion is the 5-minute assault criterion for a prone soldier in winter clothing and helmet. The PI-probability of incapacitation, means a soldier is physically unable to function in an assault within a 5-minute period after an attack. The 0.1% PI value can be interpreted as being less than or equal to one chance in one thousand. 10% PI value means there 10 in one thousand that will be injured.

System	**Description**	**Risk Estimate Distances (Meters)**	
		10% PI: Burst Radius	**0.1% PI: Min Safe Distance**
M224	60 mm mortar	65	175
M252	81 mm mortar	80	230
M120/121	**120 mm mortar**	**100**	**400**
M102/M119	105 mm howitzer	90	275
M109/M198	**155 mm howitzer**	**125**	**450**
	155 mm DPICM	**200**	**475**

RISK ESTIMATE DISTANCES

Aircraft Delivered Risk Estimate Distances

Weapon	*Description*	*10% PI meters*	*0.1% PI meters*
Mk-82 LD**1** contact	500-lb bomb	145	325
Mk-82 LD**1,2** airburst	500-lb bomb	175	390
Mk-82 HD**3** contact	500-lb bomb/retarded	110	290
Mk-82 HD**2,3** airburst	500-lb bomb	135	350
Mk-83 LD**1** contact	1,000-lb bomb	175	385
Mk-83 LD**1,2** airburst	1,000-lb bomb	195	405
Mk-83 HD**3** contact	1,000-lb bomb/retarded	130	330
Mk-83 HD**2,3** airburst	1,000-lb bomb/retarded	160	375
Mk-84 LD**1** contact	2,000-lb bomb	175	430
Mk-84 LD**1,2** airburst	2,000-lb bomb	190	510
Mk-84 HD**3** contact	2,000-lb bomb/retarded	115	350
Mk-84 HD**2,3** airburst	2,000-lb bomb/retarded	140	460
CBU-87**4**, CBU-89**4**	CEM or GATOR	165	220
CBU-99**4**, 100**4**	CBU-87/89 w/kit	100	145
Mk20**4**	Rockeye	100	145
M151, M229, M261**5**	2.75" Rockets med alt**7**	255	440
	2.75 “ Rockets low alt**7**	145	240
Zuni - all warheads**5**	5" Rockets	220	340
M61A1, M197	20 mm gatling	80	125
GAU-12	25 mm gatling	40	50
GPU-5A, M230A1	30 mm gatling/chain	25	40
GAU-8 (A-10)	30 mm gatling	40	65
AC-130	25mm / 40mm	50 / 45	70 / 85
	105mm Cannon	95	230

WARNING: 0.1%/10% Probability of Incapacitation numbers are for combat use only during “Danger Close” situations and are not minimum safe distances for peacetime training.

RISK ESTIMATE DISTANCES

Aircraft Delivered Risk Estimate Distances

Weapon	*Description*	*10% PI meters*	*0.1% PI meters*
GBU-12	500-lb LGB	95	300
GBU-16	1,000-lb LGB	105	350
GBU-10/24	2,000 lb LGB	90	340
GBU-38	500-lb JDAM**6,7**	95	300
GBU-32	1,000-lb JDAM**6,7**	105	350
GBU-31	2,000-lb JDAM**6,7**	90	340
AGM-130**7**	2,000 lb TV guided	90	335
BLU-97	JSOW**6,7**	Not available	Not available
AGM-158A	JASSM**6,7**	55	235
AGM-65**7**	Maverick (All)	25	95
AGM-114	Hellfire	40	105
BGM 71	TOW Anti-tank	Not available	Not available

12LD=low drag Airburst fuzing (DSU-33)**3**HD=high drag/air inflatable retarder (AIR)**4**Not recommended for use with troops in contact **5**Fixed-wing only. Helicopter numbers not available **6**Refer to JFIRE Appendix D for use with troops in contact**7**See classified ALSA website (facing page) for munitions profiles

WARNING: 0.1%/10% Probability of Incapacitation numbers are for combat use only during "Danger Close" situations and are not minimum safe distances for peacetime training.

Weapons Lethality Planning

Sector Sketch

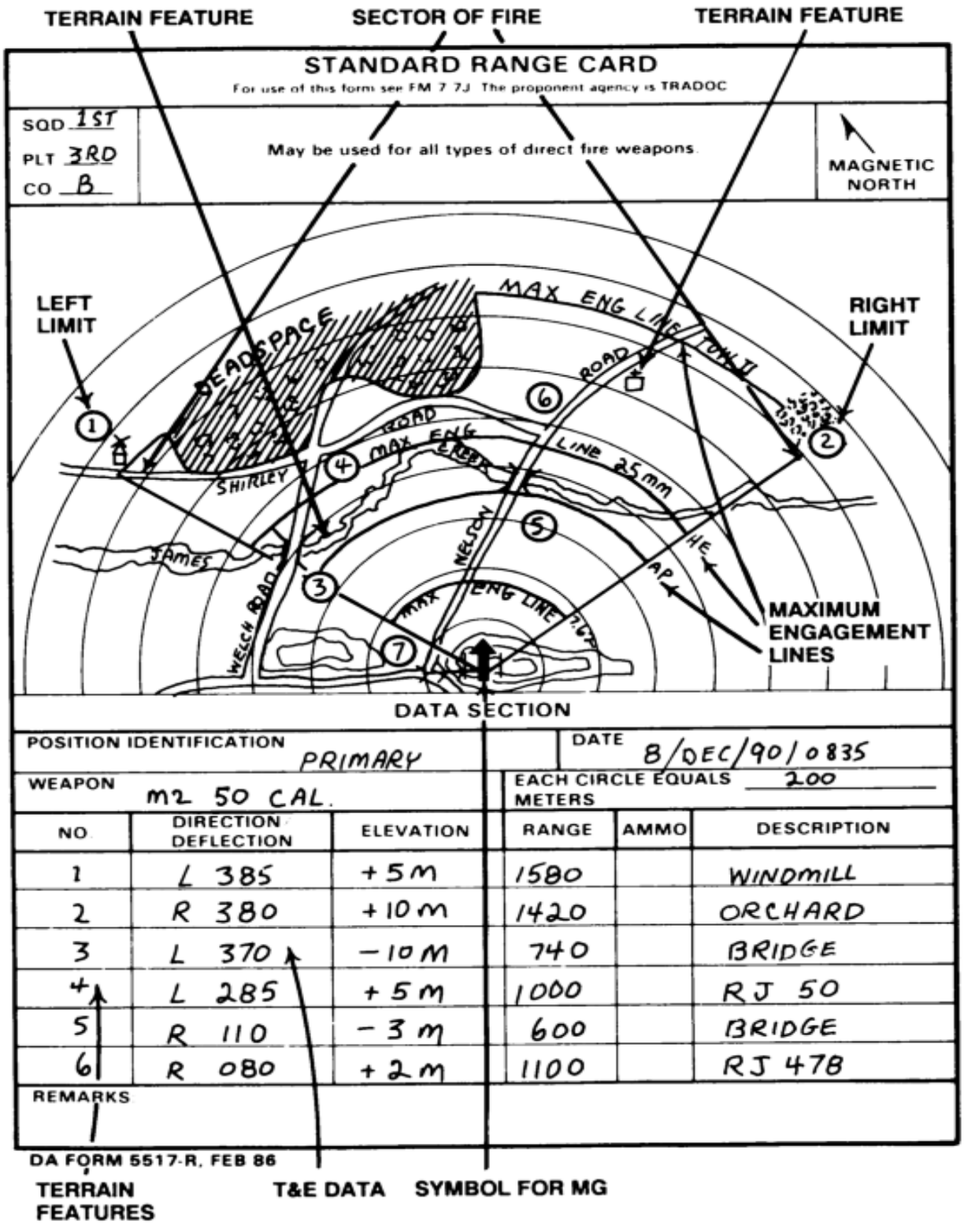
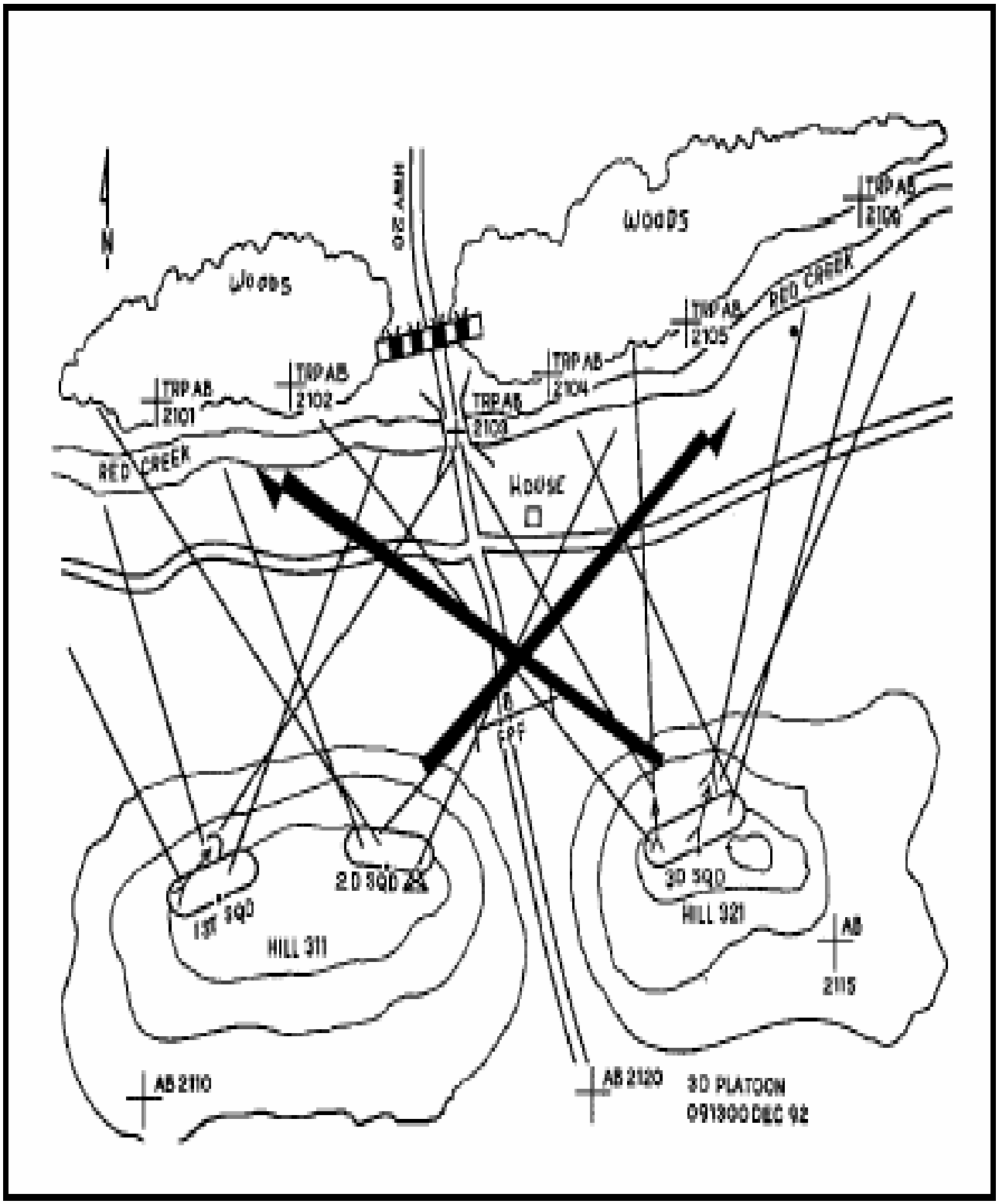


Figure E-1, Range card.

Weapons Lethality Planning

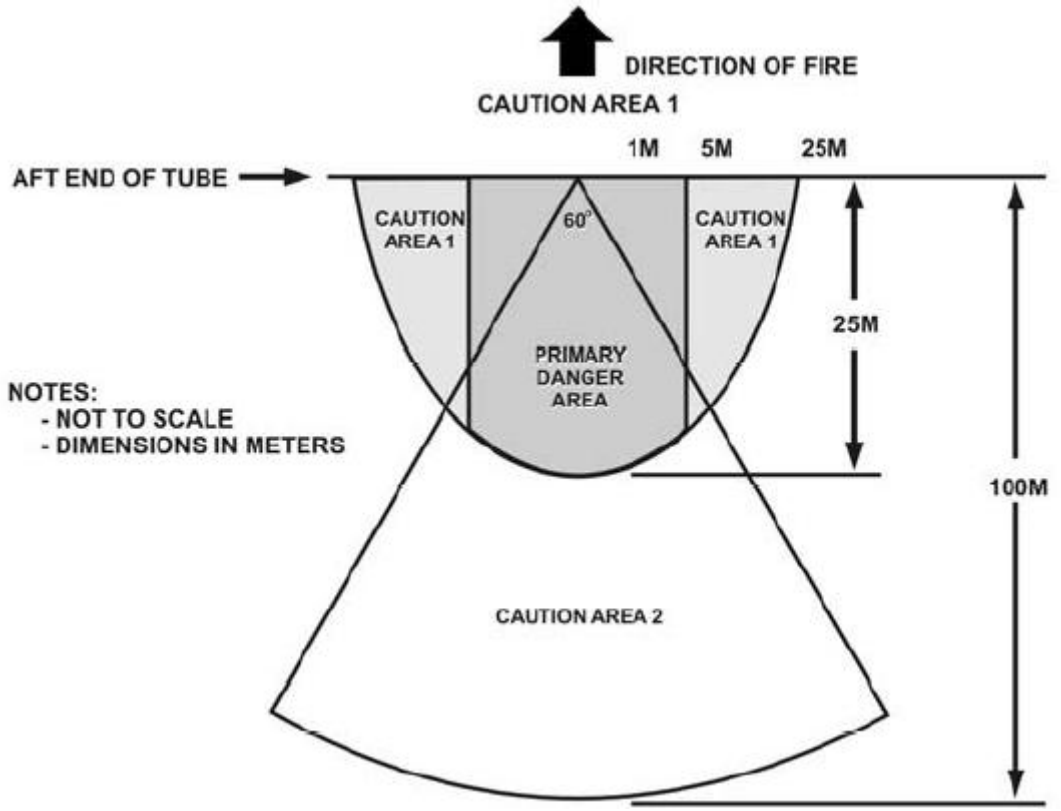
Platoon Sector Sketch



Javelin Characteristics

Ranges	**Top Attack Mode minimum effective engagement**	150 meters	
	Maximum effective engagement range (Direct Attack and Top Attack modes)	2,000 meters	
	Direct Attack Mode minimum effective engagement range	65 meters	
Flight Time	About 14 seconds at 2,000 meters		
Backblast Area (See Figure 1-11 and Appendix A for safety factors.)	*Primary danger zone* extends out 25 meters at a 60-degree (cone shaped) angle.		
	Caution zone extends the cone-shaped area out to 100 meters		
Propulsion–Two Stage Motor	*Launch motor* ejects the missile from the LTA		
	Flight motor propels the missile to the target		
Firing From Inside Enclosures	Minimum room length		15 feet
	Minimum room width		12 feet
	Minimum room height		7 feet

Backblast Areas



Backblast Areas

AT-4 Rocket

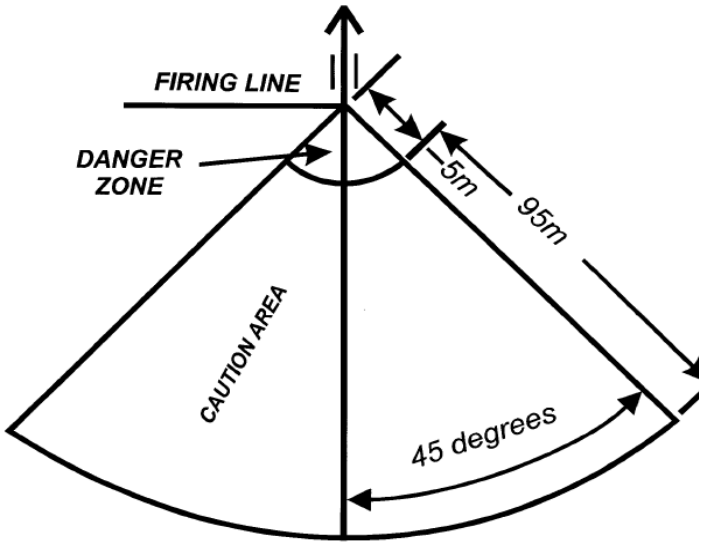


Figure 8–5. SDZ, area *F* for firing AT–4

.50 cal SLAP and SLAP-T sabot

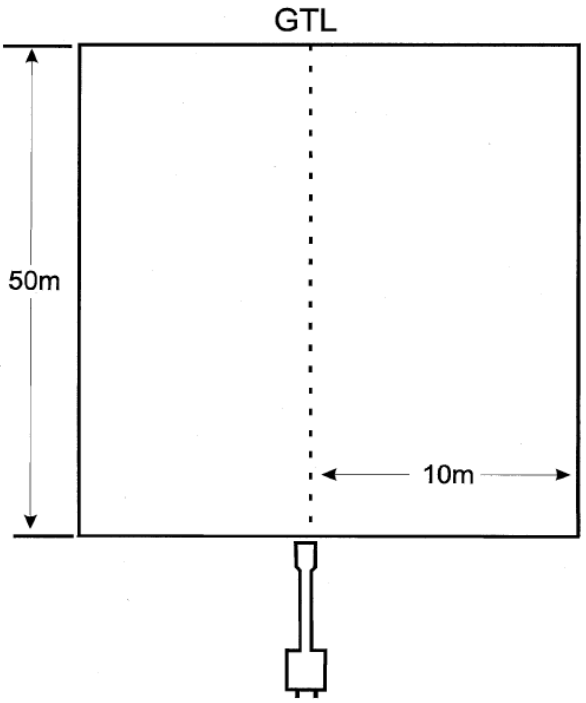
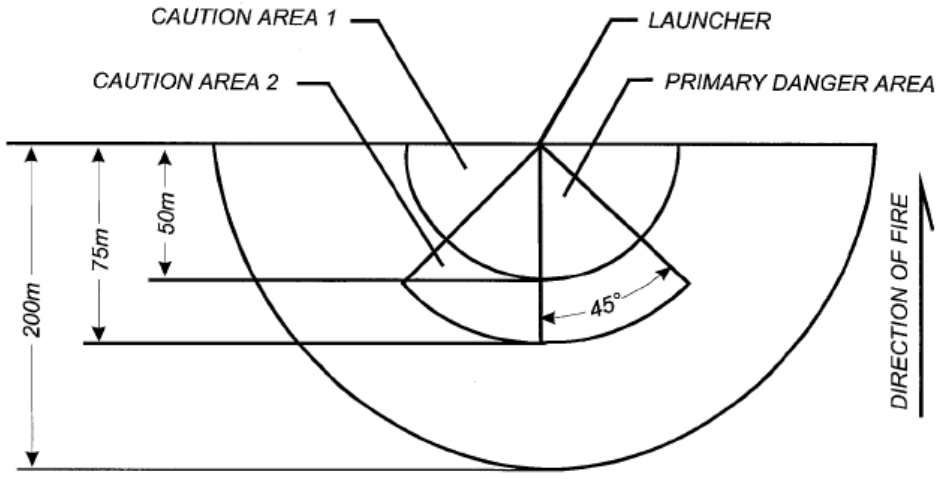


Figure B–4. SDZ dimensions for .50 cal SLAP M903 and SLAP–T M962 ammunition Sabot discard hazard area

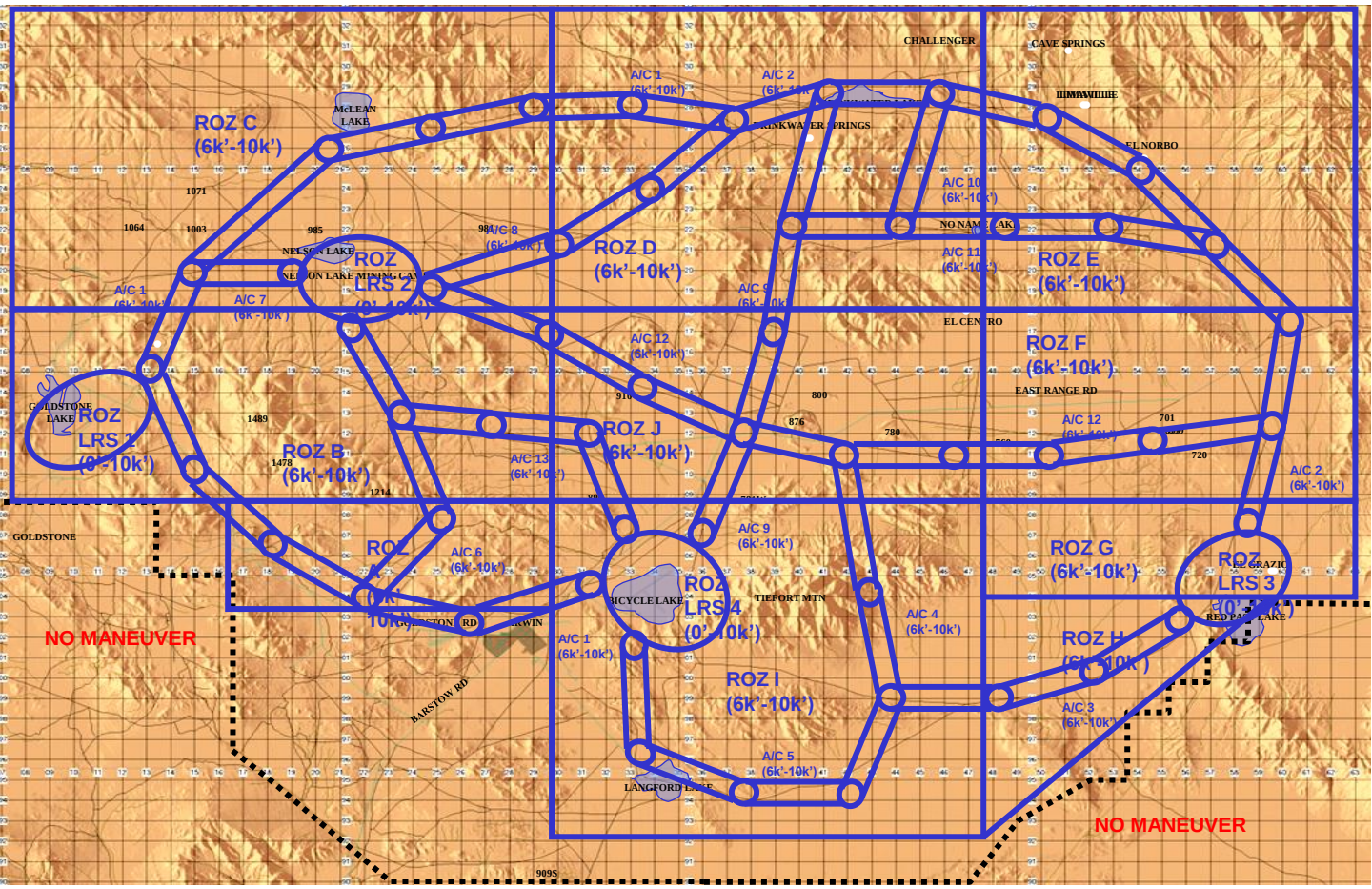
TOW Missile



Notes:
[1] Primary danger area is a 90° cone with the apex of the cone centered at the rear of the missle launcher having a radius of 50 m. Serious casualties or fatalities are likely to occur to any personnel in this area during firing. Hazards include launch motor blast, high noise levels, overpressure and debris.
[2] Caution area 1 is an area extending radially from each side of the primary danger area to the firing line with a radius of 50 m. Permanent hearing damage could occur to personnel in this area during firing. The hazards are high noise levels and overpressure.
[3] Caution area 2 is an extension of the primary danger area with same associated hazards and personnel protection required. The radius of this area is 75 m.
[4] The 200-m zone is area *F* perimeter for aerial firings 15.25 m AGL and above.

Figure 15–2. SDZ, area *F*, for firing basic TOW, improved TOW, TOW 2A, and TOW 2B missiles

A2C2 Planning for TUAV



LRS ROZs established at all potential launch and recovery sites from 0' to 10,000'.

Shadow TUAV ROZs and Air Corridors are established at 4,000'-10,000' (with optimal altitude being 8,000'-10,000') throughout SBCT battlespace to provide greatest flexibility for TUAV operations.

Raven UAV ROZ and Air Corridors are established at 250'-500' throughout SBCT battlespace along with standard launch/recovery points within each ROZ.

Informal ACAs (lateral separation) are established to deconflict airspace for indirect fires and / or joint attack assets.

24-Hour ahead A2C2 Request Submissions are due

Definitions:
ROZ: Restricted Operating Zone – Airspace of defined dimensions, designated by the airspace control authority, in response to specific operational situations/requirements within which the operation of one or more airspace users is restricted.
ACA: Airspace Coordination Area – A three dimensional block of airspace in a target area, established by the appropriate ground commander, in which friendly aircraft are reasonably safe from friendly surface fires. It may be formal or informal.

Troop Leading / Planning Procedures

TLP

1. RECEIVE MISSION FROM TROOP COMMANDER
2. ISSUE WARNO
3. MAKE TENTATIVE PLAN
4. INITIATE MOVEMENT
5. CONDUCT RECONNAISSANCE
6. COMPLETE PLAN
7. ISSUE ORDER (OPORD/FRAGO)
8. SUPERVISE AND REFINE

IPB

1. BATTLEFIELD AREA EVAL
   - AREA OF OPERATION
   - AREA OF INTEREST
2. TERRAIN ANALYSIS
   - MCOO
   - CIVILIAN CONSIDERATION
3. WEATHER ANALYSIS
4. THREAT ANALYSIS
   - DOCTRINAL TEMPLATE
   - THREAT DATABASE
   - IO message/theme
5. THREAT INTEGRATION
   - SITUATION TEMPLATE
   - EVENT TEMPLATE = DRIVES RECON EFFORT
   - DECISION SUPPORT TEMPLATE

CIVILIAN CONSIDERATION
- POPULATION CHARACTERISTICS
- ETHNICITY
- TRIBAL AFFILIATION

ESTIMATE OF THE SITUATION

1. **MISSION ANALYSIS**
   - MISSION AND INTENT OF THE CDR
   - ID CONSTRAINTS / LIMITATIONS
   - ID SPECIFIED AND IMPLIED TASKS (THESE ARE TASKS TO SUBORDINATE ELEMENTS OR COORDINATING INSTRUCTIONS IN YOUR ORDER
   - ID MISSION ESSENTIAL TASKS
   - WRITE YOUR RESTATED MISSION STATEMENT

2. **ANALYZE SITUATION AND DEVELOP COAs**
   - METT-TC

MISSION = WHAT YOU WERE TOLD TO DO
TERRAIN = BASED ON IPB (OAKOC)
   - OBSTACLES - NATURAL AND EMPLACED
   - AVE OF APPROACH - FRIENDLY AND ENEMY
   - KEY TERRAIN - WHERE AND HOW USED
   - OBSERVATION/FoF - WHAT CAN YOU SEE, WHO CAN SEE YOU?
   - COVER/CONCEALMENT - FRIENDLY & ENEMY
   - WEATHER - EFFECT ON OPERATION

ENEMY = RECENT ACTIVITIES, COMPOSITION, CAPABILITIES, LOCATION, ATTACHMENTS
TROOPS = YOUR CONDITION, ATTACHMENTS
TIME = FROM NOW UNTIL SP, UNTIL EOM

   - FRIENDLY vs ENEMY CAPABILITIES
   - DEVELOP COAs (could be SOP or drill)

DETERMINE DECISIVE POINT AND TIME = MAIN EFFORT
DETERMINE RESULTS TO BE ACHIEVED AT DP = COMMANDER'S INTENT
DETERMINE ESSENTIAL TASKS = TASK & PURPOSE
ID FORCE REQUIREMENTS TO ACCOMPLISH MISSION (DRIVES TASK ORGANIZATION)
ASSIGN C2 Qs
COMPLETE TASK ORGANIZATION
ASSIGN CONTROL MEASURES = C2, GRAPHICS, TIMELINE

** RESULTS IN COA SKETCH: TO, MISSION STATEMENT, CONCEPT PARAGRAPH (EXPANDS PURPOSE, DESIGNATE DP & M/E, DESCRIPTION OF MISSION ACCOMPLISHMENT), SKETCH, LEGEND

3. ANAYLZE COAs = WARGAMING (SYNCH MATRIX)

Fundamentals of Reconnaissance

A. Before Contact / Planning

1. Orient on the reconnaissance object
   - Enemy (SALT), Terrain (OCOKA), Infrastructure, Society
2. Ensure continuous coverage
   - conduct ISR before, during, and after all types of operations for all assigned NAIs
3. Maximize reconnaissance effort
   - integrate all asset to maximized effectiveness with nothing in reserve

B. Execution / After Contact

4. Gain and maintain contact
   - maintain contact using all available means (sensors, sound, and visual) handing over from one observer to the next
5. Report all information timely and accurately
   - report as you see: never assume, exaggerate, distort, or interpret
6. Develop the situation
   - continue to maneuver to gain information and set conditions
7. Retain freedom of maneuver
   - don't get fixed by the enemy and maintain the ability to react to any situation

Commander's Intent

Focus (Recon Objective)

1. Enemy
2. Terrain
3. Infrastructure
4. Society

Tempo

1. Level of Covertness: Stealthy vs. Forceful
2. Level of Detail: Deliberate vs. Rapid
3. Level of Force: Discreet vs. Aggressive

Engagement Criteria

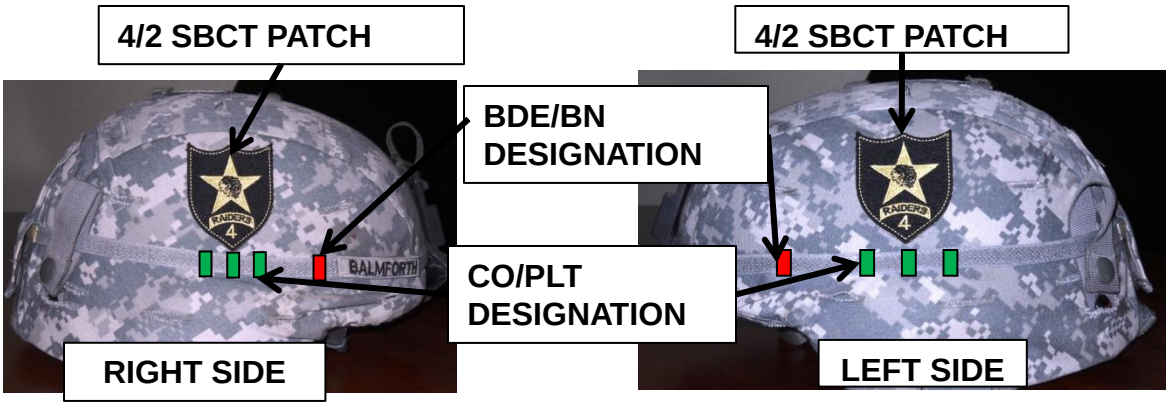
1. Size of force to bypass
2. Size to engage
3. Weapons use guidance (direct / indirect)

SQDN BATTLE RHYTHM

DATE	Daily Battle Rhythm as of 100900OCT 11		
	BDE	SQDN	TROOP
TIME			
0500		LOGPAC	
0530		NET CALL, GREEN 7, YELLOW 7, BLUE 3, COMSTAT, PERSTAT, LOGSTAT	
0600			LOGPAC
0630			OPFOR SET
0700	GREEN 7	GREEN 7	
0730			
0800	SHIFT CHANGE	SHIFT CHANGE	AM MISSION SP
0830			
0900	BLUE 3	BLUE 3	
0930	SUB		
1000	COMSTAT		
1030			
1100			AM MISSION RP
1130			AAR
1200	LOGSTAT/PERSTAT	LOGSTAT/PERSTAT	AAR
1230			TLPS
1300	RANGE UPDATES	RANGE UPDATES	
1330			OPFOR SET
1400			AFTERNOON MISSION SP
1430			
1500	RANGE CONTROL SYNCH	RANGE CONTROL SYNCH	
1530			
1600			AFTERNOON MISSION RP
1630			AAR
1700			LOGPAC/TLPS
1730			
1800			NET CALL, TCO ROLL-UP, BLUE 3
1830			OPFOR SET
1900			NIGHT MISSION SP
1930			
2000	SHIFT CHANGE	SHIFT CHANGE	SIGINT L/U
2030			
2100	BLUE 3/DAILY FRAGO	BLUE 3	NIGHT MISSION RP
2130			AAR
2200			AAR
2230			TLPS FOR AM MISSION/OC Linkup
2300			
2330			
2400			

SOLDIER & Equipment FIELD STANDARDS

MICH Helmet Standards



EXAMPLE: 3RD PLT, HHT, 2-1 CAV

a. The soldier's last name will be neatly printed/embroidered on the headband with black thread/ink using block capital letters. The name will be positioned so it is centered on the helmet when it is worn or worn 2 inches off centered to the left as worn when wearing NODs mounting bracket shown in Figure

b. All soldiers will sew their insignia of grade on the helmet cover, centered and 2 ½ inches up from the bottom lip of the helmet. The headband will be secured under the NODs mounting bracket in front and through the eye pro retaining straps in the rear of the ACH shown in Figure 1. Nothing else will be sewn or written on the helmet or head band. Soldiers will not place metal pin-on rank on their helmet.

c. All soldiers will have two one inch by 3/8 inch pieces of fluorescent tape sewn to the camouflage band. The fluorescent tape will be machine sewn to the outside of the back of the camouflage band and centered on the back of the helmet.

d. Soldiers will not place scorecards, nails, or other articles under the head band.

e. There are only three authorized configurations for the ACH shown in Figure 2: stripped ACH with NVD mounting bracket (see figure 1), ACH with NVD mounting bracket and protective goggles mounted (see figure 2), ACH with NVD mounting bracket with NVD mounted (see fig. 2 for an example).

IBA Standards

REAR: OFFICER LDR

REAR: NCO LDR

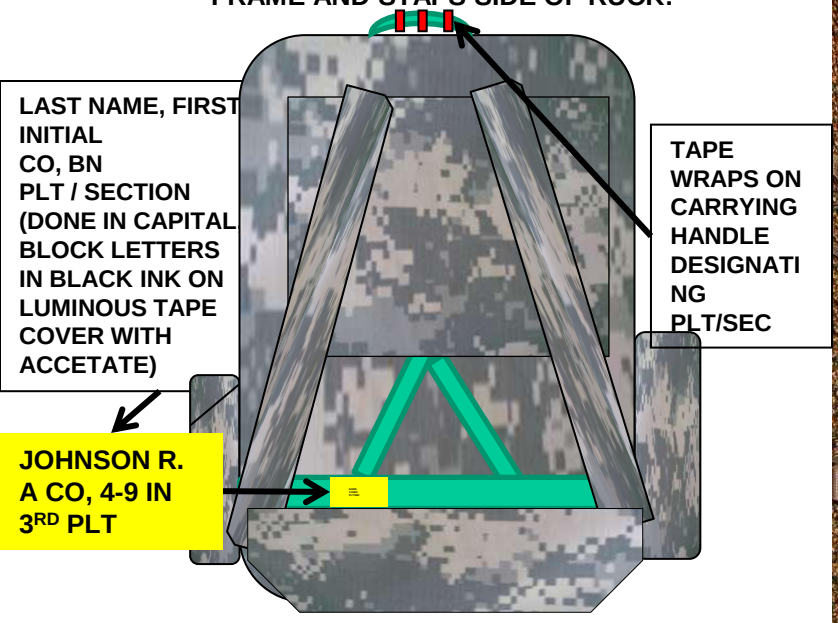
I. INTERCEPTOR BODY ARMOR (IBA):

Soldiers will wear Body Armor when participating in all tactical training and weapons firing ("Train as You Fight"). When worn, the nametape will be sewn on the wearer's left side at a level which approximates the same height of the pocket found on the ACU jacket. The soldier's rank will be placed centered and directly above the nametape with no space between the two (see fig. 3). The IBA will be worn with the groin and throat protectors attached; the throat protector may be snapped to either the first or second snap but will always be snapped in the front position. Snapping the throat protector in the reverse position behind the neck is not authorized.

m. MOLLE RUCKSACK AND ASSAULT PACK:

All Rucksacks will have a nametape sewn on the outside of the flap to the main compartment (see fig. 4). A nametape will also be sewn on the assault pack (see fig. 5). Placement of all additional items such as the e-tool, canteens, sleep mat, and luminous ID tape, etc. will be at the discretion of the Troop Commander (see fig. 4 for an example). Troop Commanders and First Sergeants will ensure that all troopers are deployed/formed/moving in the same uniform and are in accordance with all appropriate regulations.

FRAME AND STAPS SIDE OF RUCK:



(EXAMPLE SHOWN IS 3rd PLT, A CO, 4-9 IN)

n. LBE:

The LCE/LBV **(Fighting kit)** will consist **of ammo pouches** attached and placed to carry the troopers basic load (210 rds), **two quarts of water** in canteen carrier or a camelback and a **first aid kit**. The placement of magazines will be the firer's preference to facilitate access and speed during magazine changes. The Trooper has the option of wearing magazines, first aid kit and canteens attached to IBA (see fig 6) or LBV worn over the IBA with all required gear (see fig 7). A name tape will be sewn on the rear drag handle of the LBV (see fig. 7).

MOLLE GEAR STANDARD (cont.)

LBV Optional

FIG. 6

FIG. 7

COLD WEATHER GEAR

o. EXTENDED COLD WEATHER CLOTHING SYSTEM (ECWCS) GORTEX JACKET:

The Gortex rain suit and Gortex cold weather parka and trousers are the standard outer garments during in climate weather worn in field or garrison. The Gortex jacket (ECWCS) may be worn in lieu of the field jacket when wearing the ACU. When worn, the gortex jacket will be zipped and snapped and all pockets will be snapped. Soldiers will sew their name on the flap of the left sleeve pocket flap of the Gortex Jacket; ¼ inch above the bottom of the flap and centered left to right on the flap IAW AR 670-1 (see fig. 9). The nametape will be 3 ½ inches long, ½ inches wide, and the name will be embroidered in ¼ inch black block lettering. Insignia of rank will be worn, either pin on or embroidered on two-inch green, on the front tab of the Gortex jacket. Leadership tabs will be worn in accordance with AR 670-1. Soldiers who have had previous cold weather injuries will wear a white band on the center tab. This white band will be the same size as the leadership tab (Corps standards Handbook page 28).

FIG. 9

p. COLD WEATHER GEAR:

Cold weather underwear will be worn IAW regulations and in keeping with the requirements of military appearance, safety, and health. As a general rule, any issued or commercially available long underwear is authorized for wear, provided that when worn, the underwear is not seen outside the standard uniform IAW AR 670-1.

q. GLOVES:

Troopers may wear gloves, wool scarves, and neck gaiters. When wearing these items in formation all troopers will be in the same uniform. Fingerless gloves will not be worn in uniform. Black, brown, or green inserts will only be worn inside black leather shells. Black commercial gloves or Nomex gloves are the only authorized outer gloves for wear with the ACU uniform (see general guidelines below).

Hydration System

UNIFORM	UNIFORM	UNIFORM
DUTY (ACU)	DUTY (ACU)	ARMY IPFU
ITEM: Black gloves (issue) or commercial design W/O brands	**ITEM:** NOMEX GLOVES, BLACK, GREEN, OR TAN (issue) worn with ACU	**ITEM:** Black gloves (standard issue) or commercial design W/O brand names
HOW WORN: Carried in hand or worn	**HOW WORN:** Carried in hand or worn	**HOW WORN:** Carried In hand or worn

r. CAMELBACKS/HYDRATION SYSTEMS:

Camelbacks are authorized for use during PT, training, details, foot marches, and tactical operations only. The camelbacks will be of CAMO-colored material pattern that does not conflict with the ACU uniform. The tube will be covered and worn over the non-firing shoulder. They may be worn with the field uniform and on the outside of the PT uniform while conducting physical activity. They will not be worn in post facilities, to include dining facilities or as a general rule not in the garrison environment unless authorized by the Commander. When worn in formations, all Troopers wearing camelbacks/hydration systems will be in the same uniform and be equipped with systems. Camelbacks will have a name tape sewn on the wearer's left strap (see fig. 10).

FIG. 10

Uniform Standards (cont.)

s. EYE PROTECTION:

Ballistic eye protection will be worn during all weapons firing exercises, rotary wing operations, while riding in all tactical military vehicles, and any other training events or in a field environment. The types of ballistic eye protection authorized for wear are as follows: Wiley-X, Bolle Goggles, black Oakley M-frames, Oakley ballistic goggles, or any Squadron issued eye protection. Regular prescription eyeglasses or sunglasses, colored or mirrored, reflective lenses will not be authorized. Laser protective lens may be worn as required.

t. FOOT MARCH UNIFORMS:

Two uniforms can be worn for foot marches:

(1) Tactical foot marches: All troopers will be in complete tactical gear to include helmet and LBE and body armor (i.e. weapon and P-mask, Commander's call). The patrol cap may be substituted for the helmet based on METT-TC (e.g. non-tactical foot marches).

(2) Conditioning marches: The Army PFU (summer or winter) will consist of, boots with black socks, LBE or assault pack system may also be worn. When in formations, all Troopers will maintain uniformity regardless of uniform versions (1) or (2). Special care will be taken to ensure reflective belts are placed on rucksacks in a conspicuous position so as to be seen and in a uniformed manner.

u. UNIFORM STANDARDS DURING DEPLOYMENTS:

Our ability to set a standard for uniforms and equipment and enforce the standard is a clear indication of a well-disciplined unit. Troop Commanders and 1SGs are responsible for establishing the proper discipline climate and uniform standard for troopers at all times. The following guidelines apply to all elements of this squadron during deployments:

The chain of command will specify the uniform, based on METT-TC operational and logistical considerations, and safety concerns (care must be taken not to resort to expediency rather than operational concerns).

While on or off duty, individual Troopers will comply with all uniform requirements. Guard personnel will be fully outfitted in uniform appropriate for the duties of protecting the force. METT-TC, operational and logistics constraints, and safety concerns may have an impact on wear of: ballistic helmet/patrol cap, IBA, eye protection, etc. The deployment PT uniform is PFUs. Either running shoes or boots may be worn. The reflective belt will also be worn.

w. LEADERSHIP TABS:

All designated leaders from squad to Squadron level will wear green leadership tabs on all applicable uniforms (Gortex, Class A's, etc.). The tabs are a visible symbol of leadership authority and responsibility.

Uniform Standards (cont.)

x. PATROL CAP

The patrol cap (PC) may be substituted for normal wear with the duty uniform when the unit's Chain of Command determines the beret may become damaged or excessively soiled or the operational environment is tactical and permissive, i.e. M/P for command maintenance and tactical foot marches. The decision to wear the PC is the Commanders call not an individual decision. Enlisted soldiers will wear subdued rank. Officers will wear non-subdued insignia centered on the cap. The cap will be worn straight on the head so that the cap band creates a straight line around the head, parallel to the ground. The cap will not be blocked or rolled. The cap will be kept clean and serviceable at all times. Only Army issue type PCs may be worn, **NO BOONIE CAPS!** The standard for sewing on patrol cap is: Rank sewed IAW 670-1, standard name tag will be sewn centered on the back of soft cap, placed at a point centered on the lower seam of the patrol cap (see fig. 11). Reflective tape may also be worn and sewn on patrol cap IAW Troop SOP.

FIG. 11

y. MICROFLEECE CAP:

The microfleece watch cap will not be worn under the helmet or while performing indoor field duty. It may be worn as a sleeping cap, but will be packed away before the start of the field duty day. The issued RFI Microfleece Cap (Foliage Green) may be worn underneath the Kevlar/ACH Helmet but must be removed when the Helmet is not worn. The Microfleece Cap will not be worn as a substitute for the Helmet or Patrol Cap.

z. FIELD JACKET:

When wearing the field jacket, do not fold the ACU shirt collar over the field jacket. Ensure field jacket pockets are snapped. Do not put items such as hats, gloves, etc, in the shoulder loops of the field jacket. Non-issue jackets and coats are not authorized for wear (i.e. tanker jackets, poncho jackets, etc.). The field jacket may be worn with the ACU, food service, or hospital uniform. The wearing of a military field jacket with civilian clothes is prohibited. The leadership tab and insignia of rank will be worn in accordance with AR 670-1. All troopers with previous cold weather injuries will wear a white band (engineer tape) on the right shoulder epaulette. This white band will be the same size as the leadership tab (Corps handbook page 28.

Uniform Standards (cont.)

aa. NECK GAITER:

The brown/black neck gaiter is not authorized for wear either in the duty uniform or physical fitness uniform. It is only authorized during field training exercises during cold weather conditions. There are several ways to wear the neck gaiter; however, it must present a military appearance when worn. The neck gaiter will be pulled up over the head and ears from the neck. The neck gaiter will be worn properly and will not be worn as outer headgear indoors or outdoors. NOTE: Commanders may dictate when soldiers are authorized to wear the neck gaiter based on weather conditions and type of activities being performed.

ab. TOTE BAGS:

Soldiers may carry civilian gym bags, civilian rucksacks, or other similar civilian bags while in uniform, but not over the shoulder nor strapped across the body or back. Soldiers may carry these bags by hand, on one shoulder using a shoulder strap, or over both shoulders using both shoulder straps. If the soldier opts to carry a bag over one shoulder, the bag must be carried on the same side of the body as the shoulder strap; therefore, soldiers may not carry the bag slung across the body with the strap over the opposite shoulder. If soldiers choose to carry a shoulder bag while in uniform, the bag must be black, ACU universal pattern, or foliage green with no other colors and may not have any logos. The contents of the bag may not be visible; therefore, see-through plastic or mesh bags are not authorized. There is no restriction on the color of civilian bags carried in the hand. Issue style bags may be worn or carried as designed (i.e. ruck sack, assault pack, duffle bag, female purse). Official military photographers are exempt from this provision while performing official duties as a photographer. Backpacks may be worn with the uniform while operating a bicycle. Users are reminded that the bag policy applies only to bags purchased by soldiers for personal use. The commander governs use and/or wear of bags or rucksacks issued by the unit.

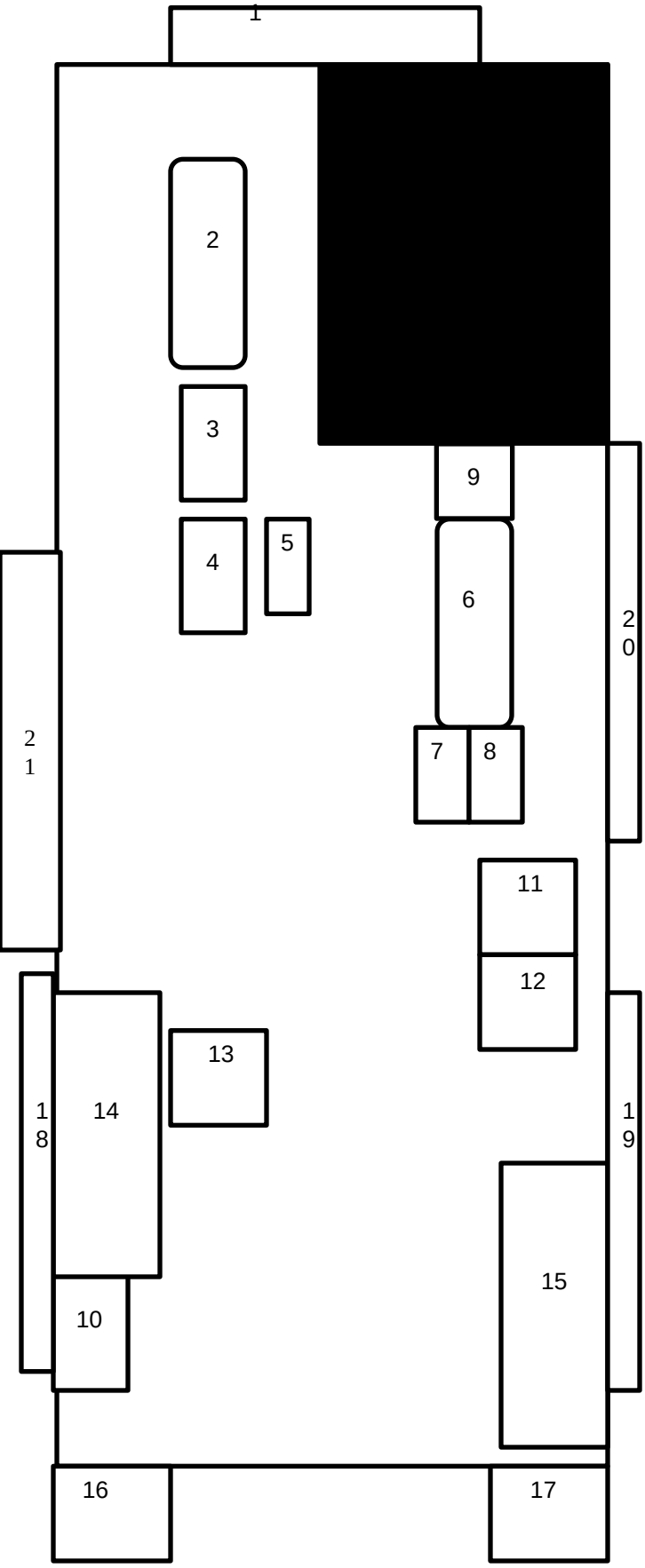
ac. USE OF CELLULAR PHONES AND OTHER ELECTRONIC DEVICES:

Soldiers will not wear or attach any electronic device to their physical person when in uniform and on foot in formation. Examples of this are an electronic phone-answering device attached to the ear and a walkie-talkie type hearing device. The ONLY exception to this rule is the use of a cellular phone “hands-free” device used while in a Personally Owned Vehicle (POV). Soldiers are authorized the purchase and use of cellular phones. One electronic device is authorized for wear on the uniform, in the performance of official duties. The device may be either a cell phone or pager – not both. The device must be black in color and may not exceed 4x2x1 inches or standard government issued. Devices that do not comply with these criteria may not be worn on the uniform and must be carried in the hand, in a bag, or in some other carrying container. Cellular phones are prohibited from use when operating a Military vehicle as the primary driver. Hands-free devices may be used when operating a POV. Driving and talking on a cell phone which requires the use of the hands is prohibited.

ad. BLACK FLEECE JACKET:

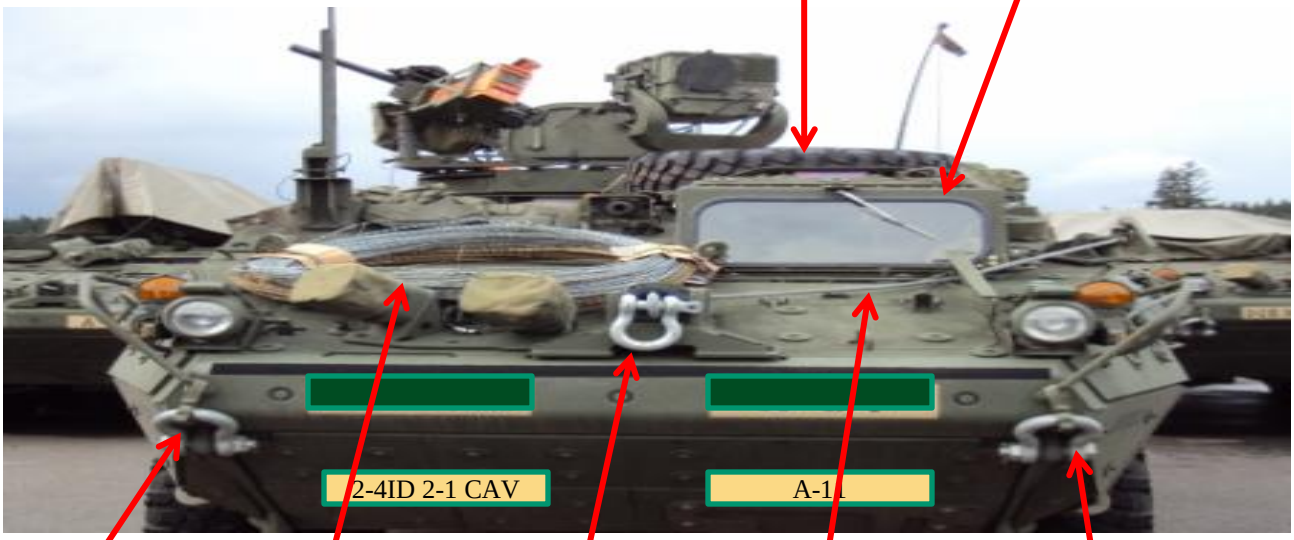
Soldiers may only wear the Black Fleece Jacket as an outer garment when in a field environment only. The black long sleeve silk weight (ninja suit) may only be worn underneath the tan undershirt. The thumb hooks may be used only in a field environment with gloves worn over them. They may not be used in a Garrison environment.

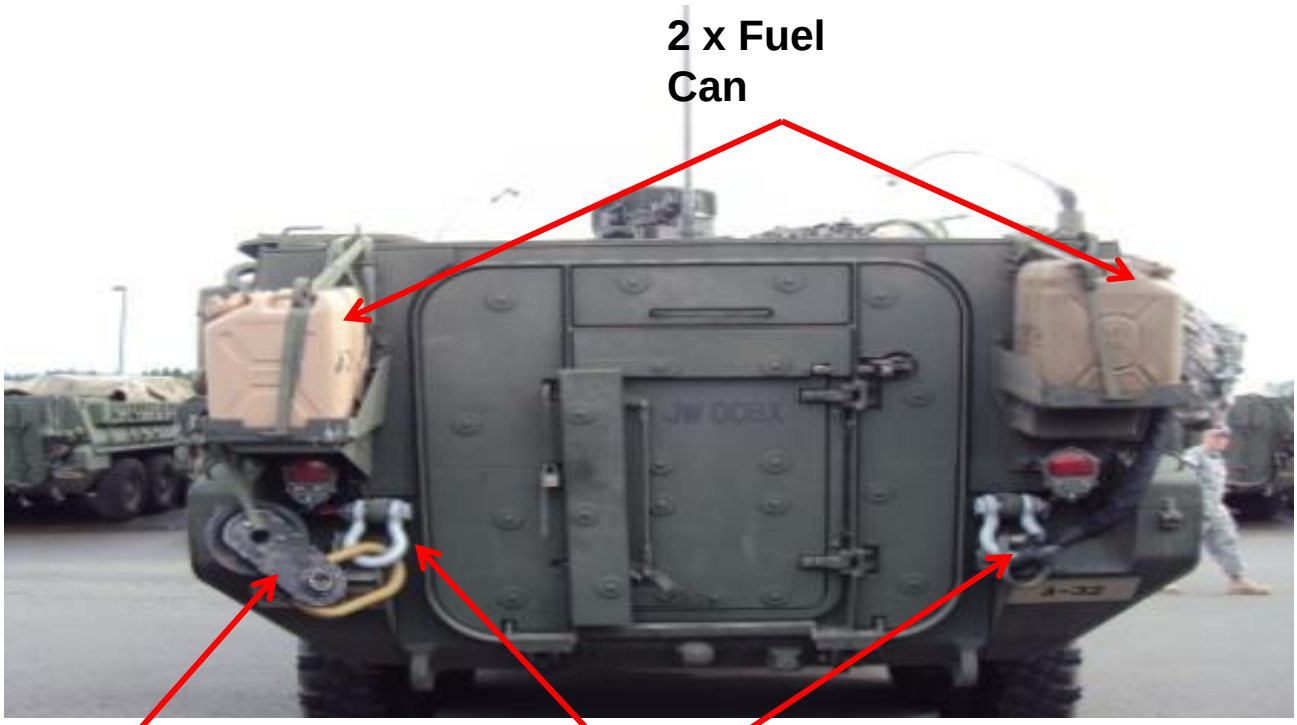
TA-50 Layout Standards

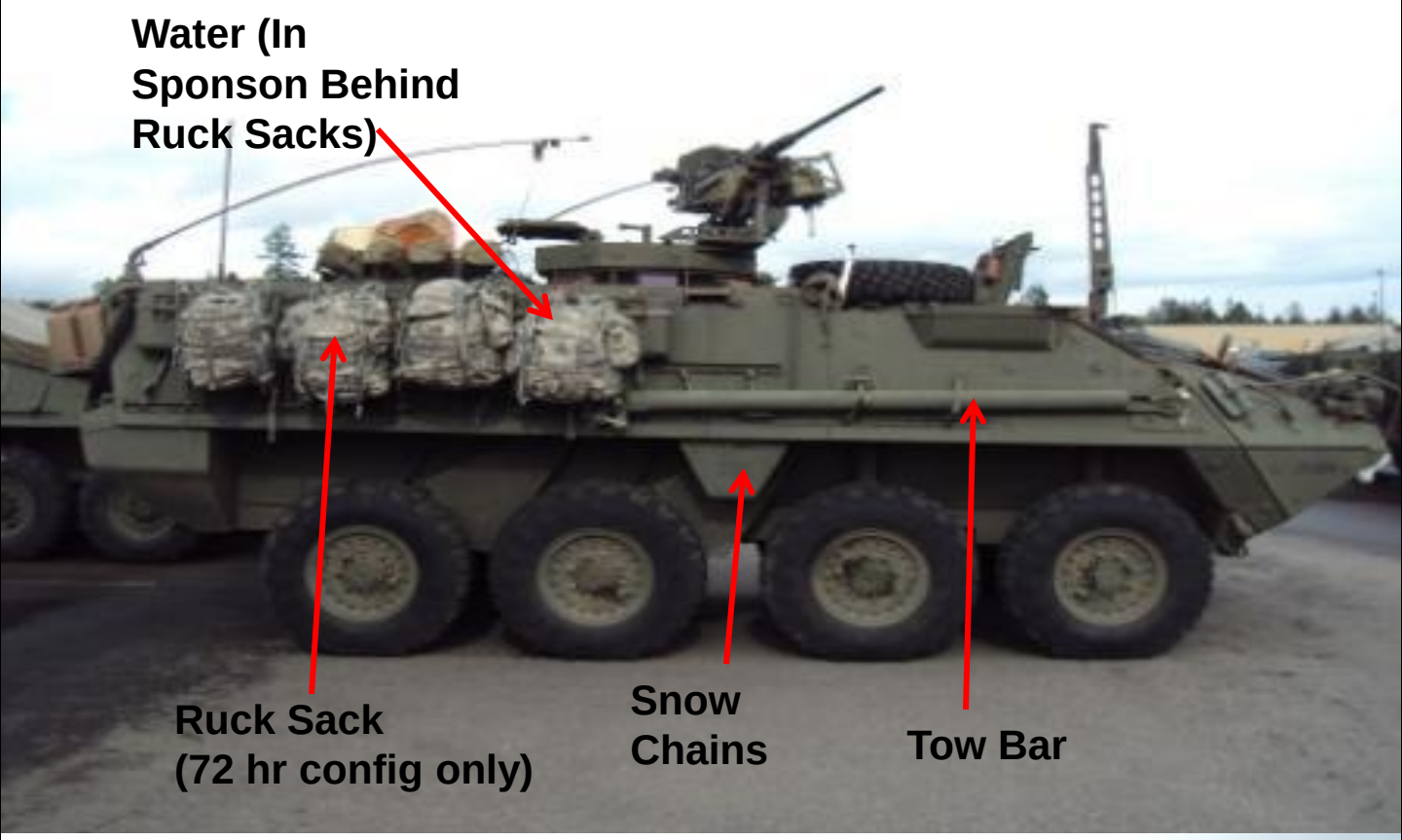


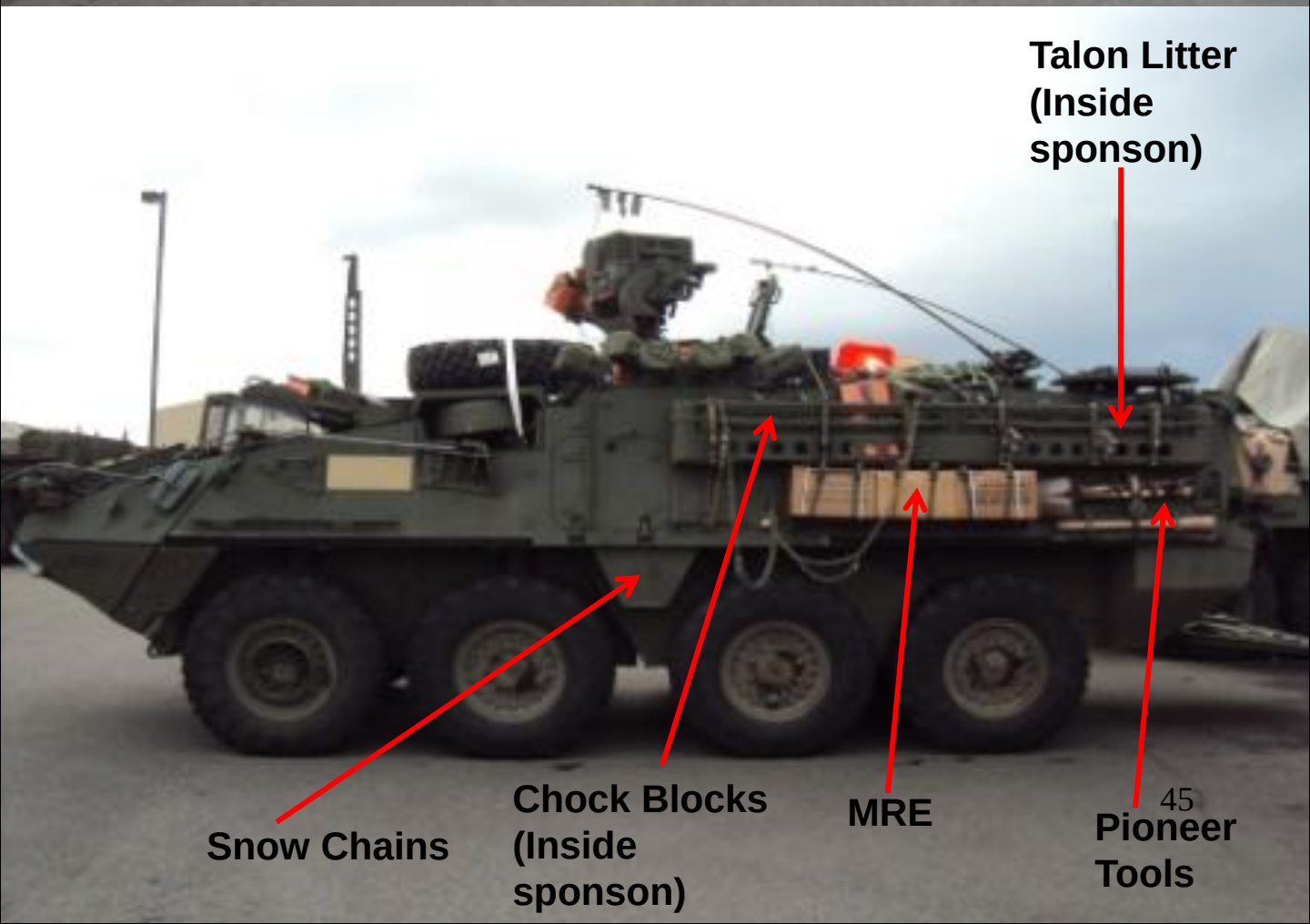
Blackhawk Load Plan

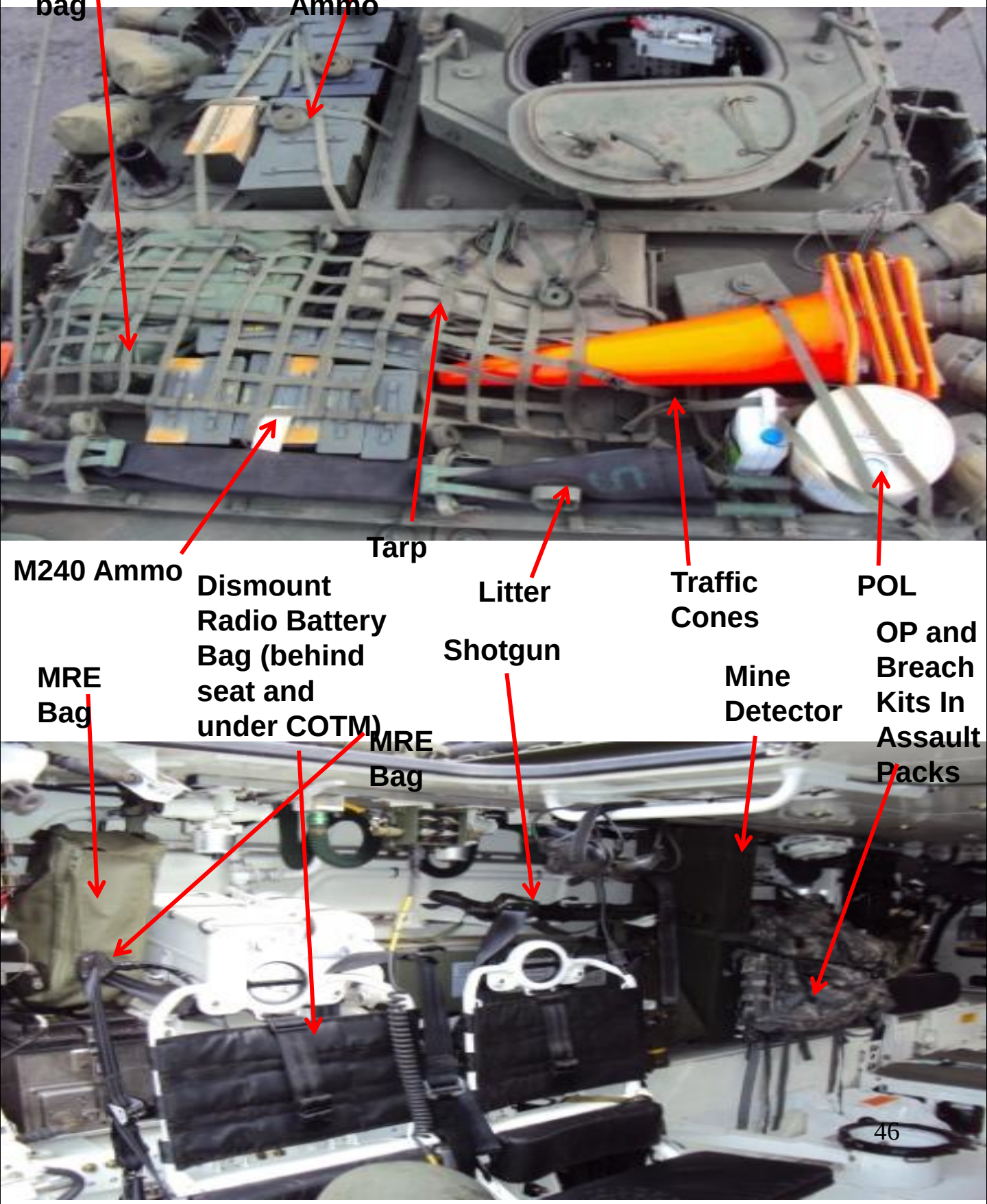
1. TOW ROPE
2. DRIVER SEAT
3. FIRE BLANKET
4. COOLING VEST
5. TOOL BAG
6. GUNNERS SEAT
7. GUN COVER
8. RANGE FLAGS
9. GUNNER STORAGE BAG
10. GUNNER STORAGE BAG
11. EMERGENCY AIR HOSE
12. VEHICLE RECOVERY KIT BAG 1
13. VEHICLE RECOVERY KIT BAG 2
14. IMPACT WRENCH
15. FIRST AID SUPPLIES
16. FUELS CANS
17. WATER CANS
18. PIONEER TOOLS
19. LITTER
20. TOW BAR
21. Ruck Sack Stowage


Spare Tire
Windshield Raised
2-4ID 2-1 CAV
A-1
30 ton Shackle
2-4 x RL C-Wire
10 ton Shackle
Winch Cable Played
30 ton Shackle

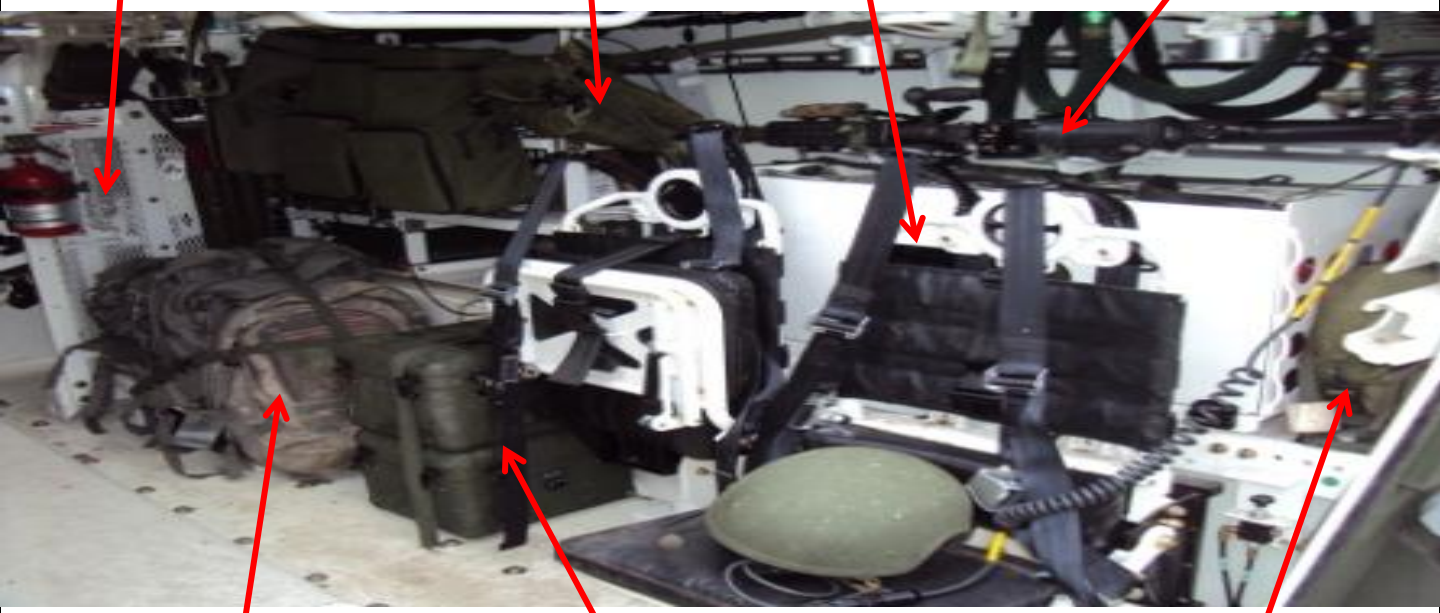

2 x Fuel Can
Snatch Block
30 ton Shackle


Water (In Sponson Behind Ruck Sacks)
Ruck Sack (72 hr config only)
Snow Chains
Tow Bar


Talon Litter (Inside sponson)
Snow Chains
Chock Blocks (Inside sponson)
MRE
Pioneer Tools

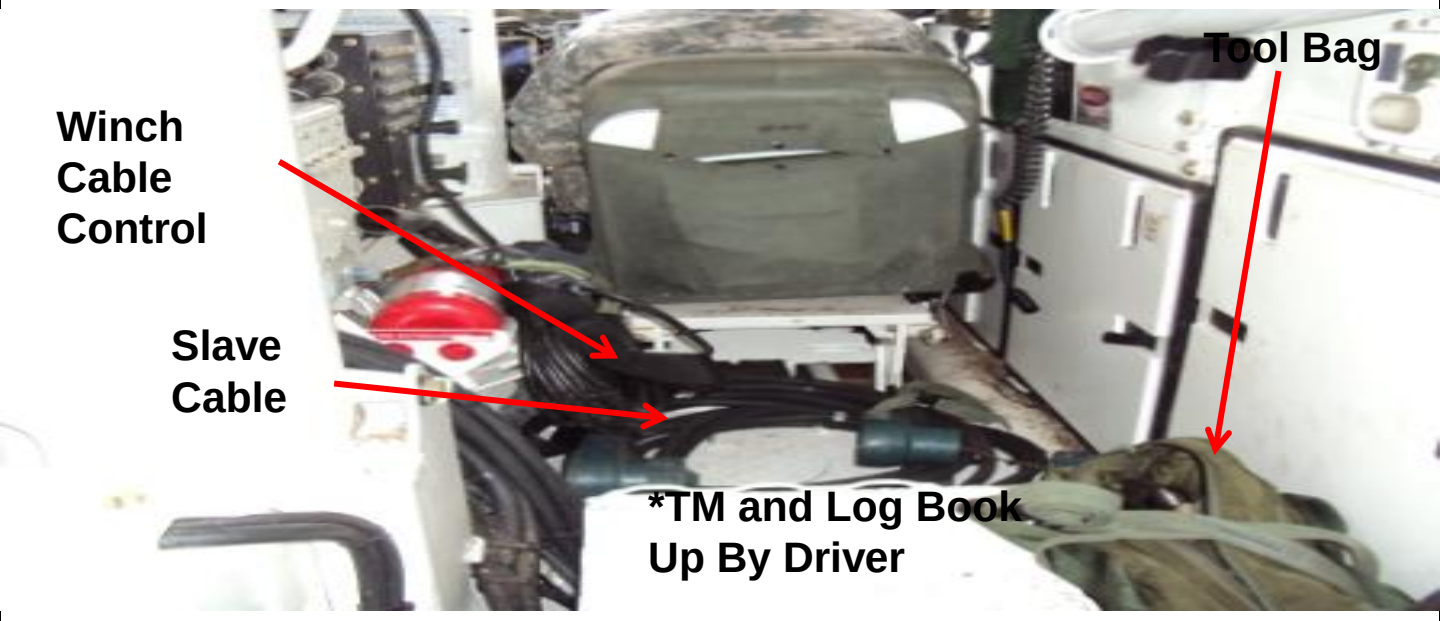

Vehicle Recovery bag
Main Gun Ammo
M240 Ammo
Dismount Radio Battery Bag (behind seat and under COTM)
Tarp
Litter
Traffic Cones
POL
MRE Bag
MRE Bag
Shotgun
Mine Detector
OP and Breach Kits In Assault Packs


Dismount Radio Battery Bag (behind seat and under COTM)
Shotgun
MRE Bag
Mine Detecto r
OP and Breach Kits In Assault Packs


.50 Cal Spare Barrel (in cage)
Dismount Radio
PAS-13 and other SI
M240 w/ Tripod
Additional Packs
LRAS Dismounted Battery Boxes
CLS Bag

CLU

Wire Gloves, Warning Triangles, Tire Repair Kit



Winch Cable Control

Slave Cable

Tool Bag

***TM and Log Book Up By Driver**

Assault Pack

LRAS Tripod

Air Hose

Liaison Coordination Checklist (LNO)

1. **LNO- Liaison Officer**
Liaison- 1, the contact maintained between military and organizational units: 2, a person who maintains such contact.

Liaison is the contact or intercommunication maintained between elements of military forces to ensure mutual understanding and unity of purpose. Liaison helps reduce the fog of war through direct communications. It is the most commonly employed technique for establishing and maintaining close, continuous, physical communication between commands. Liaison provides senior commanders with relevant information and answers to operational questions. It ensures they remain aware of the tactical situation.

2. The 2-1 CAV LNO
• The LNO is the personal representative of Blackhawk 6. He must be able to…
    • Understand how his commander thinks.
    • Interpret his commander's messages.
    • Convey his commander's vision, mission, and concept of operations and guidance.
    • Represent his commander's position.

    The LNO's professional capabilities and personal characteristics must encourage confidence and cooperation with the commander and staff of the receiving unit. He must…
    • Be thoroughly knowledgeable of the sending unit's mission and its tactics, techniques, and procedures (TTP); organization; capabilities; and communications equipment.
    • Understand the sending headquarters' current and future operations and his commander's mission, intent, concept of operations, and critical activities.
    • Be familiar with doctrine and staff procedures of the receiving unit's headquarters.
    • Understand the receiving unit's procedures, organization, capabilities, mission, and customs.
    • Be familiar with the requirements for and the purpose of liaison; the liaison system, and its corresponding reports, reporting documents, and records; and the training of the liaison team.
    • Possess necessary language expertise

(LNO) cont.

Before Departing the Sending Unit

_____ 1. Do you understand what the commander wants the receiving commander to know?
_____ 2. Did you arrange for a briefing from operations, intelligence, and other staff elements concerning current and future operations?
_____ 3. Did you verify the receipt of and do you understand the tasks your staff has given you?
_____ 4. Did you obtain the correct maps, traces, overlays?
_____ 5. Did you arrange for transport, communications and cryptographic equipment, codes, and signal instructions, and for their protection and security?
_____ 6. Did you arrange for replacement of these items, as necessary?
_____ 7. Did you arrange for the departure of the liaison party?
_____ 8. Did you complete route-reconnaissance and time-management plans so that you will arrive at the designated location on time?
_____ 9. Did you ensure that liaison personnel and interpreters have security clearances and access appropriate for the mission?
_____ 10. Did you verify that the receiving unit received the liaison team's security clearances and that the receiving unit will grant access to the appropriate level of information the mission requires?
_____ 11. Did you verify courier orders?
_____ 12. Do you know how you are to destroy the information you are carrying in an emergency, in transit, and at the receiving unit?
_____ 13. Do you have signal operating instruction (SOI)? (Do you know the challenge and password?)
_____ 14. Did you inform your headquarters of when you will leave, what route you will take, when you are to arrive and, when known, the estimated time and route of your return?
_____ 15. Did you pick up all correspondence designated for the receiving headquarters?
_____ 16. Did you conduct a radio check? (Have current and next fill?)
_____ 17. Do you know the impending moves of your headquarters and of the receiving headquarters?
_____ 18. Did you bring automation or computers to support your operation?
_____ 19. Did you pack adequate supplies of Class I and III for use in transit?

During the Liaison Tour

_____ 20. Did you arrive at least two hours before any scheduled briefings?
_____ 21. Did you check in with security and complete any required documentation?
_____ 22. Did you present your credentials to the CofS (XO)?
_____ 23. Did you arrange and receive an "office call" with the commander?
_____ 24. Did you meet the coordinating and special staff officers?
_____ 25. Did you notify your own headquarters of your arrival?
_____ 26. Did you deliver all correspondence designated for the receiving headquarters?
_____ 27. Did you visit staff elements, brief them on the situation of your unit, and collect information from them?
_____ 28. Did you annotate on all overlays the security classification, title, map scale, grid intersection points, date-time group (DTG) information, DTG received, and from whom received?
_____ 29. Did you pick up all correspondence for your headquarters when you left the receiving unit?
_____ 30. Did you inform the receiving headquarters of when you would depart, what route you would take, and when you expect to arrive at the sending unit?

After Returning to the Sending Unit

_____ 31. Did you deliver all correspondence?
_____ 32. Did you brief the CofS (XO) and the appropriate staff elements?
_____ 33. Did you prepare the necessary reports?
_____ 34. Did you clearly state what you learned from the mission?
_____ 35. Did you clearly state what you did NOT learn from the mission?

Public Affairs/Media Guidance (PAO).

General Talking Points

• 2-1 CAV, 4-2 SBCT is an operationally ready force capable of deploying anywhere in the world.
• 2-1 CAV, 4-2 SBCT is an expeditionary force that fills the gap between the light infantry forces and the heavy armor and mechanized forces
• We serve as a bridge to the Army's future force
• We test new equipment and provide valuable Tactics, Techniques and Procedures (TTPs) to the Army.
• The Stryker vehicle provides mobility, speed, range, protection and firepower.
• The Stryker is a capabilities platform that provides unparalleled situational awareness down to the squad leader level.
• The most lethal part of the Stryker is the infantry squad or cavalry section that comes out of the back.
• We "live on amber" and are prepared to fight anytime, anywhere.

Public Affairs Guidance

• Most importantly, only talk issues at your level and pay grade- Stay In Your Lane!!!
• You don't have to talk with the media if you don't want to but don't pass on the chance to talk about the great things your unit is doing.
• Never lie or say no comment. Explain why…If you feel like you can't comment or answer the question say, "I can't comment on that because it is sensitive, but what I can tell you is _____."
• Don't make off-the-record statements to reporters; everything is On-The-Record.
• Be brief, use simple language. Don't use acronyms or military jargon.
• Don't answer "What if" questions, speculate or give opinions.
• Don't say anything you wouldn't want to see in print or on TV.
• Don't editorialize your opinions about military or political leaders.
• Be in proper uniform.
• Know what you CAN'T talk about before conducting a media interview.
• Talk to your PAO about what you can and cannot write in your personal BLOG.

Media Ground Rules

➢All interviews are ON THE RECORD.

➢Media embedded with U.S. Forces are not permitted to carry personal firearms.

➢Embargoes may be imposed to protect operational security. Embargoes will only be used for OPSEC and will be lifted as soon as the OPSEC issue has passed.

➢Battlefield casualties may be covered by embedded media but Soldier identity must be protected IAW with DOD policy.

Other Information

➢If you believe classified information has been compromised and the media representative refuses to remove the information, notify your chain of command, the Bde PAO or IO ASAP. Soldiers MAY NOT confiscate any tape, film or other media equipment.

Risk Assessment Matrix

			PROBABILITY				
SEVERITY			FREQUENT	LIKELY	OCCASIONAL	SELDOM	UNLIKELY
	CATASTROPHIC	1	EXTREMELY				M
	CRITICAL	2	HIGH	HIGH		M	
	MODERATE	3	H	MEDIUM			
	NEGLIGIBLE	4	M	LOW			

SEVERITY (Expected Consequence)

CATASTROPHIC—Death or permanent total disability, system loss, major property damage

CRITICAL—Permanent partial disability, temporary total disability in excess of 3 months, major system damage, significant property damage

MARGINAL—Minor injury, lost workday accident, minor system damage, minor property damage

NEGLIGIBLE—First aid or minor medical Treatment, minor system impairment

PROBABILITY (Likelihood)

FREQUENT—Occurs often, continuously experienced

LIKELY—Occurs several times

OCCASIONAL—Occurs sporadically

SELDOM—Unlikely, but could occur at some time

UNLIKELY—Can assume it will not occur

Risk Management Worksheet Instruction

- Blocks 1-4. Fill out (Self-Explanatory)
- Block 5. ID Hazards—Review METT-TC for this mission/task
- Block 6. Assess Hazards—Refer to Matrix (next slide)
- Block 7. Develop Controls to reduce risk
- Block 8. Determine Residual Risk
- Block 9. Determine Mission/Task Risk—normally highest residual risk
- Block 10. Make Risk Decision or present to Risk Decision Authority
- Block 11. Implement Controls
- Block 12. Supervise
- Block 13. Evaluate effectiveness of controls when mission/task complete for future use

1.MSN/TASK:	2. DTG BEGIN: END:	1.DATE:
4. PREPARED BY:		

5. HAZARDS	6. INITIAL RISK LEVEL	7. CONTROLS	8. RESIDUAL RISK LEVEL	11. HOW TO IMPLEMENT	12. HOW TO SUPERVISE	13. CONTROLS EFFECTIVE

9. OVERALL RISK LEVEL AFTER CONTROLS ARE IMPLEMENTED (CIRCLE ONE) **LOW MODERATE HIGH EXTREMELY HIGH**	10. RISK DECISION AUTHORITY _____ LTC, AR, Jeffrey D. Peterson, Cmdr RANK/LAST NAME/ DUTY POSITION

1.5.27 RISK MANAGEMENT WORKSHEET

PCC Checklist

I. INDIVIDUAL

a. Uniforms & Equipment-Tied down and labeled IAW SOP
   a. ACU's to SOP & Boots
   b. Rigger belt
   c. Body Armor to SOP w/canteen or camel bak, medical kit, name and rank
   d. Casualty Feeder Card
   e. Flashlight w/ red lens batteries
   f. Earplugs
   g. Water in Camelback and canteens
   h. Gloves
   i. Helmet w/ cover, nod mount
   j. Goggles w/ cover
   k. Eye protection
   l. Knee pads
   m. Weapons w/ magazines-Sights operational w/ batteries, slings, lubed
   n. Protective Mask-assembled, stored properly
   o. Items on hands
      a. ID card & Tags
      b. Drivers license
      c. Watch on PLGR time
      d. Camouflage pack / stick
      e. Ind NODs operational with batteries
      f. Pen & Paper
      g. DA Form 1155 and 1156

b. Assault Pack .
   a. Serviceable
   b. Nametag / Cat Eyes Sewn on
   c. Weapons Cleaning Kit
   d. Packed IAW Packing List

c. MOLLE Ruck
   a. Serviceable
   b. Excess Straps Taped down
   c. Name on waterproof flap
   d. Packed IAW packing list

d. Leaders Equipment
   a. Map in case w/ graphics / overlay**,** Protractor
   b. Compass
   c. Water proof pens
   d. Utility Knife
   e. Water proof matches or lighter
   f. Report formats & urban recon sheets
   g. GTA cards
   h. 9 Line
   i. IR Strobe
   j. VS-17 Panel

a. Zip strips & EPW tags
b. Battle roster & sensitive items list

a. Team Equipment for Dismount Kits
   a. Binos, telescopes
   b. VS-17 Panel
   c. Chem Lights-All Colors
   d. M240B w/ M145, T&E, Spare barrel, tripod & PAS13B and PEQ-2
   e. CLU-w/battery
   f. CLS Bag
   g. CFF cheat sheet, Range Card, Report Formats
   h. PVS-6/MK-7

II. VEHICLE

- PMCS Complete, deficiencies annotated
- Load Plan Correct
- Fuel tanks & fuel cans topped off
- Water cans full
- LRAS operational, boresighted, communicates with FBCB2, dismount equipment present and operational
- MK19 / M2 .50 cal, lubed, Pre-Fire Checks complete, PAS-13 mount present, PAS-13B operational w/ batteries
- Class III-3 DOS all package products
- 72hrs of MRE's
- Crew serve weapons cleaning kit
- ITRT-Charged with Camera cord present

III. BII

- First Aid Kit Complete w/ rubber gloves
- Complete tool kit w/ red lens flashlight
- Warning triangles-complete and operational
- Fire extinguishers-sealed and inspected
- Cammo Nets & poles
- TM w/ 5988
- Log book complete w/ dispatch

IV. COMMO

- ANCD's filled
- Radios filled, freqs to SOP, PLGR time
- PLGR's operational
- Spare Batteries on hand
- Man packs are complete w/ field ant. Filled and PLGR time
- TM on hand & maintenance complete
- Pyro on hand
- FBCB 2 operational w/ overlay, messaging groups set
- Icoms-Batteries charged
- IV. NBC

a. Equipment
   a. M22-Operational with batteries
   b. VDR13-operational with batteries
   c. ANVDR2-oeprational
   d. 256 kits
   e. 295 kits
   f. 274 marking kits

V. Platoon equipment
- Demo kit complete
- Obstacle Breach kit w/ grappling hook
- Door Breach Tools
- Chainsaw operational
- Terrain model kit
- CHATS, camera, scanner
- Mine Detector-with batteries

VI. MISSION BRIEF-Soldiers should know platoon's role in the following
- Mission & duties
- Threat situations
- SP / LD time & location
- Formations & OOM
- Actions on Contact
- SIR / PIR / ROE
- Cold or Heat injuries &
- Disengagement criteria
- Indirect fire plan & overlay

Sensitive Site Exploitation PCI Checklist:

- ❑ **Clear plastic bags to be used to segregate & store evidence for prosecution or later exploitation.**
- ❑ **Permanent markers used to mark detainees and annotate information on containers of detainee property (Ensure # on individual is same as # on containers and detainees property)**
- ❑ **Latex or rubber gloves for handling detainees and evidence**
- ❑ **Flexi-cuffs, Duct tape or 550 cord to restrain detainees.**
- ❑ **Flexi-cuff cutters to cut flexi-cuffs.**
- ❑ **3" x 5" or 5" x 8" Index Cards.**
- ❑ **Blacked-out goggles, bandanas, bandages or other cloth to blindfold.**
- ❑ **Digital Cameras to document Captured Enemy Material (CEM) and Detainees for future processing.**
- ❑ **DD2745 (EPW capture tags) X 50**
- ❑ **DA 4137 (Evidence/Property Custody Document) X 50**

All detainees will be handled IAW the 5-S principles

❑SEARCH : Remove and tag all weapons and documents. Return to the EPW those personal items of no military value.

❑SEGREGATE: Break the chain of command; separate EPWs by rank, sex, and other suitable categories. Keep the staunch fighters away from those who willingly surrender.

❑SILENCE: Prevent EPWs from giving orders, planning escapes, or developing false "cover stories." Blindfold and flex cuff detainees immediately.

❑SPEED : Speed EPWs to the rear to remove them from the battle area and to obtain and use their information.

❑SAFEGUARD: Prevent EPWs from escaping. Protect all EPWs from violence, insults, curiosity, and reprisals of any kind.

SSE SQDN TTPs:

- ❑ **Number and photograph all detainee at scene of capture- individually and as a group (head with ID etc.)**
- ❑ **Number each detainee on the forehead and both hands, number the clear plastic bag that holds each detainees possessions with the same number**
- ❑ **Photograph all detainees (individually and collectively) with all evidence**
- ❑ **Bag and number all detainee possessions and photograph detainee with evidence in numbered bag.**
- ❑ **Blind fold detainees at all times except for photograph.**

Dismount OP Kit

- **Map of the area, with required graphic only.**
- **Compass.**
- **Communications equipment (wire and/or radio).**
- **Observation devices (binoculars, observation telescope, and/or NVDs).**
- **SOI extract.**
- **Report formats.**
- **Weapons (personal, crew-served, and/or Javelin; mines are included, if necessary).**
- **Seasonal uniform and load-bearing equipment (LBE).**
- **Appropriate NBC equipment to achieve the highest MOPP level prescribed in the OPORD.**

1.5.19 Consequence Management Package (CMP)

The CMP List consists of the following:

PRODUCT	QUANTITY
"PRESS BRIEFING AREA" Signs	**2 x Signs (in Arabic/English)**
Flash Lights	**2**
Light Sets (for night Ops, generator available)	**4**
100 Sandbags (LMTV)	**100 bags**
20 rolls of concertina wire (LMTV)	**20 rolls**
Pre-fabricated wooden barriers	**10**
Latex Gloves	**50**
Garbage Bags	**50**
Body Bags (US Casualties, only)	**6**
TRPs will ensure QRF TMs are equipped to move CMP if needed	

CONTACT: Mayor Ahkmed Al' Ashari		DTG: 161800MAR06	Copy 1 of 2

INTENDED OUTCOMES: Iraqi Police man 4xTCPs

BOTTOM LINE: Iraqi Police man 2xTCPs

STRATEGY: Convince the mayor that by requiring his police to conduct joint ops in town he will increase his sphere of influence.	CONTACTS INTENT: Increase his ability to be elected. Maintain Security so his shops/farm can survive .Increase town revenue potential

IO THEMES: We must promote a safe and secure environment with Iraqi Police/Government in the lead

Talking Points: • Small talk about recent success on his farm. • Security in his town will increase his power base. • • •	Order of Events: ▪ 1000: Small talk (Farm/Soccer) ▪ 1015: Business ▪ 1045: Close Out (Promises/Small talk) ▪ 1100: Exit
Possible Impasse Issues: Female Searches and separating family members at check points	Offers: Hire 50 police for $7,500 total; Provide 40 more weapons

Negotiations Points:
- Joint operations are needed to promote you taking control of this town. We will not be here forever.
- You need to establish strong support for the upcoming election.
-
-

BIO: - Stood up as mayor as US Forces arrived - 2 Sons in police force - Owns a date farm and fruit stand	Coord. Issues: - Money for Weapons - Link up with police	EXIT STRATEGY: - Respect the Call to Prayer - Noon Meal
Promises Made: (Previous MTG) - Provide 10 weapons for police - Provide 10 Motorolas for police	Promises Made: (Today)	Promises Kept: - Provide 10 weapons - Provide 10 Motorolas

Example Negotiation Preparation Sheet.

Negotiation TTPs.

1. Actions During a Negotiation

Leader Do's and Don'ts:

- Do know if the partner is a decision-maker
- Do finish on-time
- Do stay in your lane
- Do use an assistant to take detailed notes. Record at a minimum who speaks, what they offer, what they agree to, what you agree to, and atmospherics.
- Don't agree to any first offer at the table
- Don't ever lie, bluff, or make threats
- Avoid discussion of politics, religion, or "policy"
- Don't have side-bar conversations – considered rude
- Don't tell jokes – they do not translate well
- Don't look at your translator – look at your counterpart when you speak to them. Maintain eye-to-eye contact
- Don't rush off to the next meeting. Make the partner feel this meeting is the most important event in your day
- Don't promise anything beyond your ability to control.

Negotiation TTP's:

- Finish with a review of agreements made.
- Leader and assistant must be aware of all aspects of the meeting to include:
    - time management
    - changes in tone
    - discussion impasses
    - translator disposition
- Check your appearance, perceptions are critical (this applies to all soldiers present at the negotiation)
- Time management plan:
    - 25% casual, develop 'professional relationships'
    - 50% business
    - 25% closure and 'relationship' time
- Avoid slang, off-color humor, avoid jokes, avoid acronyms
- Emphasize win – win solutions
- Only shift to "win-lose" if all else fails
- 90% of all progress occurs away from the table

Negotiation TTPs cont.

An Interpreter Should:

- Translate your message word for word
- Uses same tone and inflection you use
- Speak in first person
- Present a professional appearance (well groomed)
- Speak for approximately the same length of time as you
- Understand military jargon and can translate
- Be prepared, know the general subjects / topics
- Be on time, at the right place for the negotiation

Interpreter TTP's:

- Rehearse them - Make them part of your team - Invest your time in them – know his religion, background, history of allegiances and conflicts
- Think before you speak and group your words in short, succinct bursts
- Using an interpreter will take extra time to get your message across – make sure you plan for it
- Interpreters get tired – plan periodic breaks
- Always try to take a second interpreter (Your note-taker can use this one)

2. Post-Negotiation Actions

- Leader and staff must conduct a post-negotiation hotwash – the sooner the better!
- Hotwash includes:
    - o Review of agreements made
    - o Outstanding issues captured
    - o Recommended next steps
- Leader and Staff discuss PIR/SIR that were collected during negotiation, linkage to other persons of influence, and the negotiation's affect on IO themes and campaign plan
- ID / announce taskings that result from hotwash

LOGPAC Checklist
CLS I
MREs 1.UGRs 2.Hot As 3.Mermits 4.Utensils 5.Other
CLS III
Fuel 1.POL
CLS IV
Barbed Wire 1.Concertina 2.Sandbags 3.Other
CLS V
5.56 1.5.56 linked 2.7.62 3.9mm 4.cal .50 5.40mm 6.40mm linked
CLS VI
Mail 1.Other
CLS VIII & IX
First Aid Pack Re-supply 1.Parts on hand as required to distribute
All Vehicles
Veh PMCS'd - Dispatched 1.Veh Crew – PCC all weapons 2.Aid & Litter Team Designated 3.Veh Recovery Team Designated 4.Strip Map – To all drivers 5.Convoy Brief IAW Squadron TACSOP

Squadron Fixed Call Signs

SECTION	CALLSIGN	TROOPS	CALLSIGN
SCO	Blackhawk 6	A TRP	Arrow
XO	Blackhawk 5	B TRP	Blackjack
CSM	Blackhawk 7	C TRP	Cherokee
S-3	Blackhawk 3	D Trp	Darkhorse
S-3 OPS / TOC	Blackhawk X-Ray	MICO	Undertaker
S-3 OPS / TAC	Blackhawk	HHT	Hawk
S-3 SGM	Blackhawk 37	**TROOP CALL SIGNS**	
S-1	Blackhawk 1	TRP / CO CDR	6
Chaplain	Hawk 10	XO	5
S-2	Hawk 2	1SG	7
		TRP / CO CP	X-Ray
S-4	Hawk 04	Platoon Leader	Red 1 White 1 Blue 1
CRT	Blackhawk 8	Mortars	Green
S-6	Blackhawk 9	MEDIC	Trauma
Commo Chief	Blackhawk 9N	COMMO	9
Retrans	BH 91/92/93	FIST	14
FSE	Blackhawk 14	Supply	4
ALO	Hawk 38	**EXPANDER**	
SAS/FAS/MAS	Trauma X-Ray	DRIVER	Delta
Medic PL/PSG	Trauma ¼	RTO	Romeo
Medic PA	Trauma DOC	NCOIC	November
Medic Surgeon	Blackhawk DOC	Dismount TM	Eagle

Radio Planning Ranges

ASIP
Effective Range: Up to 40 km
Planning Range: 20-30 km

PRC-148
Effective Range:
FM: 0 - 6 km
UHF/VHF Satellite: 0 - unlimited
Planning Range: 0 - 4 km

PRC-150 (HF)
Effective Range: Up to 4000 km
(depends on environment)
Planning Range: 0- 150 km

PSC-5 (SATCOM)
Effective Range: 0 - unlimited
Planning Range: 0 – unlimited

NTDR
Effective Range: Up to 30 km
Planning Range: 8-10 km

EPLRS
Effective Range: Up to 30 km
Planning Range: 10-15 km

Harris Radio Procedures

1. Ensure the radio has the proper COMSEC loaded, Time of Day (GPS), in ALE mode, and that that the proper network database has been loaded from a laptop computer with the RPA program.

2. PROGRAM RADIO SETTINGS

a. Press **PGM**
b. Select **CONFIG**
c. Select **RADIO**
d. Transmit Power (HIGH, MEDIUM, LOW)
e. BFO (**0 Hz**, -4000Hz to +4000Hz in 10Hz Steps)
f. Squelch (**OFF**,ON)
g. Squelch Level (HIGH, **MEDIUM**, LOW)
h. FM Squelch Type (NOISE, **TONE**)
i. Radio Silence (**OFF**, ON)
j. Internal Coupler (**ENABLED,**BYPASSED)
k. FM Deviation (**8.0kHz**, 6.5kHz, 5.0kHz)
l. CW Offset (0Hz, **1000Hz**)
m. Rx Noise Blanking (**OFF**, ON)
n. Compression (OFF, **ON**)
o. 20W AMP Coupler (**MEMORY TUNE**, LEARN TUNE, DISABLED)
p. Radio Self ID (**001 – 254**)
q. Error Beeps (**OFF**, ON)

3. PROGRAM DATA PORT SETTINGS (Only configured when connecting a DTE data device.) When connecting a Harris software application that uses PPP, then the port is configured automatically with the Harris application software.

a. Press **PGM**
b. Select **CONFIG**
c. Select **PORTS**
d. Select **DATA**
e. Data Rate (19.2 Kbps to 75 bps) **19.2 bps**
f. Data Bits (**8**, 7)
g. Stop Bits (**1**, 2)
h. Parity (**NONE**, ODD, EVEN, MARK, SPACE)
i. Flow Control (**NONE**, XON/XOFF, HARDWARE)
j. Echo **(**ON, **OFF)**
k. Level (**RS232**, MIL-188)
l. TX Clock Source (**INTERNAL**, EXTERNAL,RECOVERED) **Manpack; internal vehicle; external**
m. Keyline (**RTS**.AUX_AUDIO)

4. NET REJOINING PROCEDURES

a. Press **CALL** key
b. Select CALL TYPE (MANUAL or **AUTOMATIC**)
c. Select ADDRESS TYPE **(INDIVIDUAL**, NET, ANY, ALL)

TACSAT PROCEDURES

1. LOAD COMSEC:
   a. Turn function switch on RT to PT. RT will run a 30 second BIT test. When BIT test is complete, rotate function switch to F1.
      b. NOTE: If BIT test returns a fault code, refer to Operators Manual, page 4-153.

   c. Turn on ANCD. At the Main Menu, disengage the Letter Lock, use arrow keys to select RADIO and press ENTER.
   d. Select COMSEC, and press ENTER.
   e. Select LD, and press ENTER.
   f. Select TEK, and press ENTER.
   g. Page DN to the current FM key, and press ENTER.
   h. Arrow over to QUIT, and press ENTER.
   i. Connect ANCD to RT, and follow instructions displayed on ANCD screen.
   j. When ANCD reads "Press (LOAD) on RT", press **#**1 on and press ENTER.
   k. The KEY type should be highlighted, arrow over to ANDVT, and press ENTER.
   l. RT will read "KEY FILLING"; IMMEDIATELY rotate function switch to CT. RT should read "KEY FILLED".
   m. If RT reads "KEY FILL FAILURE", repeat steps "a" through "k" above, until transfer is successful.
   n. NOTE: Perform loop back test (before step #2 Load order wire) by moving function switch to CT. Change mode to SATCOM then press enter. Press escape to main menu, press #4 then #2 then press enter. Test must be over 125. Before step #2 mode must be in DAMA.

2. LOAD ORDERWIRE:

   a. Rotate function switch on RT to F2.
   b. Repeat steps **"b" through "d"** above.
   c. Select TEK on ANCD, and press ENTER.
   d. Page DN to current **SEGMENT (#),** and press ENTER.

NOTE: Be sure to use the correct SEGMENT for the date you will be using the RT.

   e. Arrow over to **QUIT** and press ENTER.
   f. Connect ANCD to RT, and follow instructions displayed on the ANCD screen.
   g. When ANCD reads **"Press (LOAD) on RT",** press #1 on RT, and press ENTER.
   h. RT should read "**KEY FILLED**", and a **#1** should be displayed next to the word **KEYS** on the RT display.
   i. Repeat steps **"a" through "g"** above, ensuring that you press #2 on the RT key pad for key 2, and 3 for key 3, and so on.

NOTE: Loading keys 5 through 8 are not required, but can be loaded with the next 4 SEGMENTS of the ORDERWIRE; to do so, input the keys in the same manner as stated above.

   j. If "**KEY FILL FAILURE**" is displayed, clean contacts on the ANCD, the Fill Cable, and the RT. Repeat steps **"a" through "h"** above until transfer is successful.

3. INPUT GUARD ADDRESS AND TERMINAL ADDRESS:

   a. Rotate function switch on **RT** to CT.
   b. Press ESC.
   c. Press #2 (Database Options).
   d. Press #2 (Guard List).
   e. Arrow over until **MODIFY** is highlighted, and press ENT.

a.Input **GUARD ADDRESS** and press ENT.
b.Press ESC, to **DATABASE MENU**.
c.Press ESC, to **MAIN MENU**.
d.Press #1, (Current Mode).
e.Press the right arrow key on RT keypad until **LOS** is highlighted and press ENT.
f.Press ESC, to **MAIN MENU**.
g.Press #2 (Database Options).
h.Press #3 (Terminal Data).
i.Enter your **Terminal Address**, and press ENT.
j.Press **NEXT**, **MANUAL** should be highlighted.
k.Press the right arrow key on the RT keypad; **AUTO** should be highlighted, press ENT.
l.Press ENT **Eight TIMES**.
m.PLATFORM should be highlighted; arrow over until **STATIONARY** is highlighted, and press ENT.
n.Press ESC two times, to return to the MAIN MENU.

4. SETTING PRESETS:
a.Press #3 (Set Presets), on RT keypad.
b.Press #1 (Set Mode Presets).
c.Use arrow keys until **DAMA** is highlighted and press ENT.
d.Press NEXT.
e.Press #1 and press ENT.
NOTE: If you fail to press #1, prior to pressing ENT, data will not input, even though #1 may be highlighted on the RT display screen.
a.TEK, press #1 and ENT.
b.Arrow to **ANDVT**, and press ENT.
c.Arrow to **V** (Voice), and press ENT.
d.Arrow to **25 Khz**, and press ENT.
e.Arrow to **43 dbm**, and press ENT.
f.Enter your current **CHANNEL NUMBER**, and press ENT.
g.Enter **CODE #60 (for use with 25 Khz network),** and press ENT.
h.Arrow over to **CT**, and press ENT.
i.Arrow to **NORMAL**, and press ENT.
j.RANGE, arrow to **ACTIVE**, and press ENT.
k.At **SEND STATUS B**, press ENT.
l.Press ENT.
m.Press #2, then press ENT.
n.TEK, press #1 and ENT.
o.Arrow to **ANDVT**, and press ENT.
p.Arrow to **V** (Voice), and press ENT.
q.Arrow to **5 Khz**, and press ENT.
r.Arrow to **43 dbm**, and press ENT.
s.Enter your current **CHANNEL NUMBER**, and press ENT two times.
t.At the **OW**, use arrow keys to **CT**, and press ENT.
u.Arrow to **NORMAL**, and press ENT.
v.Arrow to **ACTIVE**, and press ENT.
w.Arrow to **OVER THE AIR**, and press ENT.

5. SET-UP SERVICE, FOR NON-NCS USERS:
a.Press ESC, to **MAIN MENU**.
b.Press #1, to **CURRENT MODE**.
c.Arrow to **DAMA**, and press ENT.
d. Press NEXT to highlight **P**, press #1 and ENT.
a.Press ENT, twelve times.
b.Start **DAMA** for (current TERMINAL ADDRESS #) will be highlighted, press ENT.
c.RT will acquire satellite. (when display reads **"CONNECTED"**, wait until the NCS requests service, after which time, perform the next step; **SERVICE SETUP**).
d."**SEND STATUS B**" will be highlighted; arrow right until "**SERVICE SETUP**" is highlighted, and press ENT.
e.Enter code **#01**, and press ENT.
f.Set precedence as "**R**" (routine) and press ENT.
g.Re-enter **GUARD LIST** and press ENT.
h.00 will be highlighted, followed by **IND (indefinite),** press NEXT to highlight **IND**; arrow right until **SEC (seconds)** is highlighted, and press ENT.
i.SEND will be highlighted, press ENT.
NOTE: At this time satellite will connect you into the system, that was set up by the NCS.
6. SET-UP SERVICE AS NCS ONLY:
a.Perform steps "a" through "g", as stated in section #5.
b.Arrow to SERVICE SETUP, press #1.
c.Press NEXT.
d.PREC (precedence), arrow to R (routine), and press ENT.
e.Enter GUARD LIST #, and press ENT.
f.Press NEXT five times.
g.Enter length of service requesting (IND= Indefinite), and press ENT.
h.SEND, press ENT.
i.Service request is sent. Display will show an arrow up and an arrow down, indicating a satellite search, display will then show a Service Request Acknowledgement. Press ESC. You should now be at the normal operating screen.

7. COMING INTO AN EXISTING SERVICE:
This procedure is only executed when you did not have your system up, when the initial service set up was done. Perform all steps in section #6; with the exception of step "g". Step "g" should be programmed for 00 SEC. (00 seconds)

8. TEAR DOWN (DISCONNECT) SERVICE:
a.SEND STATUS B will be highlighted, arrow right to TEAR DOWN, and press ENT.
b.SEND is highlighted, press ENT.
c.After a few seconds SRV (service) will read IDLE (tear down at this time).
NOTE: After TEARDOWN is completed, RT display screen will still read CONNECTED; this display will not change, until you either change modes, (i.e. LOS, SATCOM, etc) or power down the unit. If service is no longer required for mission, ZEROIZE and Power down the unit.

Play Book

1. Quartering Party
2. Establish C2 Node
3. Detainee Ops
4. Assembly Area
5. SQDN Lager
6. Area Security
7. Passage of Lines
8. Route Recon
9. Area Recon
10. Urban Area Recon
11. Zone Recon
12. Screen
13. UAV Launch and Recovery
14. Downed Aircraft
15. FOB Security
16. Convoy Escort
17. Cordon and Search
18. Outer Cordon for BDE C/S
19. LoB, Cut, and Fix
20. Consequence Management
21. Patrol Debrief
22. Traffic Control Point

Basics of All Blackhawk Operations

Never take the same route to and from the objective

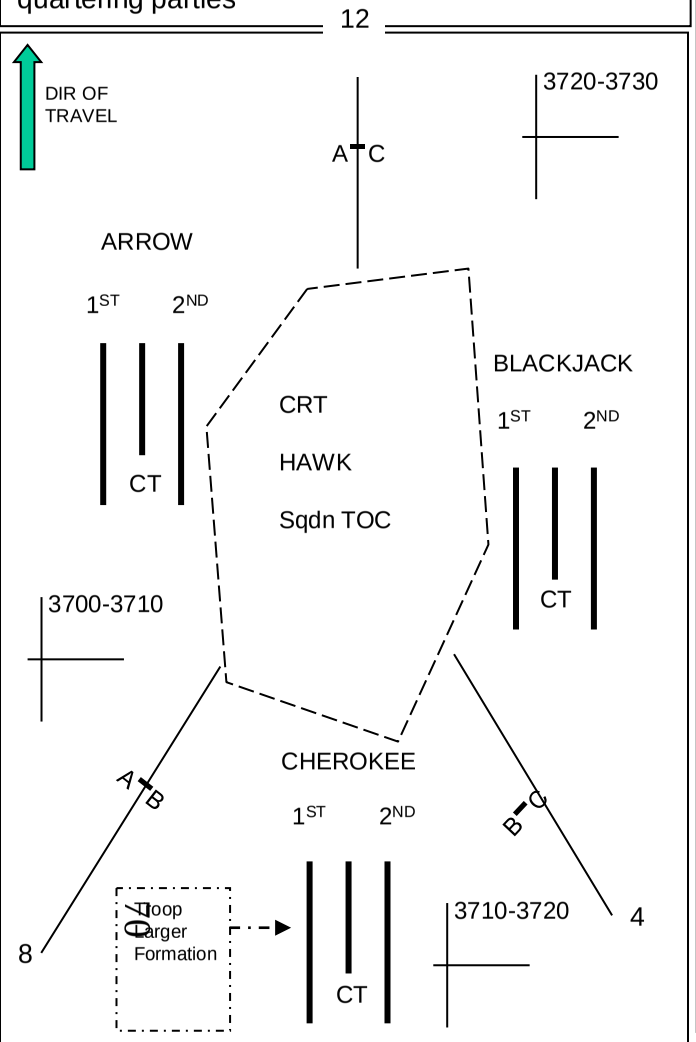
For each mission, always request the following:

- **UAV overflight of the objective/route**
- **Kiowa support**
- **Fire support assets in range (mortars or 155mm)**
- **CAS on station**
- **Air MEDEVAC on standby – units will estab. L/Z and send grid to TOC**
- **CFZ/radar coverage (LWCM, Q-36, or Q-37)**
- **Recovery assets on standby**
- **Emergency CL V resupply available**
- **MASCAL/Detainee plan (empty FMTV w/ driver)**
- **EOD on standby (IED and UXO disposal)**
- **Engineer support for force protection improvement (HESCO barriers, berms, bunkers w/ overhead cover) – for all fixed sites**
- **FOBs, C2 nodes, UAV L/R site, etc.**
    - **Not having these assets available, increases the risk of the operation**

Quartering Party

Squadron quartering party includes HHT CO, HHT XO, Recce Troop XO, and the squadron CSM and representatives from the squadron
main CP, squadron trains, and the squadron's subunits.

Troop CO determines Composition of troop quartering parties



Intelligence. The S2 completes IPB of the area, identifying enemy avenues of air and ground approach into the new assembly area

Maneuver. The commander or S3 chooses a method for occupation (whole squadron or assembly area or separate subunit assembly areas) and tentative subunit locations based on METT-TC.

Fire Support. FS requirements are coordinated with units already positioned near the new assembly area. Support shortfalls between requirements and availability are coordinated with either higher or adjacent units.

Engineer Support. The squadron is responsible for all mobility and survivability tasks in the assembly area.

Air Defense. Air defense planning focuses on the selection of SHORAD firing positions along identified air avenues of approach.

Logistics Support. S4 recommends CSS positioning and typically positions the combat trains near the squadron main CP and centered within the AA.

Command and Control. The XO and S3 SGM tentative locations for squadron C2 facilities. Positioning of the Squadron CP should occur early in the AA's occupation to insure correct positioning and facilitate positioning of Troop CPs.

Immediate actions.

- ❑ Establish 100% security.
- ❑ Position vehicles
- ❑ Reduce to REDCON 2.
- ❑ Establish OPs.
- ❑ Assign sectors of fire, TRPs, trigger lines.
- ❑ Conduct hands-on sensitive items check.
- ❑ Develop range cards and sector sketches.

Arrival +30 minutes:

- ❑ Reduce to REDCON 3.
- ❑ Emplace NBC alarms.
- ❑ Coordination with adjacent units complete.

Arrival +60

- ❑ Troop Range sketches to Squadron.

Arrival +90 minutes:

- ❑ Reduce to REDCON 4 (METT-TC)
- ❑ Troop fire plan complete.
- ❑ Begin camouflaging.
- ❑ *Priorities of work:*
- ❑ 0. Security
- ❑ 1.Troop leading procedures
- ❑ 2. Weapons/LRAS checks
- ❑ 3. Maintenance
- ❑ 4. Resupply
- ❑ 5. Hasty fighting positions for infantry crew-served/anti-tank weapons
- 6. Rest

Arrival +120 minutes

- ❑ Report troop status to higher HQ.
- ❑ Establishes personal hygiene and field sanitation site, establishes field sanitation measures which
- ❑ Complete Troop defensive plan forwarded to higher headquarters using FBCB2.

COMPOSITION:

1. XO/1SG (in X30)-Leader of the quartering party, he is overall responsible for the execution of the mission, selection of the site and establishing the AA. Times the road march route and ensures that it is trafficable in conjunction with the senior scouts.
2. NBC specialist (in X30)-Responsible to ensure that the appropriate chemical defensive techniques are utilized and that the AA is free of contamination.
3. Mortar section gunner (in X30)-Responsible to PLGR in potential locations for the mortar tracks after the area has been cleared. Will locate and establish two firing points for the mortar tracks and ensure that they are set on the priority target designated by the commander or XO
4. Senior Scout Section-Each scout platoon will send their senior scout with the quartering party. Their dismounts are responsible for marking of vehicle positions within their platoon
   a. Red 3: Leads the quartering party team on the road march. Responsible for marking and locating bypasses on the route to the AA. Provides far side security in conjunction with Red 2.
   b. Red 2: Provides far side security
   c. White 2 and 3: Provides near side security
   d. Red and White 2 and 3 dismounts (1 each): Dismounts responsible for clearing the AA by conducting a detailed area recon of the site, ensuring that there are no obstacles or booby traps in the AA and marking any that are found. Dismounts will clear the area with a mine detector as well. Once the area is clear the dismounts will mark potential vehicle locations with the appropriate flags or chemlights for their respective platoon. Upon completion of this task one of the dismounts will return to the entry point, link up with A30 and be prepared to guide their respective platoons into position.
5. Dismount per vehicle-These are the most vital players during the occupation phase when the troop arrives. They are responsible for selection and marking of potential vehicle locations, and for guiding the vehicles into location. The second platoon loaders will 2nd platoon locations with yellow flags or chemlights. The loaders from fourth platoon will mark 4th platoon positions with green flags or chemlights. The loaders from second platoon ride in A12, the loaders from fourth platoon ride in A32. After marking tentative locations they will move to the entrance of the AA to wait with A43 for the remainder of the troop. When the troop arrives the loaders will guide their respective platoons into position

EQUIPMENT:

1. Vehicle marking flags
2. Chemlites
3. NBC detection equipment (M8, M256, IM174, marking kit, M9 paper, MOPP gear)
4. Flashlights w/filters
5. 3xPRC-119 w/ backpack, DR-8, TA-312
6. Engineer tape and stakes
7. Mortar equipment (PLGR, marking sticks,
8. plotting board)
9. Mine detection kit
10. Map and graphics
11. VS-17 panel
12. 2xConcertina wire roll/vehicle
13. NVG's

PRIORITIES:

1. Area reconnaissance of assembly area
2. Secure the area
3. Organize the area
   – Select and mark unit and vehicle positions
   – Improve and mark routes
   – Mark or remove obstacles
4. Perform guide duties
   – Link-up at RP
   – Lead units to positions

Sequence of Events:

a. Upon arrival at the RP White 2 and 3 establish near side security. Red and White 2 and 3 drop their dismounts and tank platoon loaders in the same location with the equipment that they need to execute the mission properly.

b. Red 2 and 3 clear through the proposed site mounted to establish far side security.

c. Once far side is set, the NBC NCO mounts X30 and executes NBC recon. If the site is all clear than the quartering party may unmask. If not the decision has to be made whether or not the site should be moved or remain where it is.

d. Dismounts commence clearing the area once the NBC recon is complete. Each individual team must ensure that they check the area for booby traps, mines and obstacles. If any are located the engineer tape is to be used to mark them until they can be removed. Once the area is completely clear the dismounts commence marking the locations for their platoons.

e. X30 moves to set the TOC location and dismount the mortar gunner so that he can lay in positions for his guns.

f. Once positions are marked and platoon representatives are co-located with White 2 and 3 the XO calls the main body to let them know that the location is set and ready to be occupied.

g. The main body rolls through the RP without stopping while each guide picks up their platoon and sets vehicles in their initial positions.

h. Platoons call set to the TOC when vehicles are set in their locations. After this the Troop begins Assembly Area procedures.

•Order of March is Red 3, Red 2 X30, White 3, White 2
•Uniform is BDU's or Nomex, LBE, Kevlar. Typically the quartering party will execute the mission in MOPP 4.

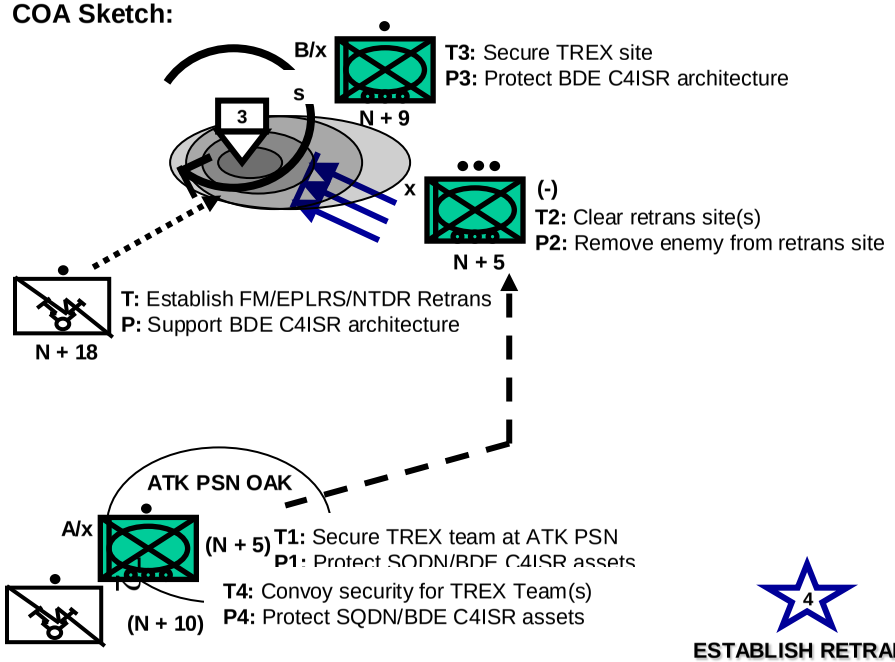
ESTABLISH C2 NODE

T: Establish TREX site(s) in AO
P: IOT enable BDE C4ISR capabilities

Timeline: (40km distance)

- N-HR Decision PT-made on location and establishment of FOB/C2 Nodes
- N+1 SQDN issues FRAGO
- N+5 TRP TLPs complete; SP w/ retrans team and occupy ATK PSN; leaves one IN SQD to secure TREX at ATK PSN
- N+9 IN PLT (-) clears proposed retrans site(s) of enemy; verifies suitability; leave one SQD to secure site
- N+10 Retrans site secured by IN SQD; TREX w/ IN security SPs from ATK PSN
- N+12 TREX elements set on site/ begin position improvement
- **N+18 TREX fully operational (FM, EPLRS, NTDR); IN SQD remains for local security**

COA Sketch:



MLCOA:
T: Disrupt friendly establishment of key C2 nodes
P: IOT Prevent friendly C2 establishment in AO
M: RKT/MTR Attacks; IED near or around establishment of FOB/C2 Nodes
E: Friendly forces unable to establish in sector

WFFAssets: (TREX site outside FOB)
Intelligence:
- UAV overflight for initial aerial recon/security

MNVR:
- 1 x IN SQD to secure each TREX location
- 1 x IN PLT (-) to clear TREX location/security escort
- 1 x Kiowa section on standby for QRF

Effects:
- LWCM Radar w/ CFZ over TREX site

C2:
- TAC
- TREX TEAMS
- FM/EPLRS/SATCOM/HF/NTDR

CSS:
- CL III: Blivet w/ JP-8 for long duration operations
- CL V: UBL
- MED: Estab. L/Z; PLT medic; Air Evac on call
- MNT: CRT support on call

ENG:
- Survivability assets - berm/digging for force protection positions

Note:
- Recce section or ATGM section could replace IN SQD for local security
- Recce PLT or ATGM PLT can replace IN PLT (-) for clearing of TREX location
- Consider co-location of BDE TREX, NCS-E, and/or PROPHET for economy of force (reduces requirement to secure multiple C2 nodes in AO using combat power)
- Same battle drill used to secure PROPHET team or other assets outside of secure areas

Risk Assessment:
MDCOA (capable w/in 72 hrs.):
T: Destroy FOB / C2 Nodes
P: IOT disrupt operations in BDE AO
M: Coordinated PLT size attacks / Mortar ATKS / Sniper Fire
E: Friendly forces unable to maintain C2 node in sector

Risk Mitigation:
- QRF available to react to C2 nodes
- Kiowa support for QRF
- CFZ to cover TREX sites; BTRY available for counterfire

SSE Sheet

SSE Sheet

Associations	On TGT SDRs	Documents	TAREX
1.	1. Where are weapons being hidden? 2. How many others work with you? 3. Who do you report to? 4. What is your profession? 5. How do you contact others? 6. Who do you give information to? 7. Where are the other people you work with?	1. All business documents; English & Arabic. 2. All hand written documents; English & Arabic. 3. Recent photos, military aged males passports, IDs, certificates. 4. Wallets, day planners, address books. 5. All military items 6. All Newspapers & Magazines	1. All tapes; VCR and audio. 2. All Cameras & Video Equipment. 3. All CDs, CD-Rom, DVDs, floppy disks. 4. Phones that store numbers, Cell phones, Caller ID boxes, Answering Machines. 5. Computers, desktop hard drives & laptops, PDAs.

1.5.17 S.T.R.E.S.S. Detainee/ CEM Field Processing

Search
- Search each captive/bldg; consolidate personnel & items/equipment at place of capture.
- Use index cards to ID name of detainee and grid location of bldg where captured and take digital photo.
- Leave all evidence in the room it was found until proper tagging and photo complete. Do not consolidate all evidence in a central location.

Tag
- Bag all evidence by detainee and location that will return to FOB.
- On a separate index card include the following information: DTG of the capture. Location of the capture (grid coordinates). Capturing unit.
- Circumstances of capture (ex. Did detainee resist, was he armed, etc).
- Place index card in bag.

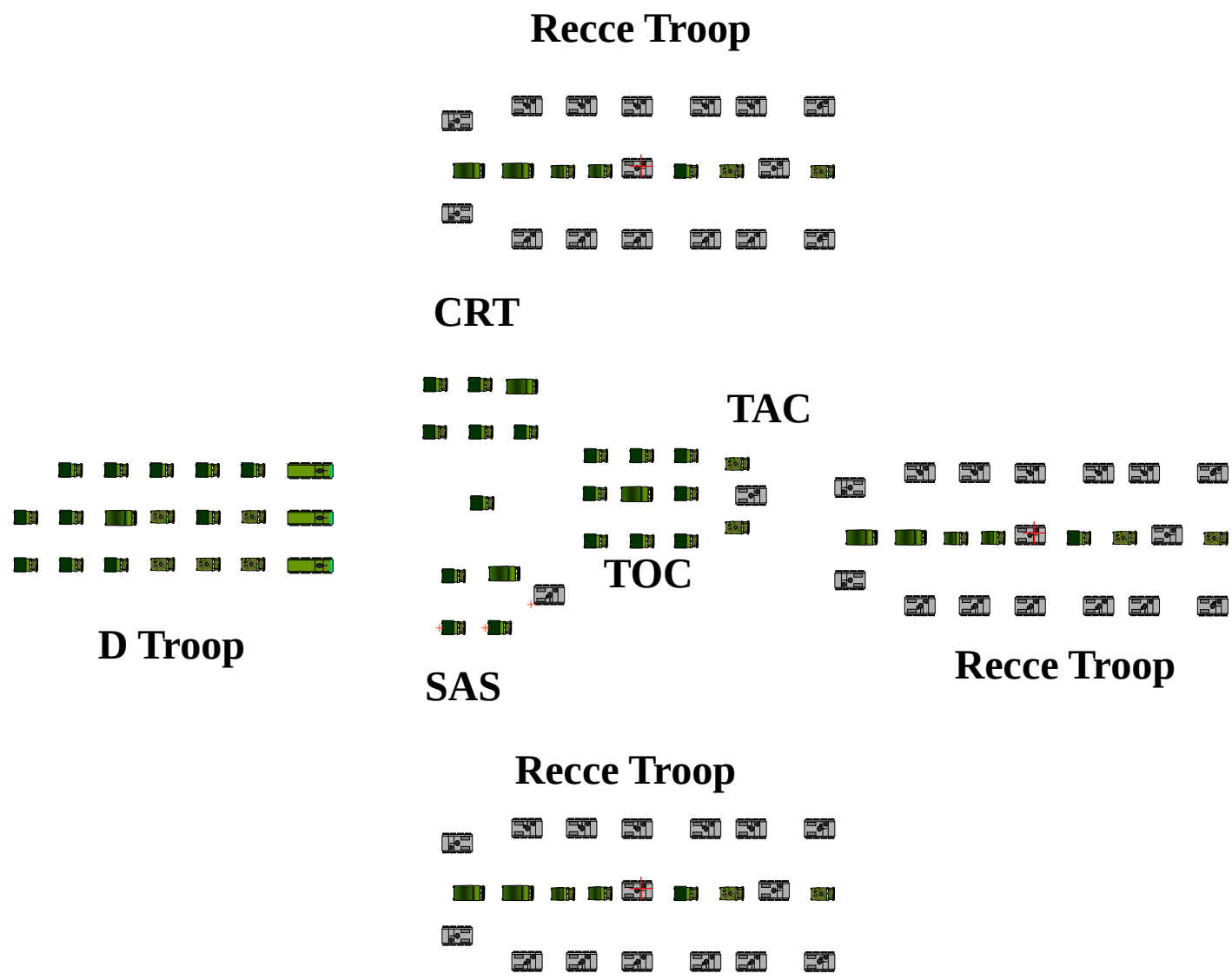
Report
- Report #'s and names of detainees to higher HQs that will be moving to BN FOBs EPW collection point.

Evacuate
- Evacuate captives from the battlefield as quickly as possible.
- Deliver to EPW collection point all documents and other property captured with the detainees.
- Injured or ill detainees must be taken to the nearest medical-aid station for treatment and evacuation through medical channels.
- Ensure all evidence remains "connected" with detainee; don't allow contamination of evidence.

Segregate
-Segregate detainees based on positions of authority, leaders from non-leaders, minor and female detainees from adult male detainees.

Safeguard
- Safeguard the captives according to the Geneva Conventions and US policy.
- Ensure detainees are not exposed to unnecessary danger and are protected (afforded the same protective measures as the capturing force) while awaiting evacuation.

2.1.1 Squadron Lager Formation

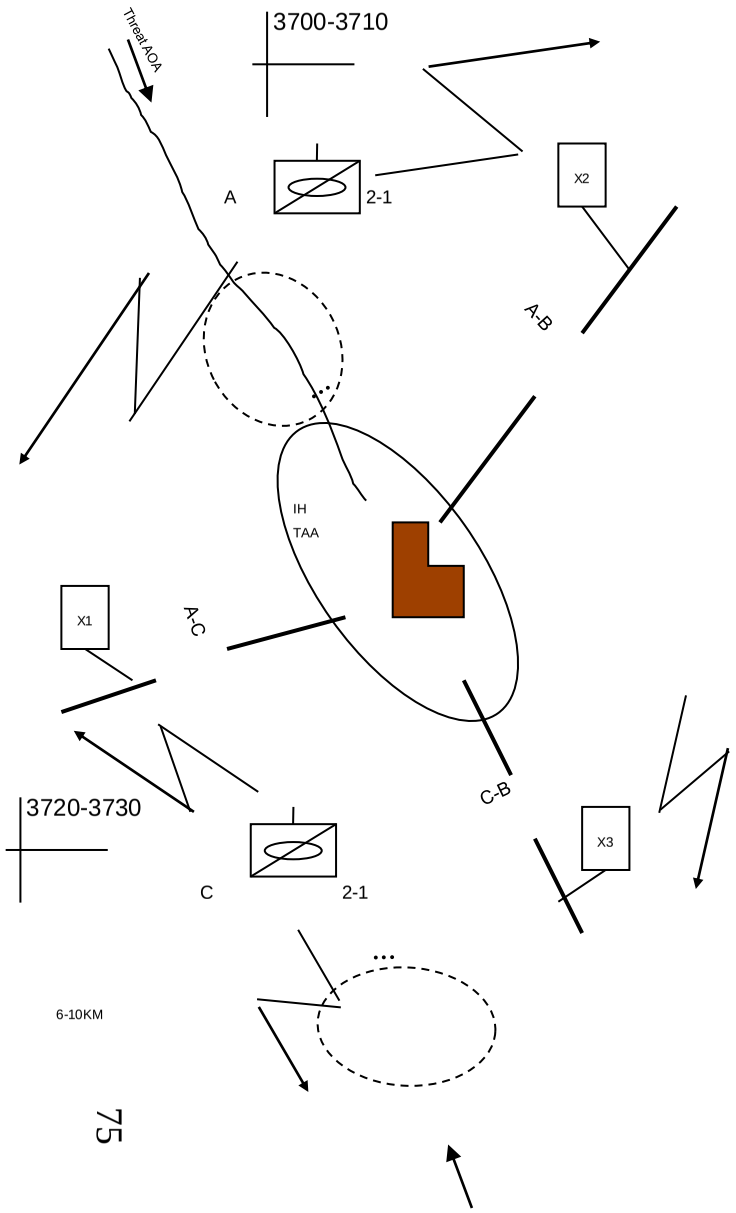


The Lager Formation (Moving or Stationary) can be executed by any size organization. Dispersion between units is based on type terrain, number of routes traveled on, threat situation, and mission requirements.

While Moving in Lager Formation, movement techniques (traveling, traveling overwatch, and bounding overwatch) can still be executed.

* Lager Formations are used for Assembly Areas and to facilitate movement of troop formations.

AREA SECURITY



CRITICAL TASKS
- ❑Prevent threat forces from penetrating defensive perimeters
- ❑Establish perimeter if not contiguous with another friendly unit
- ❑Report all CCIR

----If time allows------
- ❑Recon *all* terrain in area
- ❑Locate all obstacles and locate bypass
- ❑Locate mines, obstacles, and IEDs
- ❑Establish and maintain contact with local civilian and military leadership
- ❑Determine media outlets and publications
- ❑Determine regional, local or neighborhood dynamics
- ❑Identify local populous allegiances to factions, religious groups
- ❑Provide security
- ❑Assist in stability or relief operations

FUNDAMENTALS
- ❑Deny enemy from directly observing friendly activities
- ❑Rapid/Accurate Reports
- ❑Retain freedom of maneuver
- ❑Gain/maintain contact
- ❑Develop situation rapidly

C2
- ❑Identify key decisions and CCIR

GO 6 moves w/DO, GO 3 moves w/SO
- ❑TOC moves IOT maintain commo w/BCT

TAC/CMD GRP- consolidates at point to support ME/DO
- ❑CTCP- Positions to support LOG C2
- ❑FTCP/RSSA- Moves as close to the fight as possible, must be able to secure self
- ❑RET

MOVEMENT AND MANEUVER
- ❑Troop-Provide accurate and timely Intel on terrain and Enemy Force in Area
- ❑Units must conduct offensive reconnaissance to establish presence,
- ❑Make and maintain contact with smallest element
- ❑Engagement Criteria_____
- ❑Disengagement Criteria_____
- ❑Engineer Assets-Available assets move with Troop most likely to encounter enemy obstacle
- ❑UAV ASSETS-Confirm/deny enemy template

INTELLIGENCE
- ❑Pattern and Red Zone analysis
- ❑ID potential enemy AA-NAI's
- ❑Updated bolo list- 1 per vehicle

PROTECTION

Aviation provide a responsive force capable of any threat penetration.
- ❑Provide aviation with graphics and NAI matrix

FIRES

PRIORITY- to Main Effort (ME)/Decisive Operation (DO) Troop

MORTARS- organic to troop

TARGETS-Apache (3700-3710) Blackhawk (3711-3720) Comanche (3721-3730)

FEC- Moves with GO 3, TRP FIST teams may be thundered to support SQDN FS plan

LOG ASSETS- Move to best support maneuver plan based on event-driven triggers. Confirmed at CSS rehearsal.

Passage of Lines

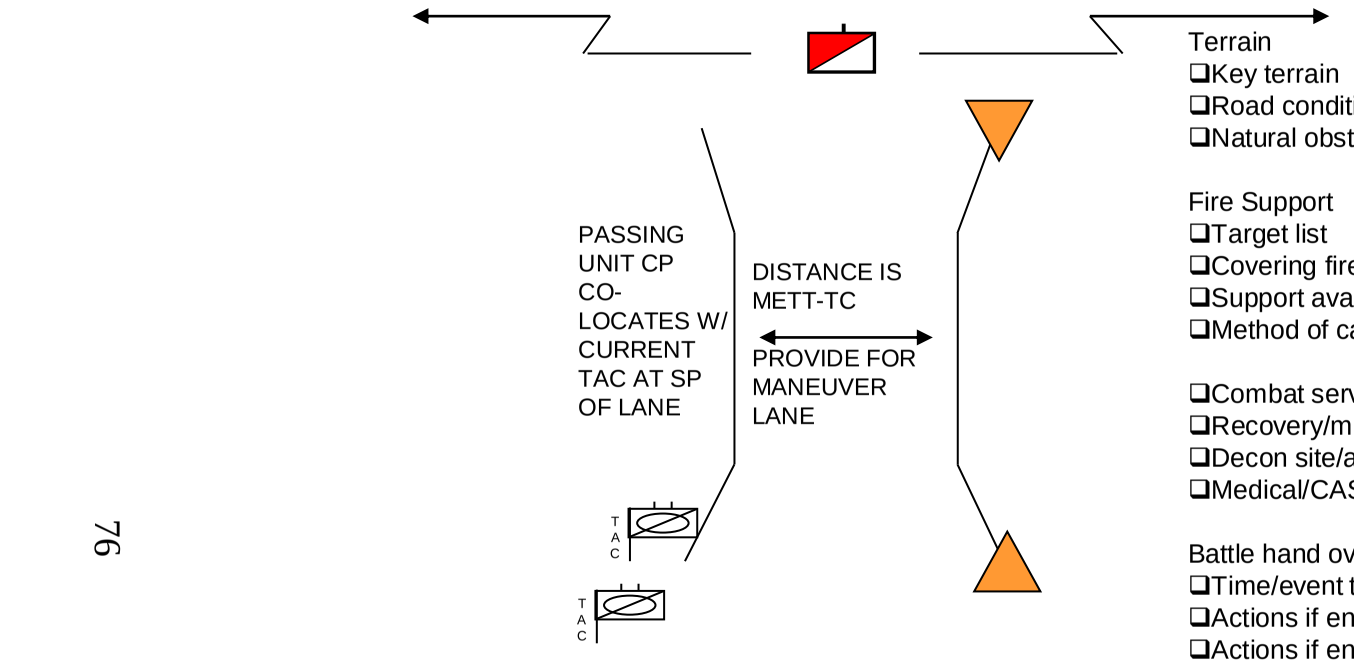
Control Measures
- ❑Location of contact and passage points
- ❑SP and RPof passage lane
- ❑Route to or from passage lane
- ❑Air Corridors
- ❑Recognition signals (near/far)
- ❑Time of passage
- ❑Battle handover line

Friendly Information
- ❑Who will be at contact/passage points
- ❑CP location of unit assisting passage
- ❑Radio freqs/call signs/challenge/pass
- ❑Location of friendly units, including OPs and patrols
- ❑Number and type of vehicles to pass through
- ❑ID lead and last vehicle
- ❑Tactical plan of unit assisting passage (overlay)

- ❑Guide plan
- ❑Co-location of TOCs
- ❑ADA weapon status

Enemy Information
- ❑Number/type/strength of unit
- ❑Location of enemy
- ❑Assessment of enemy future courses of action
- ❑Recent enemy activity
- ❑Recent/expected use of NBC

PASSAGE OF LINES COORDINATION CHECKLIST
- ❑Exchange of tactical plans
- ❑Exchange of SOPs
- ❑Exchange of graphic control measures
- ❑Arrangement for passing unit reconnaissance
- ❑Security measures during passage.
- ❑Selection of areas of passage and provisions for guides.
- ❑Priorities for use of routes and provisions for movement control.
- ❑Time/circumstances when all responsibility for control of AO
- ❑Fire support and support to be provided by the unit being passed.
- ❑Exchange of liaison personnel at all levels.
- ❑Collection and exchange of information on friendly minefields and obstacles.
- ❑Command relationship between passing unit and the unit being passed concerning
- ❑CS and logistics units, facilities, and locations.
- ❑Tactical cover and deception plans



Terrain
- ❑Key terrain
- ❑Road conditions/trafficability
- ❑Natural obstacles

Fire Support
- ❑Target list
- ❑Covering fire or smoke
- ❑Support available to assist passage
- ❑Method of calling for/controlling fires

- ❑Combat service Support
- ❑Recovery/maintenance plan
- ❑Decon site/assets available
- ❑Medical/CASEVAC support

Battle hand over
- ❑Time/event triggering hand over
- ❑Actions if enemy attacks prior to BHO
- ❑Actions if enemy attacks after BHO, but prior to passage completion

ROUTE RECON

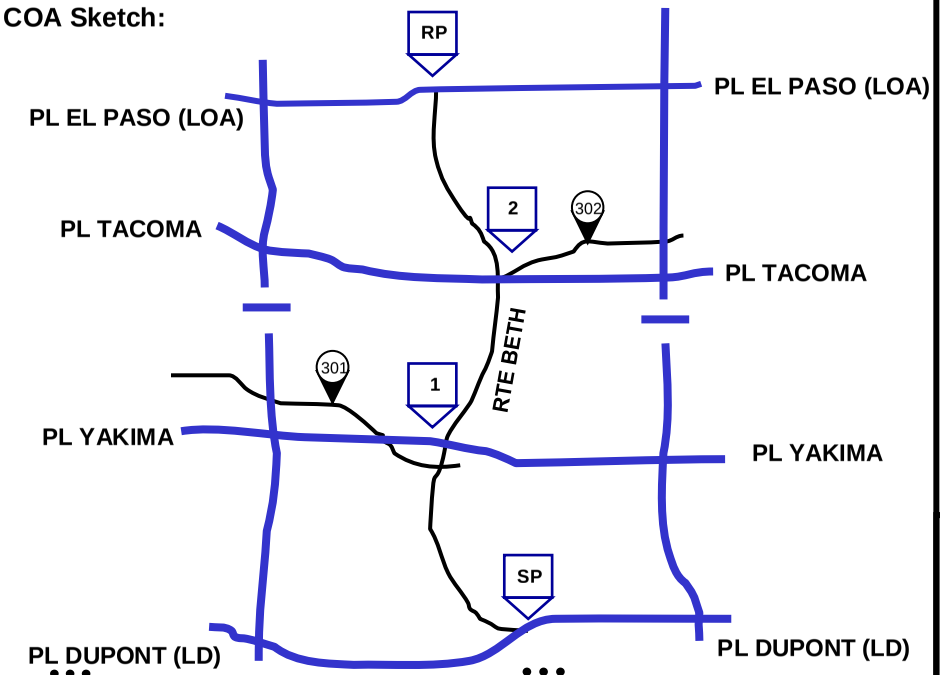
T: Conduct RTE Recon of LOC
P: IOT enable BDE to occupy and resupply FOB

Timeline:

• N-HR	Decision PT – Conduct RTE Recon of a route (semi-permissive)
• N+1	SQDN issues FRAGO
• N+5	TRP CDR/PLs complete TLPs; UAV aerial recon of RTE; RTE Recon SP
• N+17	RTE RECON complete

Assume: 4 km/hr

COA Sketch:



MLCOA:
T: Disrupt friendly movement along LOC
P: Deny freedom of maneuver and LOG resupply in AO
M: IED attacks, harassing ambushes, RPG attacks along LOC
E: Friendly forces unable to conduct movement along LOC

WFFAssets: (Normal Range up to 24km one way)

Intelligence:
• Overhead Imagery
• UAV overflight of route
MNVR:
• 1 X Recce TRP (-) [2 x PLTs min]
• 1 x Kiowa Section (route security)
Effects:
• Organic MTRs
• CAS on call
C2:
• Recce TRP to C2 Ops
• FM/EPLRs comms
CSS:
• CL III: UBL
• CL V: UBL (JAVELINS)
• MED: Troop MEV
• MNT: Recovery on stand by
ENG:
• 1 x ENG SQD (Recon)(Mobility?)
• EOD on call

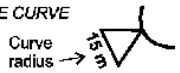
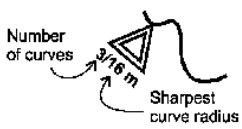
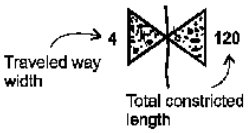
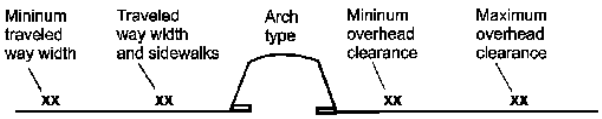
WFFAssets: (Extended Range – excess of 48km round trip)

Intelligence:
• No change
MNVR:
• 1 x Recce TRP (3 x PLTs)
Effects:
• No change
C2:
• HF/TACSAT – give Troop CDR SOTM antenna
• Iridium satellite phone
CSS:
• CL III standby LRP (1 x fueler)
• CL V standby LRP (1 x PLT CL V push pack)
• MED: Air Evac on standby
• MNT: 1x CRT
ENG:
• Mobility Assets

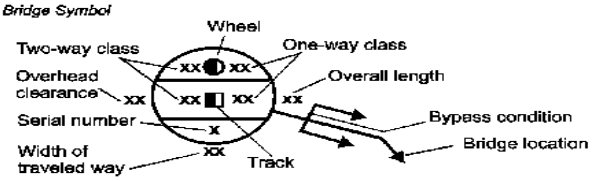
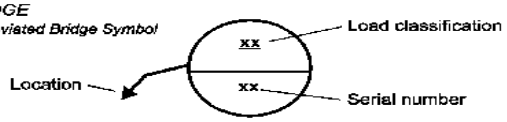
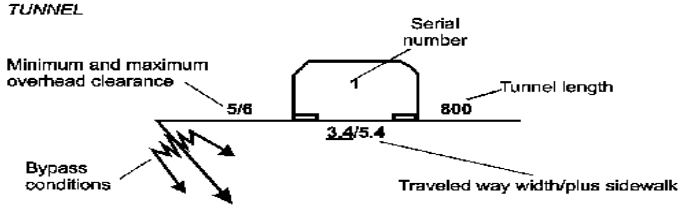
Risk Assessment:
MDCOA (capable w/in 72 hrs.):
T: Disrupt friendly movement along RTE
P: Deny freedom of maneuver and LOG resupply in AO
M: IED/VBIED attacks, complex ambushes along RTE
E: Friendly forces unable to conduct movement along RTE

• Risk Mitigation - 1 x BTRY in DS and 1 x MGS Section
SQDN QRF-1 x Recce PLT

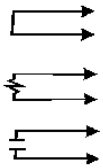
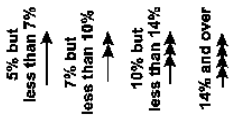
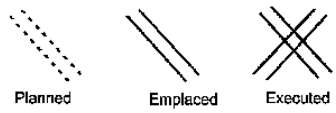
Symbols for use in the reconnaissance overlay

Symbol	Description and criteria
SINGLE CURVE 	**SHARP CURVE:** Any curve with a radius of 25 meters or less is an obstruction. All curves with a radius less than 45 meters are reportable.
MULTIPLE CURVES 	**SERIES OF SHARP CURVES:** The figure to the left indicates the number of curves; that to the right, the minimum radius of curvature in meters.
CRITICAL POINT  Number critical points in order and describe them on DA Form 1711-R.	**CRITICAL POINT:** A key geographic point or position important to the success of an operation; a point in time, a crisis or turning point, or any point along a route of march where interference with troop movement may occur.
CONSTRICTION 	**CONSTRICTION:** (An obstruction.) Any reduction in the traveled way below the minimum required. The figure to the left indicates the width of the constriction; that to the right, the total constricted length, both in meters.
UNDERPASS  **UNDERPASSES:** Show shape of structure (obstruction) when overhead clearance is less than 4.3 meters.	
ROUTE DESIGNATION (495)	**ROUTE DESIGNATION:** Civil or military route designation. Written in parentheses along route.

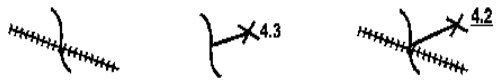
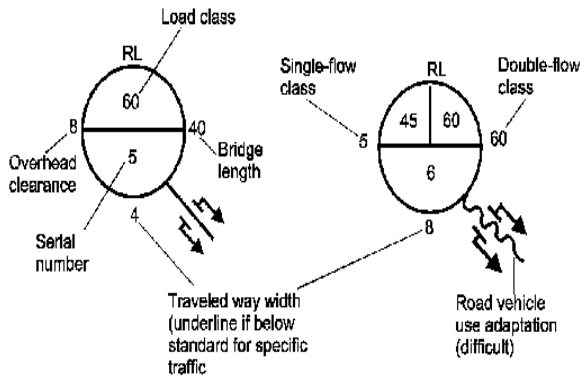
Symbols for use in the reconnaissance overlay

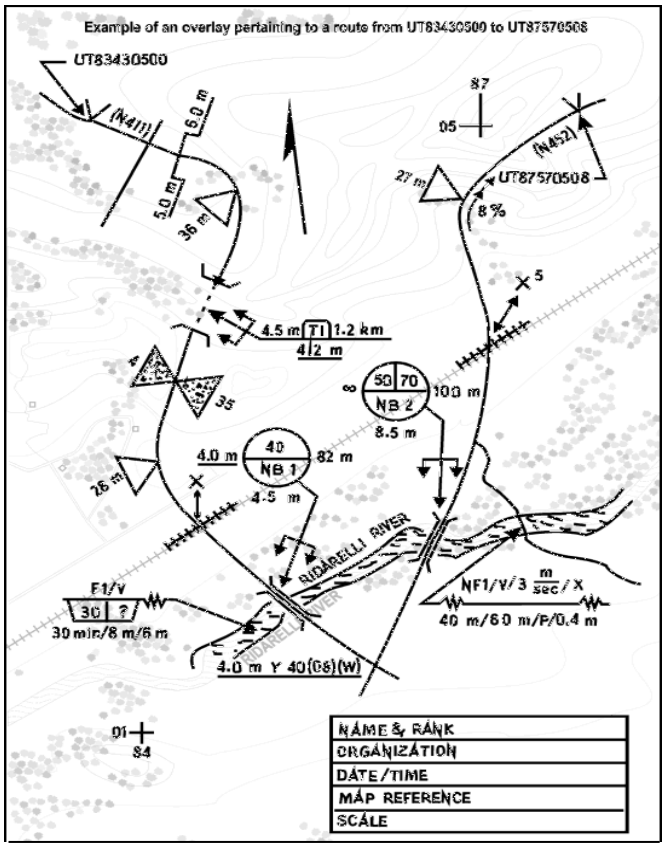
Symbol	Description and criteria
BRIDGE *Full NATO Bridge Symbol*  When full NATO bridge symbol is used on an overlay, the additional information column on the DA Form 1249 will not contain bypass length, traveled way width, or overhead clearance.	
BRIDGE *Abbreviated Bridge Symbol*  When abbreviated symbol is used, DA Form 1249 must be attached.	
TUNNEL  **TUNNEL:** (Includes man-made snow sheds.) Show the shape of structure or obstruction when overhead clearance is less than 4.3 m.	

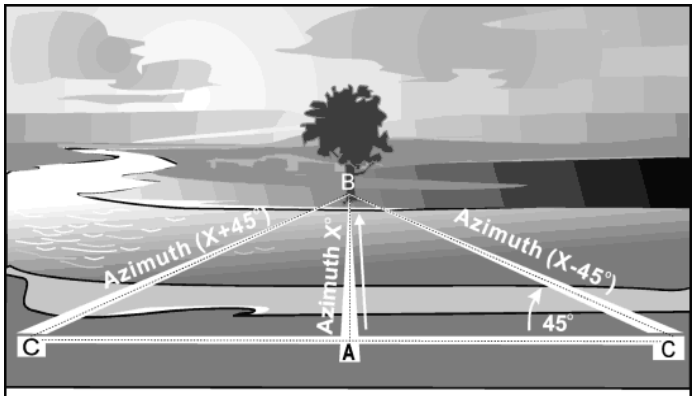
Symbols for use in the reconnaissance overlay

Symbol	Description and criteria
BYPASSES 	**BYPASSES:** Are local alternate routes which enable traffic to avoid an obstruction Bypasses are classified as EASY, DIFFICULT or IMPOSSIBLE. Each type bypass is represented symbolically on the line extending from the symbol to the main location and defined as follows: BYPASS EASY: The obstacle can be crossed within the immediate vicinity by a US 5 ton truck (or NATO equivalent) without work to improve the bypass. BYPASS DIFFICULT: The obstacle can be crossed within the immediate vicinity, but some work will be necessary to prepare the bypass. BYPASS IMPOSSIBLE: The obstacle can only be crossed by one of the following methods: (1) Repair of item, i.e. bridge. (2) New construction. (3) Detour using an alternate route which crosses the obstacle some distance away.
STEEP GRADES 	**STEEP GRADES:** (An obstruction.) Any grade 7% or higher. Actual % of grade will be shown. Arrows always point uphill, and length of arrow represents length of grade if map scale permits. (The persent of slope is written to the right of the arrow.)
OBSTACLES 	**OBSTACLES:** Are natural or man-made restrictions which impede the flow of traffic along a designated route.

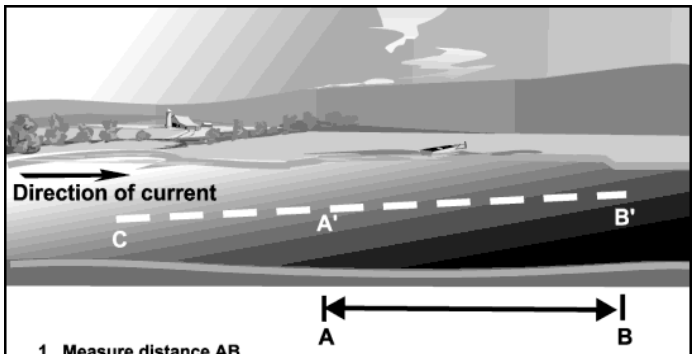
Symbols for use in the reconnaissance overlay

Symbol	Description and criteria
RAILROAD CROSSINGS  **RAILROAD: (RR) CROSSING:** Passing trains will interrupt traffic flow. The figure indicates overhead clearance.	
RAILROAD BRIDGES 	





1. Select prominent object B (i.e., tree) on far bank.
2. Stand at point A, opposite B, and read azimuth X.°
3. Move up or down stream to a point C so that azimuth to B equals X+45°or X-45.°
4. Distance AC then equals gap AB.



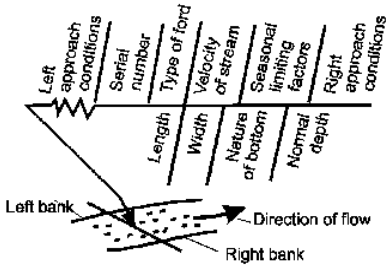
1. Measure distance AB.
2. Throw floating object into stream at C.
3. Determine time required for object to float distance AB.

$$\text{Velocity} = \frac{\text{AB (meters)}}{\text{Time to float from A' to B' (seconds)}}$$

Symbols for use in the reconnaissance overlay

Symbol	Description and criteria

FORD



FORD: All fords are considered as obstructions to traffic.

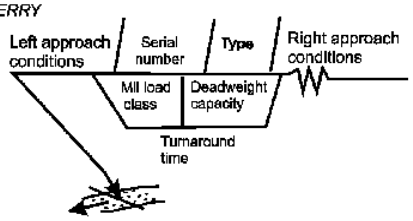
Type of ford: V– Vehicular
P– Pedestrian

Seasonal limiting factors:
X-- No seasonal limitation except for limited duration sudden flooding.
Y-- Significant seasonal limitations.

Approach conditions: Difficult / Easy

Nature of bottom:
M-- Mud C– Clay S-- Sand
G– Gravel R– rock P-- Artifical paving

FERRY



FERRY: All ferries are considered as obstructions to traffic.

Type of ferry:
V– Vehicular
P– Pedestrian

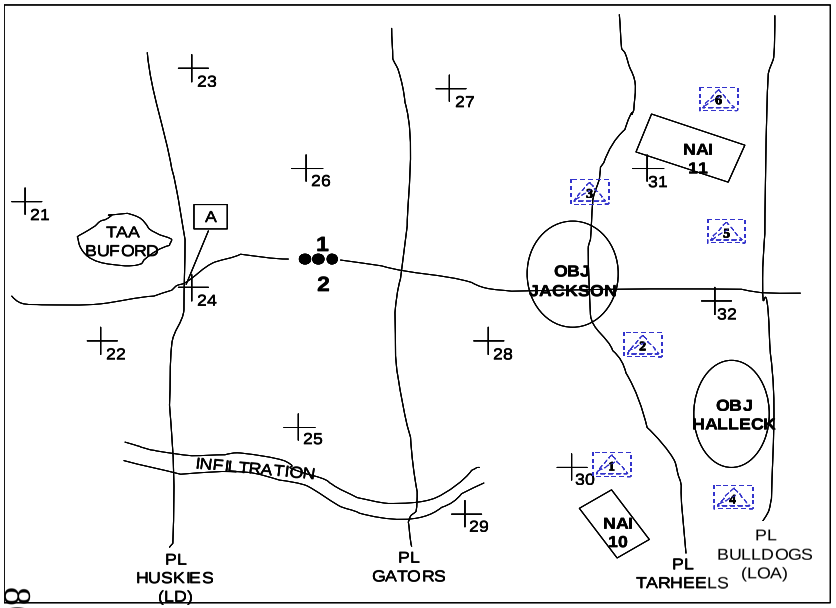
Approach conditions: Difficult / Easy

LIMITS OF SECTOR: Limits of reconnoitered sector or of route having some road classification formula.

AREA RECON

During an area reconnaissance, the following critical tasks must be accomplished:

- ❑Reconnoiter all terrain within the designated area.
- ❑Inspect and classify all bridges.
- ❑Locate fords or crossing sites near all bridges within the area.
- ❑Inspect and classify all overpasses, underpasses, and culverts.
- ❑Locate, mark and clear all mines, obstacles, and barriers in the area (within its capability).
- ❑Locate a bypass around obstacles and contaminated areas.
- ❑Find and report all threats within the area.

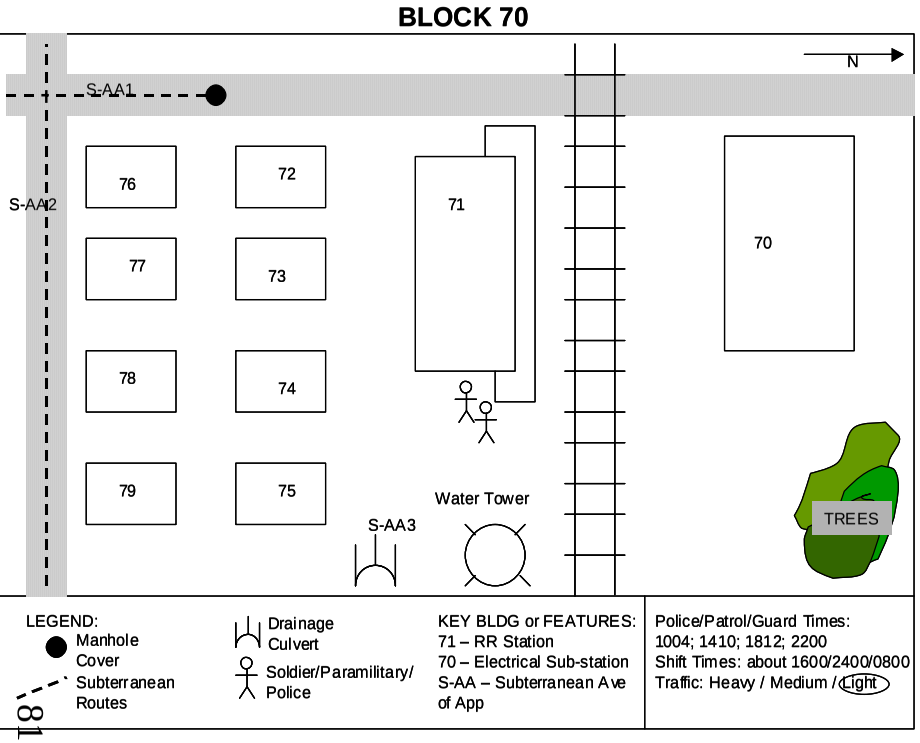


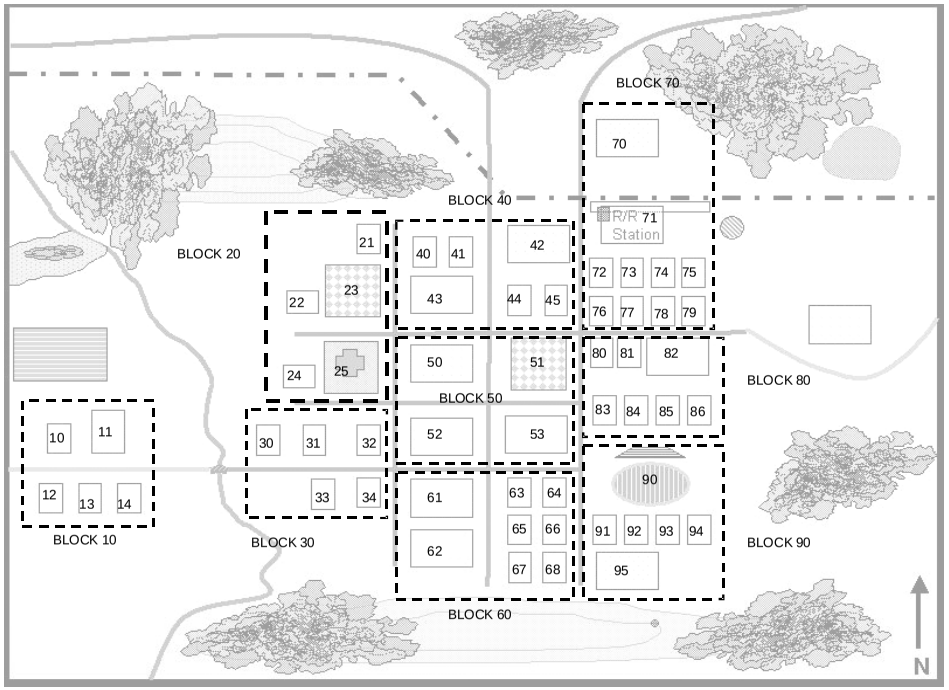
AREA RECONNAISSANCE

- ❑ An area reconnaissance is conducted to gain detailed information about threat forces and terrain features within a specified area.
- ❑ Determine whether the reconnaissance is enemy-oriented, terrain-oriented, or both.
- ❑ Troop commander assign each platoon a separate area to recon in a semi-independent manner.
- ❑ Each troop maneuvers through the area, oriented on a terrain objective and assigned NAIs.
- ❑ Elements of the troop will move in their vehicles to an overwatch position within 500 to 1500 meters of their OP. Dismount teams move into their OP position.
- ❑ Once the scouts identify the enemy, scouts should not engage them unless absolutely necessary.
- ❑ Dismounted reconnaissance will be conducted as required based on security needs and the nature of the area/point being reconnoitered.
- ❑ Vehicles will be positioned to overwatch and provide security for dismounted elements.
- ❑ Fires.
  - ❑Plan targets on likely ambush sites.
  - ❑The FSO will coordinate with the DS Fires Battalion S3 to ensure indirect fires (smoke and HE) are available when the scouts disengage from the enemy.
  - ❑All scouts must be able to call for indirect fires if required.
- ❑ An Engineer Platoon supporting the BCT, often working with the TRP, conducts engineer specific reconnaissance on enemy minefields and natural obstacles such as bridges, routes, and river crossing sites.
  - ❑Identifying locations for shaping the fight by use of obstacles.
  - ❑Conducting covert breaches of enemy obstacles.
- ❑ MEDEVAC. If elements of the troop suffer casualties, they will first try to find as covered position and use combat lifesavers to attend to the wounded. The platoon sergeant will come forward and assist along with a medical team. The closest CFV will move forward to provide direct fire support as casualties are evacuated. See Card 902.4
- ❑ The troop CP displaces through the zone, using terrain that affords effective and continuous communications with troop elements and the Sqdn headquarters. The troop commander positions himself well forward to command and control the troop. The FIST is normally positioned with the troop commander to provide responsive indirect fires to the troop during their reconnaissance.

URBAN AREA RECON

- GO 2- conduct the initial IPB of the urban area and provide the Sqdn/Troop with a basic urban area map (overhead imagery, city map, or sketch) with annotated zone designations and building numbers.
- Verify the accuracy of the S2's sketch and forward information changes to the Sqdn CP.
- Reconnoiter all terrain surrounding the urban area, focusing on approach routes for mounted and dismounted forces.
- Inspect and classify all bridges on the approaches to the urban area.
- Locate fords or crossing sites near all bridges on approaches to the area.
- Inspect and classify all overpasses, underpasses, and culverts on approaches to the area.
- Locate obstacles, barriers, and mines on approaches to the area.
- Locate bypasses around the area.
- Verify location of hazard areas such as gas distribution lines, fuel storage, chemical production, and other industrial facilities.
- Verify density and composition of the area.
- Verify location of communication facilities.
- Verify location of subterranean routes.
- Use the sketch format to create a detailed picture of your specific zone or block.





2-1 CAV Building MARKING SOP

GREEN: INDICATES CLEARED AREAS

BLUE: INDICATES POINTS OF ENTRY

RED: INDICATES CASUALTIES OR OBSTACLES

IR: INDICATES FRIENDLY POSITIONS

DURING LIMITED VISIBILITY DIFFERENT COLOR MARKINGS ARE USED THROUGHOUT TO STANDARDIZE THE TYPE OF MARKING, NOT TO INDICATE THAT AN ACTION HAS TAKEN PLACE. DAY REFERS TO HOURS OF GOOD VISIBILITY AND NIGHT REFERS TO HOURS OF LIMITED VISIBILITY.

CLEARED AREAS

- **BUILDINGS**

DAY: USE VS-17 PANEL, SUSPENDED BY 550 CORD OR EN TAPE, HUNG OUTSIDE A WINDOW FACING FRIENDLY POSITIONS ONCE THE ENTIRE FLOOR HAS BEEN CLEARED

NIGHT: USE GREEN CHEM -LITES DISPLAYED THE SAME AS DAY.

- **ROOMS**

DAY: USE VS-17 STRIPS PLACE IN THE DOORJAMB / FRAME

NIGHT: USE GREEN CHEM-LITES PLACED IN THE CENTER OF THE ROOM OR IN THE DOORWAY. CARE MUST BE TAKEN TO PREVENT SILHOUETTING A SOLDIER IN THE ROOM OR HALLWAY

POINTS OF ENTRY

- **BUILDINGS**

DAY: USE A VS-17 PANEL PLACED IN THE DOORWAY OR THE ENTRY POINT INTO THE BUILDING

NIGHT: USE BLUE CHEM-LITES DISPLAYED THE SAME AS DAY

- **BREACH OF WIRE OBSTACLE**

DAY: THE NEAR SIDE, FAR SIDE, AND BREACH LOCATION WILL BE MARKED WITH VS-17 PANELS. HANDRAILS OF EN TAPEWILL BE USED TO GUIDE SOLDIER INTO THE BREACH

NIGHT: THE NEAR SIDE, FAR SIDE, AND BREACH LOCATION WILL BE MARKED WITH DIRECTIONAL BLUE CHEM-LITES

2-1 CAV Bunker and Trench MARKING SOP

GREEN: INDICATES CLEARED AREAS

BLUE: INDICATES POINTS OF ENTRY

RED: INDICATES CASUALTIES OR OBSTACLES

IR: INDICATES FRIENDLY POSITIONS

DURING LIMITED VISIBILITY DIFFERENT COLOR MARKINGS ARE USED THROUGHOUT TO STANDARDIZE THE TYPE OF MARKING, NOT TO INDICATE THAT AN ACTION HAS TAKEN PLACE. DAY REFERS TO HOURS OF GOOD VISIBILITY AND NIGHT REFERS TO HOURS OF LIMITED VISIBILITY.

CLEARED AREAS

- BUNKERS

DAY: USE VS-17 PANEL, SUSPENDED BY 550 CORD OR EN TAPE, HUNG OUTSIDE FACING FRIENDLY POSITIONS

NIGHT: USE GREEN CHEM -LITES DISPLAYED THE SAME AS DAY.

- TUNNELS / SPIDER HOLES

DAY: USE VS-17 STRIPS PLACE IN THE OPENING

NIGHT: USE GREEN CHEM-LITES PLACED OVER THE CENTER OF THE OPENING

POINTS OF ENTRY

- TRENCH

DAY: USE A VS-17 PANEL ON A STAKE 1'-2' OFF THE GROUND ON EACH SIDE

NIGHT: USE BLUE CHEM-LITES DISPLAYED THE SAME AS DAY

- BREACH OF WIRE OBSTACLE

DAY: THE NEAR SIDE, FAR SIDE, AND BREACH LOCATION WILL BE MARKED WITH VS-17 PANELS. HANDRAILS OF EN TAPEWILL BE USED TO GUIDE SOLDIER INTO THE BREACH

NIGHT: THE NEAR SIDE, FAR SIDE, AND BREACH LOCATION WILL BE MARKED WITH DIRECTIONAL BLUE CHEM-LITES

FORWARD TRACE

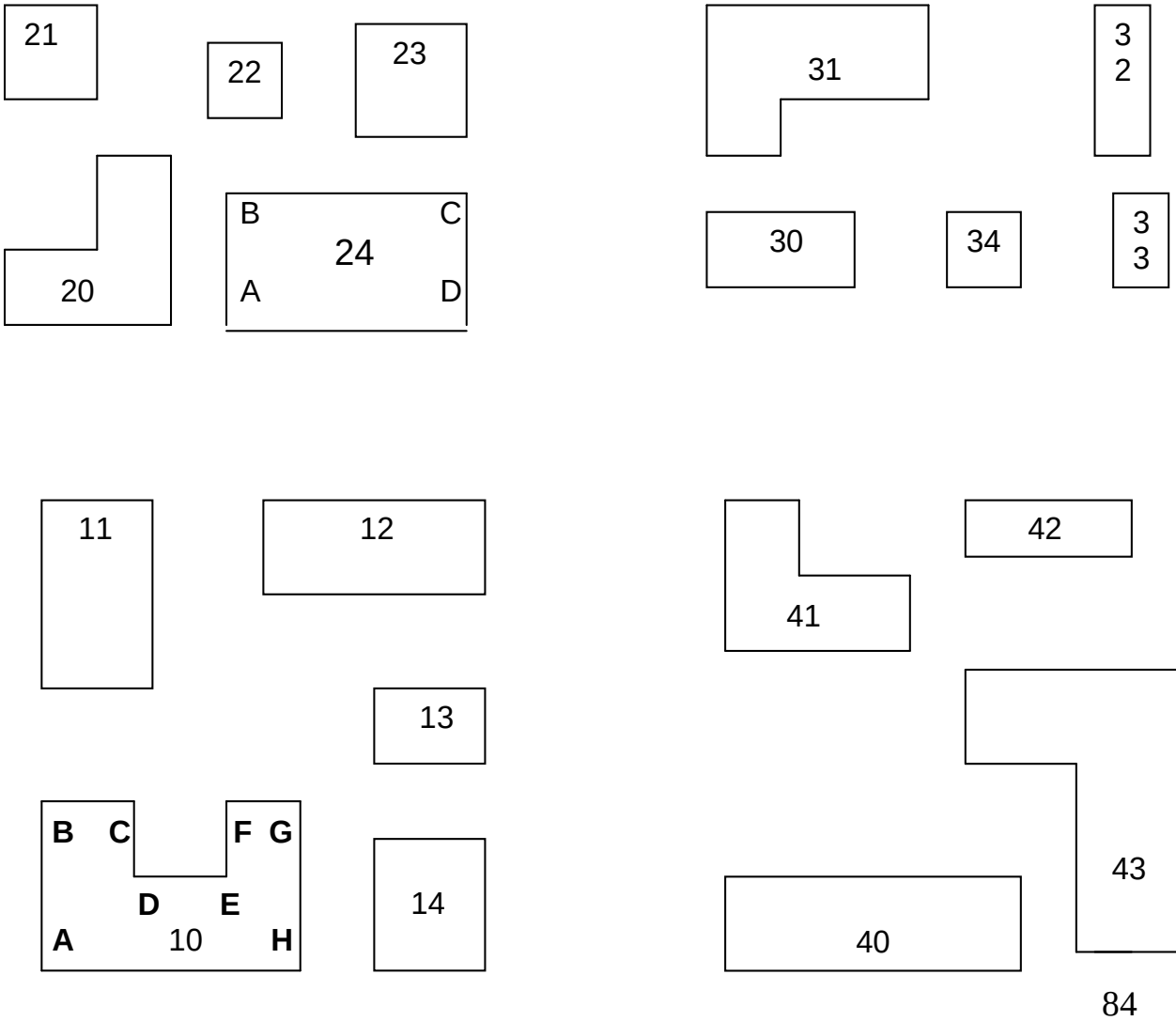
-FIRST MAN WILL HAVE A MOSES POLE WITH VS-17 (DAY) IR BUNDLE (NIGHT) EXTENDING AT LEAST 2' ABOVE THE TRENCH

Building Numbering

Number system for Building / City Blocks.

a. City blocks are designated into sectors-10, 20, etc. The buildings within that sector begin with 10 and are numbered in a clockwise manner beginning in the southwest corner-10, 11, 12, etc. If the block contains more than 10 buildings, it should be subdivided into two sectors-10, 20, etc.

b. The example below depicts four city blocks with the appropriate numbering. Blocks are numbered in series 10 through 40. Buildings are numbered IAW the block series. Building 24 illustrates designation of building corner in a standard square building. Building 10 depicts a non-square building with appropriate corner designations.

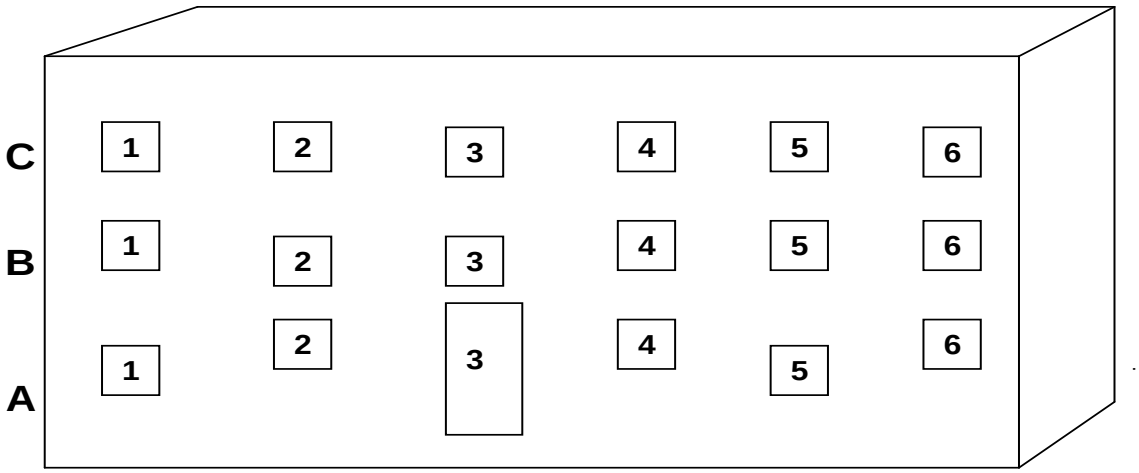


b. Target Reference Points (TRPs). TRPs are numbered IAW METT-TC in the objective. If using buildings or specific building corners, the TRP takes that number, i.e., 40 or 40A for a TRP at the southwest corner of the building 40.

Numbering System for Windows / Doors on a Building.

a. This marking system is to help you identify a window or door when told to you from another soldier at a different location.
b. Designate walls by cardinal direction.

Figure 6-2



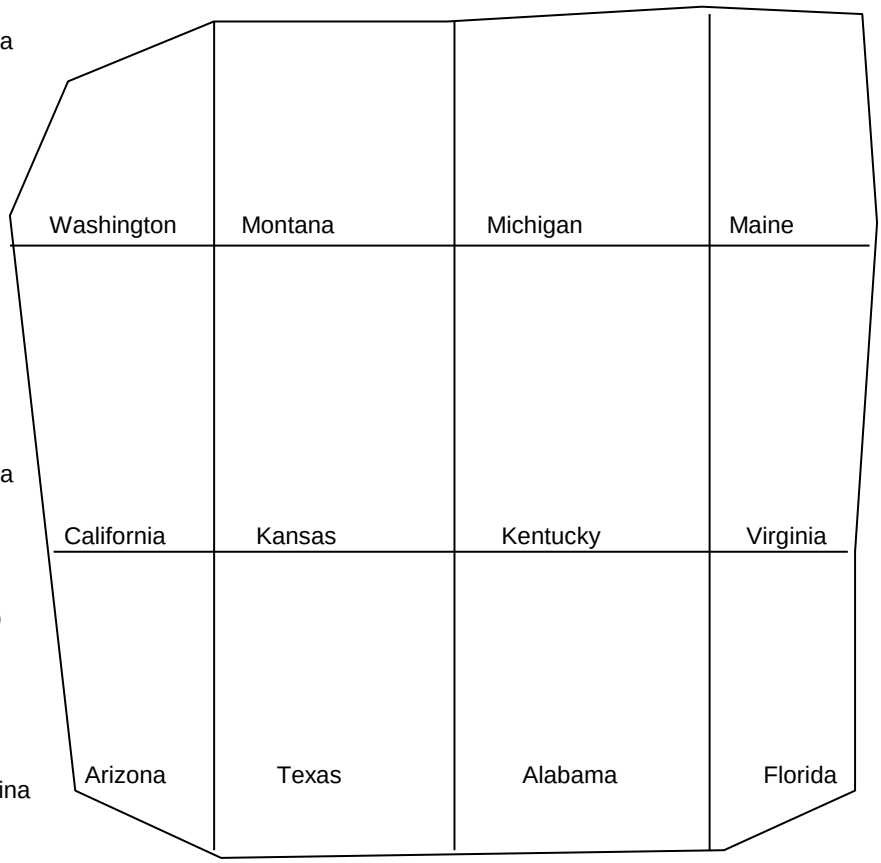
Note: This is a technique used to inform other soldiers where a certain window or door is located when he is talking to someone that is not at his location. The building is read like a map, UP and RIGHT. The window that is underline would be called out as C-3 meaning that the third floor third window is the window that the soldier is referring to.

ZONE ID

Washington
Idaho
Montana
North Dakota
Minnesota
Wisconsin
Michigan
New York
Vermont
Maine

California
Nevada
Utah
Colorado
Kansas
Missouri
Kentucky
West Virginia
Virginia

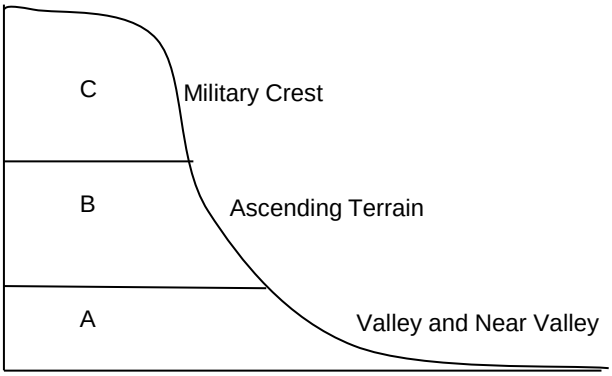
Arizona
New Mexico
Texas
Louisiana
Mississippi
Alabama
Georgia
South Carolina
Florida



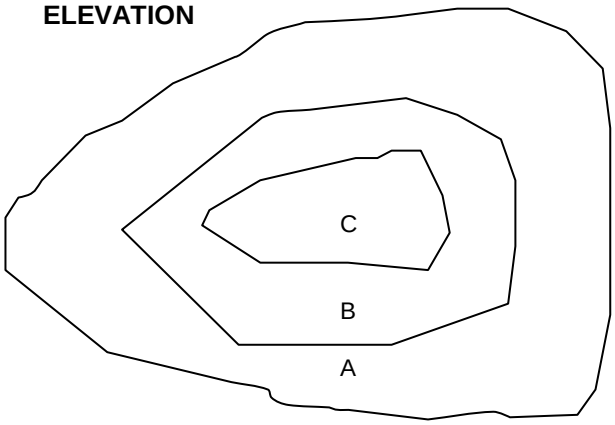
FLOATING ZONE TRPs

Within each zone use cardinal directions to further define location

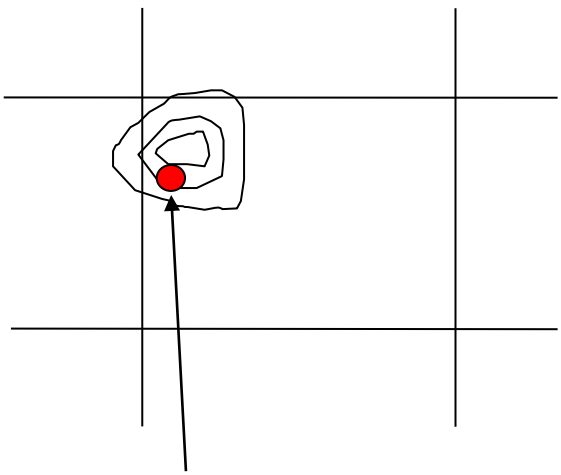
NW	N	NE
W	C	E
SW	S	SE



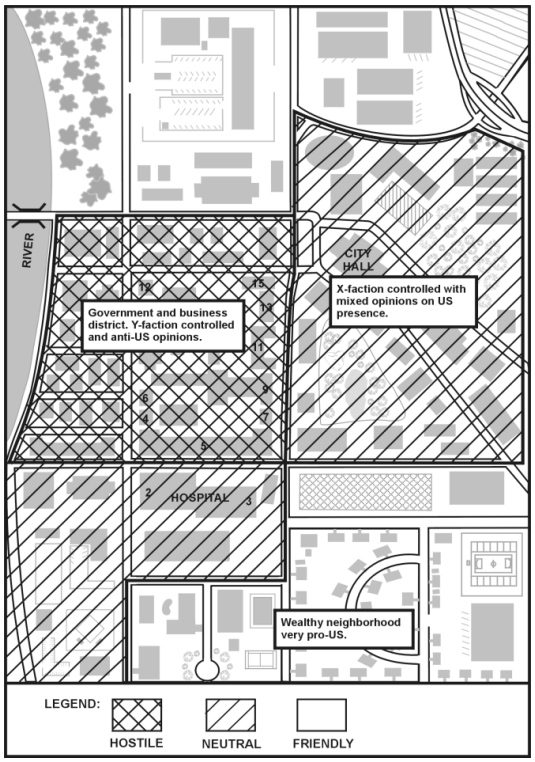
ELEVATION

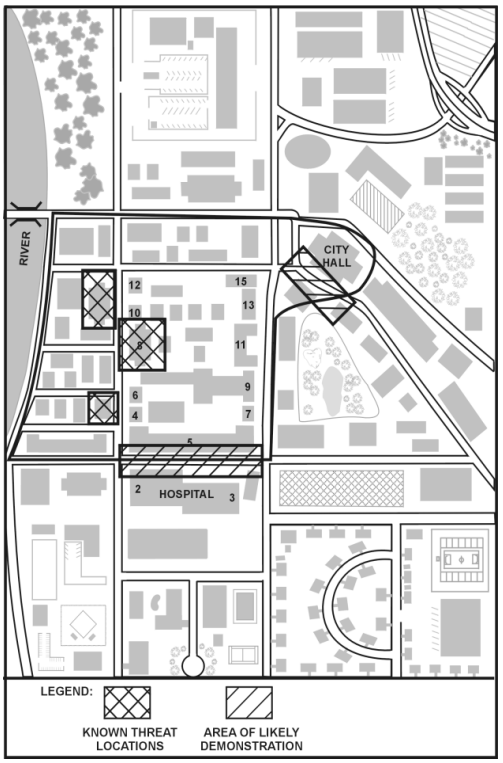


EXAMPLE



"Enemy OP sighted, Nevada, Northwest, Bravo"



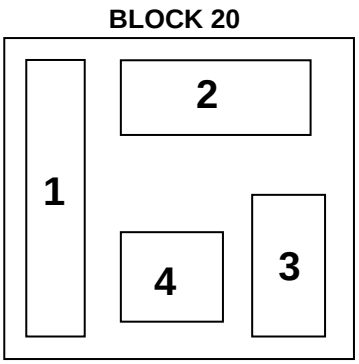


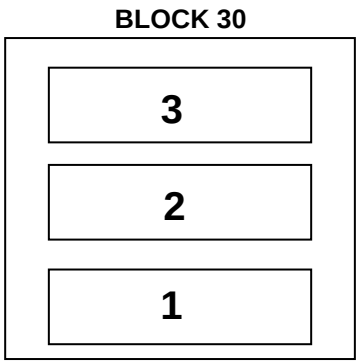
Building Marking SOP

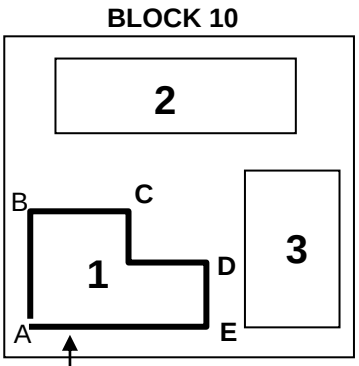
(a) City Blocks In AO are designated and numbered in a clockwise manner beginning from a standard cardinal direction (Example Is Southwest Corner) in multiples of ten (10, 20, 30).

(b) Buildings within a specific block are numbered numerically using same technique (Clockwise From SW - 10, 11, 12, 13).

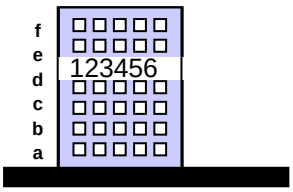
(c) Building corners designed by letters using same technique (Bldg 24 – A, B, C, D). Figure G describes in detail how this system works.







FLOORS
-lower case letters
Top to Bottom



EXAMPLE: "PLT in position at 10, 1, AE"

SCOUT / HUMINT Collector URBAN ASSESSMENT

GENERAL

MUNICIPALITY NAME:	URBAN CLASSIFICATION: *(for additional info see 34-130 Urban IPB Anx.)* Neighbourhood, Village, Town, City	MGRS Grid Ref
UNIT	NAME OF ASSESSOR	DATE
SOURCE OF INFORMATION (give as much detail as possible – *give a telephone of someone in the village if possible*)		

See Society/Infrastructure section for additional information.

CIVILIAN	Size & Activity
Are Civilians Pro, Anti, or Neutral to US Forces?	

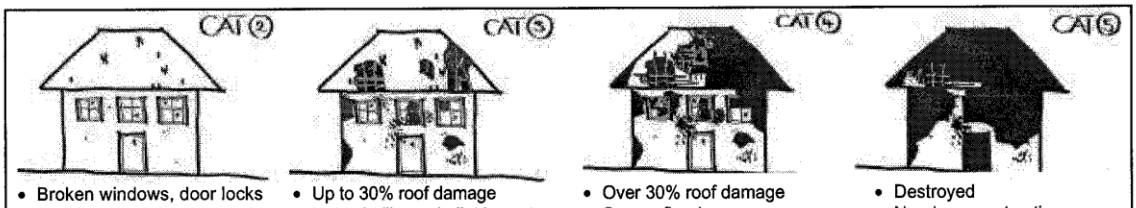
See Enemy & Threat section for additional information.

ENEMY /THREAT	Size & Activity
Note:	

NBC THREAT Y/N	Chemical / Biological / Nuclear Hazard	Individual Reporting	Location of suspected hazard	NBC1 Report Y/ N

DAMAGE TO HOUSES	Total Houses in urban area	Category 1 (Undamaged / unfinished)	Category 2	Category 3	Category 4	Category 5
(see category guide below)	Was there any new war damage to buildings since JANUARY 1999? **Y / N** Was there any new war damage to buildings since NATO arrived? Y / N					

DAMAGE TO COMMUNITY BUILDINGS	MTS WAREHOUSE	SCHOOL	MOSQUE/CHURCH	SHOPS	BAKERY	HEALTH FAC.
	No. / Category	No. / Category	No. / Category	No. / Category	No. / Category	No. / Category



- Broken windows, door locks and hinges, roof tiles
- Cut-off from electricity, water
- *Can be repaired*

- Up to 30% roof damage
- Light shelling or bullet impact on walls
- Partial fire damage
- *Can be repaired*

- Over 30% roof damage
- Severe fire damage
- Need for replacement of floors
- Doors and windows destroyed
- All piping, wiring destroyed
- *Can be repaired*

- Destroyed
- Needs reconstruction
- ***Cannot be repaired***

ROAD ACCESS IN SUMMER	Car Y / N	4WD Y / N	Light Truck Y / N	Heavy Truck Y / N	IAV Y / N	MGS Y / N	LT Track Y / N	Tank Y / N
ROAD ACCESS IN WINTER	Car Y / N	4WD Y / N	Light Truck Y / N	Heavy Truck Y / N	IAV Y / N	MGS Y / N	LT Track Y / N	Tank Y / N

SOCIETY

CURRENT POPULATION Type = Ethnic, Clan, Tribe	Persons	Type/#	Type/#	Type/#

BREAKDOWN	Locals	Returnees	IDPs	Refugees

POPULATION PERCENTAGE	%Male	%Female	%Adults	%Children

RELIGION(S)				

GOVERNMENT ELEMENTS				

POLITICAL PARTY/FACTIONS			

DIVISIONS BETWEEN GROUPS	Explain:

SOURCE OF CONFLICTS	Explain:

INTERNALLY DISPLACED PERSONS (IDPS) – *one record per village of former residence*

Number of IDPs	from MUNICIPALITY (NAME)	from VILLAGE (NAME)	WHAT'S PREVENTING THEIR RETURN HOME? (See constraints to return box below for possible issues)

CONSTRAINTS TO RETURN: Transport / house damaged / house occupied / village empty / insecurity / fear of other ethnic groups / access to food and basic needs / healthcare / education / water / electricity / etc.

COMMUNITY LEADERS PRESENT	ACTIVIST	MAYOR	HEALTH WORKER	IMAM/PRIEST	TEACHER	POLICE CHIEF
	Name: Tel:					
	FACTION MIL. LDR.					
Name: Tel:						

INFRASTRUCTURE

ENERGY / ELECTRICITY location	Working? Yes / No	Yes / No / Intermittent	Hours working per day	NAME of POC/PIC	NEEDS:

OTHER ENERGY SOURCES: Petrol, Wood, Other_____.
Other energy needs?
Who is assisting with needs (e.g. NGO, government, ...)?
Signs of threat use of energy sorces?

COMMUNICATIONS location	Working? Yes / No	Yes / No / Intermittent	Hours working per day	NAME of POC/PIC	NEEDS:
Wire/Phone					
Cellular					
Internet					
Who is assisting with needs (e.g. NGO, government, ...)?					
Signs of threat use of communications?					

ENEMY/THREAT

Threat activity observe by civilians, factions or US forces within urban area.

THREAT	Size	Activity	Location / MGRS	Unit ID/Uniform	Date/Time	Equipment
Conventional Force						
Paramilitary / Faction						
Terrorist						
Gangs						
Criminal Element						
Barracks – threat Y / N						
Arms Room – threat Y / N						
Cache – threat Y / N						
Other						

EXPLAIN THREAT OBSERVATIONS	
Who observed activity?	
Threat using civilians to advantage?	
Threat use of information? *Propaganda, radio, news, internet, cell*	
Manipulating key facilities?	
Use of all dimensions? *Subterranean, upper floors, basements*	
Type of urban oriented weapons? *Mines, booby traps, snipers, mortars, etc..*	

NOTES:

MEDIA *(Actions are conducted IAW SOP ROE / ROI with contact with media)*

Media activity: Yes / No Explain:	
Type of media: e.g. TV, Publish media, Radio, etc:	
Identity of media:	
Approved by PAO:	
Media representative escorted? / By whom?	
Appear to be neutral, pro, or hostile?	

EDUCATION / Name & Loc.	School functioning? Yes / No	NAME of POC/PIC	No. of classrooms	NEEDS:
Who is assisting with needs (e.g. NGO, government, ...)?				

WATER STATION location:	Working? Yes / No	Yes / No / Intermittent	Hours working per day	NAME of POC/PIC	NEEDS (to get in working order based off status*):

WATER & SANITATION	% of Households using		CURRENT STATUS*	PERCEIVED WATER...		REMARKS (e.g. able to support our unit)
	Pre-Conflict	Current		QUALITY	QUANTITY	
Wells				Good / Bad	Adequate / Inadequate	
Springs				Good / Bad	Adequate / Inadequate	
Piped distribution				Good / Bad	Adequate / Inadequate	
Electric Pumps				Good / Bad	Adequate / Inadequate	

*STATUS (more than one if necessary): (W)orking / (D)amaged / (C)ontaminated / d(E)stroyed
Who is assisting with needs (e.g. NGO, government, ...)
Signs of threat use of water sources or support to water source?

HEALTH (for TYPE, if Ambulanta circle one: S = State; P = Private; for Personnel: (D)octor, (N)urse, (M)ed. Tech for Drugs and Equipment: (A)dequate; (I)nadequate.)

TYPE (see above)	Daily Consultations	Working	Personnel (number)	Drugs	Equipment	Water	Sanitation
Hospital	Number:	Y / N	___D ___N ___M	A / I	A / I	Y / N	Y / N
Aid Station / Clinic	Number:	Y / N	___D ___N ___M				
Ambulance: S / P	Number:	Y / N	___D ___N ___M				
Who is assisting with needs (e.g. NGO, government, ...)?							
Signs of threat use of healthcare?							

FOOD AND COOKING					
% of dairy cattle remaining		% of farms expecting to harvest this summer			
% of families with cooking facilities:		Is there a bakery?	Y / N	Is it operational?	Y / N

SOURCES OF FOOD AVAILABLE IN VILLAGE		Food Item	AVAILABLE	PRICE	
Humanitarian distribution	Y / N	Wheat flour	Y / N	DM / Din	Kg
Household garden / farm	Y / N	Oil	Y / N	DM / Din	Litre
Household stores	Y / N	Sugar	Y / N	DM / Din	Kg
Shops or market	Y / N	Meat	Y / N	DM / Din	Kg
Nearest village with market		Fruit & vegetables	Y / N	DM / Din	Kg
		Coffee	Y / N	DM / Din	Kg
Signs of threat use of food sources?					
Can local food sources support friendly unit?					

ASSISTANCE DISTRIBUTION	Who is responsible for distribution? *(circle or specify)*				Local warehouse / storage facilities?		
	Mayors Office	Mosque/Church	NGO (specify)	Other (specify)	Y / N	Type	Size (m2)

SECONDARY DISTRIBUTION	Is this village used for secondary distribution?	If so, which villages receive assistance from this village?
	Y / N	

ZONE RECON

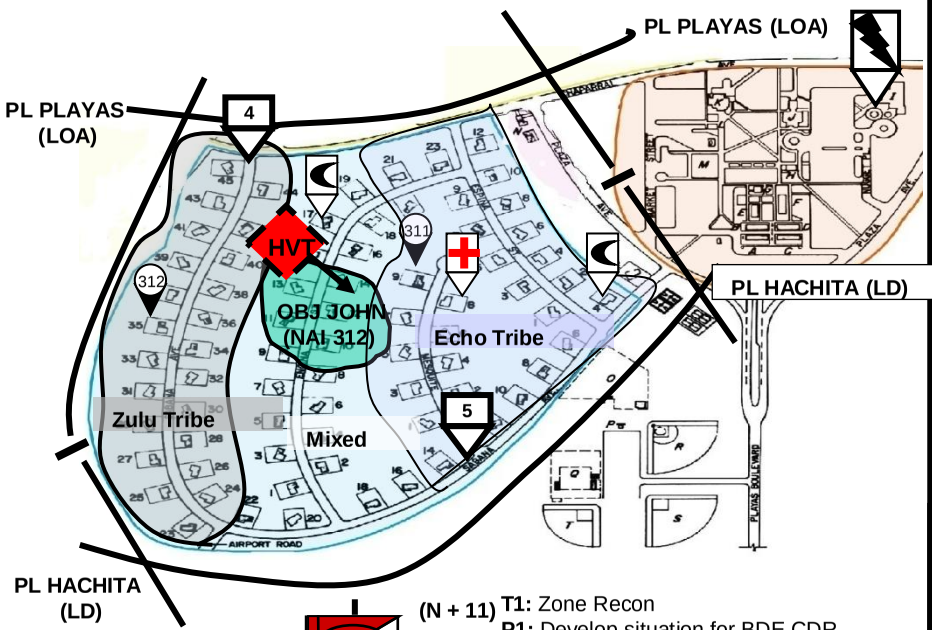
T: Zone Recon of Urban Area (Leschi Town)
P: IOT facilitate a TF attack

Timeline:

• N-HR	Decision PT – Zone Recon of Urban Area
• N +1	SQDN issues FRAGO
• N+9	TRP CDRs completes TLPs prepared to SP
• N+10	UAV overflight/ TRPs set in ATK POSs
• **N+11**	**TRPs begin Zone Recon**
• N+11-N+72	Zone Recon
• **N+72**	**RHO to TF Scouts/prepared for follow on MSN**

COA Sketch:

Assumption: Semi-permissive environment



MLCOA:
T: Conduct counterrecon (area is semi-permissive)
P: Prevent friendly collection of enemy C2 nodes and insurgency group operations
M: Propaganda/ Protests/Riots/Sniper attacks/IED attacks
E: Friendly forces unable to answer CCIR/PIR or gain accurate intelligence of the AO.

WFFAssets: (Leschi Town or smaller)
Intelligence:
• Overhead Imagery (Key infrastructures overlay)
• Population Study/Human Terrain Overlay/ NGO's and other groups operating in area
• Surveillance TRP/SIGINT analysis
• UAV
• Additional THT Assets
MNVR:
• 1 x Recce TRP
• 1 x Kiowa Section
Effects:
• CA/PSYOP TMs attached
• Interpreters attached 4 x TRP/ 1x per THT/CA/PSYOP TM
• IO guidance
• Organic Mortars/CAS on call
C2:
• TOC C2 Ops
• FM/EPLRs COMMs
CSS:
• CL III: UBL
• CL V: UBL
• MEDIC: 1 x MEV w/ TRP
• MNT: Recovery on stand by with QRF
ENG:

WFFAssets: (Larger than Leschi)
Intelligence:
• No change
MNVR:
• 2 x Recce TRP or more time
• 1 x Recce PLT as QRF
• 1 x Section Kiowa support
Effects:
• DS ARTY (POF)
C2:
• TOC C2 Ops
• TACSAT/HF COMMs
• Iridium phones 1x TRP
CSS:
• CL III/V: FLE package with 2x day supply
• MEDIC: AIR EVAC available
• MNT: No change
ENG: 1 x ENG SQD (recon/mobility)

Risk Assessment:
MDCOA:
T: Conduct uncoordinated area defense of urban area (environment becomes non-permissive)
P: Prevent friendly forces from gaining foothold in AO
M: IED and VBIED on LOCs, mortar/rocket attacks on C2 and LOG nodes, up to squad size element direct action
E: Friendly forces unable to successfully enter urban area
• 24-48hrs expect to see uncoordinated attacks

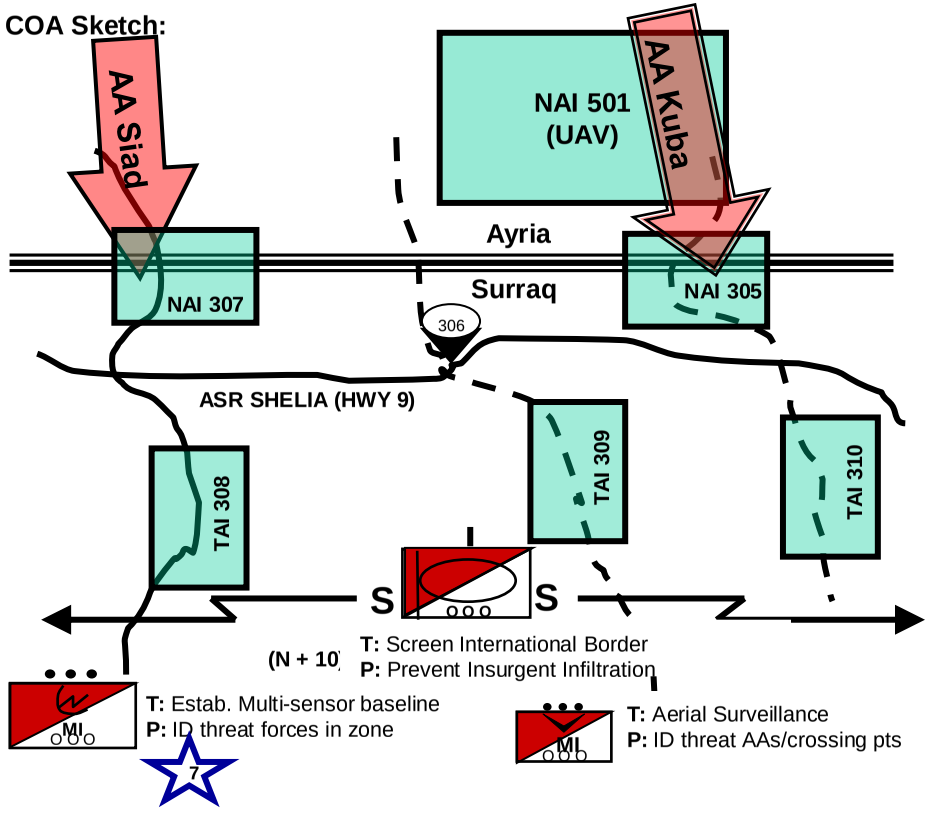
SCREEN

T: Screen/Guard
P: IOT protect BDE elements

Timeline:

N+3	Squadron issues OPORD
N+4	Troop conduct TLP's
N+6	Recon complete/SP
N+8	Screen set
N+10	**Screen established**
N+16	Guard set
N+18	**Guard established**

COA Sketch:



MLCOA:
T: To traffic personnel and material
P: IOT support insurgency operations
M: Infiltrate international boundary
E: Insurgents have personnel and equipment for attacks

WFFAssets: (SCREEN)

Intelligence:
- Overhead Imagery
- UAV PLT/Prophet/REMBASS
- JSTARS (MTIs)

MNVR:
- 1 x Recce Troop
- 1 x Kiowa Section

Effects:
- Organic MTR RNG capability (7.2KM)
- JTAC/CAS on call

C2:
- Troop CP

CSS:
- CL III: UBL
- CL V: UBL
- MEDIC: Troop medics/MEV
- MNT: 1 x CRT TM

ENG:
- Survivability assets local-force protection

WFFAssets: (GUARD)

Intelligence:
- Overhead Imagery
- UAV PLT/Prophet/REMBASS
- JSTARS (MTIs)

MNVR:
- SQDN
- 2 x Kiowas

Effects:
- 1 x BTRY DS
- Q-37 Radar Coverage

C2:
- SQDN TOC

CSS:
- CL III: LST (STD package)
- CL V: UBL
- MEDIC: AIR EVAC available

ENG:
- Survivability assets local-force protection

Risk Assessment:
MDCOA:
T: Attack friendly forces
P: IOT ensure successful smuggling of personnel and material
M: Tech vehicle, rocket (RPG), small arms
E: Screen/Guard elements destroyed; International Border penetrated

Risk Mitigation:
- Shut-down legal border crossings
- Reinforce with infantry company

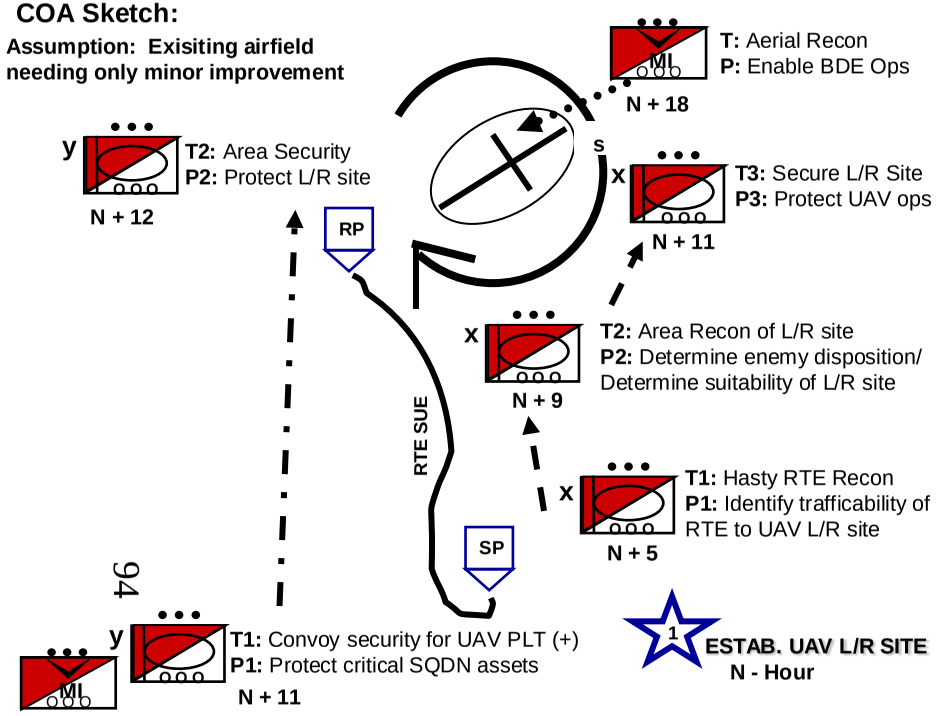
UAV LAUNCH/RECOVERY

T: Establish UAV Launch/Recovery
P: IOT enable ISR collection to extended ranges

Timeline:

• N-HR	Decision PT - Establish UAV Launch/Recovery Site
• N +1	SQDN issues FRAGO
• N+5	TRP CDRs completes TLPs; SP for recon (w/ UAV SME)
• N+9	Initial Recon of site is complete; determined to be suitable
• N+11	L/R site secured; PLT SPs w/ UAV PLT and ENG assets
• N+12	UAV PLT (+) set on site/ begin position improvement
• **N+18**	L/R site established; **UAV first flight capable**
• N+48	Survivability position complete

COA Sketch:



MLCOA:
T: Disrupt friendly establishment of key infrastructure nodes
P: Prevent enemy collection of AO
M: IDF attacks on UAV L/R site; IED/VBIED attacks on routes to/from L/R site
E: Friendly forces unable to sustain airfield operations

WFFAssets: (Normal Range – w/in FM comms)
Intelligence:
• Overhead Imagery
• UAV PLT
MNVR:
• Recce PLT to recon/secure site
• Recce PLT to provide escort/area security
• 1 x Kiowa section for area security
Effects:
• 1 x MTR Section in RNG capability (7.2KM)
• LWCM Radar cover of site (CFZ over L/R site)
C2:
• A2C2 complete
• Recce TRP to C2 Ops
• FM/EPLRs comms
CSS:
• CL III: Mogas (PLT internal storage)
• CL V: UBL
• MED: 1 x TM on site
• MNT: Recovery team on stand by for initial entry
ENG:
• Survivability assets - berm/digging/grader

WFFAssets: (Extended Range – TREX needed for FM/EPLRs Comms)
Intelligence:
• No change
MNVR:
• Additional PLT to secure TREX/GCS site
Effects:
• 1 x BTRY in RNG capability (24km)
• LWCM Radar cover of site (CFZ over site)
C2:
• Recce TRP to C2 Ops
• TREX Team
CSS:
• CL III: 500 gal blivet of Mogas (100 octane)
• CL V: UBL
• MED: Troop MEV; LZ estab; Air Evac on standby
• MNT: CRT team (wrecker & contact truck)
ENG:
• No change

Risk Assessment:
MDCOA:
T: Destroy UAV PLT
P: IOT deny key ISR assets
M: Coordinated PLT size attacks on L/R site
E: Destruction of BDE ISR assets
• within 72HRs expect to see coordinated attacks
• Upgrade security PLT to INF PLT (2x PLTs until survivability positions are established)

Downed Aircraft Recovery

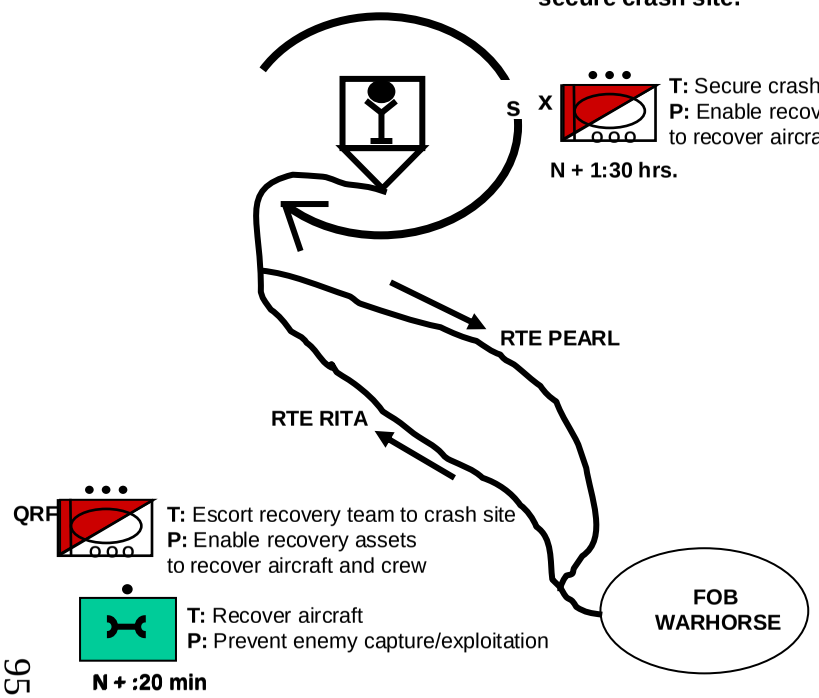
T: Conduct Downed Aircraft Recovery Team (DART) Operations (40km max)
P: IOT secure and recover a downed aircraft w/ crew

Timeline:

• N-HR	Aircraft crash in AO
• N+:5 min	FRAGO given to nearest element to secure crash site
• N+:20 min	QRF departs FOB w/ necessary recovery assets
• N+1:30	Crash site secured; QRF w/ recovery team arrives
• **N+2**	**Crew MEDEVAC'ed; begin recovery of aircraft**
• **N+6**	**Aircraft recovered; enroute to FOB**
• N+7	QRF arrive at FOB

COA Sketch:

NOTE1: Nearest unit to crash site will be given immediate FRAGO to secure crash site.



MLCOA:
T: Destroy friendly helicopter/UAV
P: IOT harass friendly air operations and develop propaganda
M: RPG, SA-7, or other ground fired missile/rocket
E: Insurgent video of downed helicopter/captured crew aired as propaganda

WFFAssets: (Helicopter Down)
Intelligence:
• Overhead Imagery
• Enemy activity / disposition in sector
• UAV overflight of crash site
MNVR:
•1 x Recce PLT secure site (nearest in AO)
• SQDN QRF to escort recovery assets
Effects:
• JTAC/CAS on call
C2:
• TOC/TAC
• FM/EPLRs/HF/SATCOM/Iridium
CSS:
• CL III: UBL
• CL V: UBL + Demo
• MEDIC: MEV w/ escort PLT; AIR MED
• MNT: LHS/Flat Rack/M88/Wrecker
ENG:
• EOD on standby (for UXO disposal)

NOTE2: Wrecker can drag a OH-58 onto a flat rack; M-88 required for recovery of UH-60, AH-64, or CH-47

WFFAssets: (UAV Crash)
Intelligence:
• No change
MNVR:
• No change
Effects:
• No change
C2:
• TOC / TAC
• FM / EPLRs / HF / SATCOM
CSS:
• CL III: No Change
• CL V: No Change
• MEDIC: PLT Medic
• MNT: FMTV (empty) to pick-up crashed UAV
ENG:
• N/A

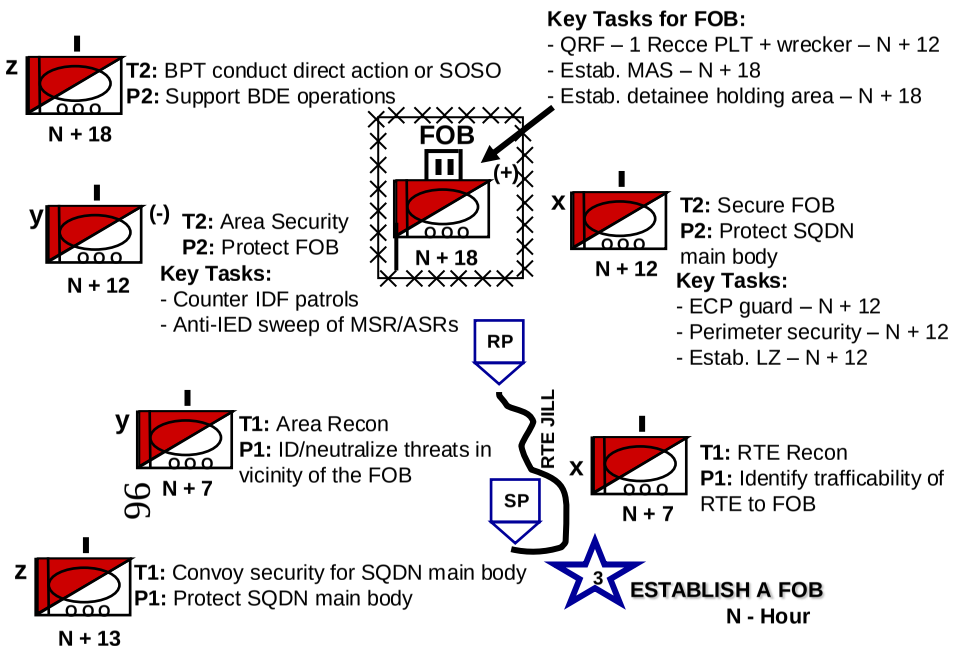
Risk Assessment:
MDCOA:
T: Conduct Ambush on friendly recovery assets
P: IOT destroy recovery assets and capture personnel
M: Coordinated SQD size attacks / Mortar/RPG ATKS / Sniper Fire
E: Friendly forces unable to secure aircraft and crew captured for propaganda
Risk Mitigation:
CAS on station – Precision Guided Munitions used to interdict insurgent forces en route to crash site

FOB SECURITY

T: Establish FOB Security
P: IOT provide secure area to conduct BDE operations

Timeline:
- N-HR Decision: establish a Forward Operating Base
- N+4 Squadron TLP's complete order issued to troops
- N+7 Route Recon troop SP/ Area Recon Troop SP
- N+12 Set initial FOB security (RTE Recon Troop)/conduct area security (PLT from Area Recon Troop)
- N+13 Squadron main body SP to occupy FOB
- **N+18** Squadron TOC set; **1 x Recce Troop + 1 Troop (-) available for limited direct action**
- N+36 Initial survivability positions complete (Berm TOC/OP locations).
- N+72 FOB perimeter Berm/Wire complete

COA Sketch:



MLCOA:
T: Disrupt friendly establishment of key Infrastructure nodes
P: Prevent squadron C2 capabilities
M: RKT/MTR Attacks; IED attacks vic of FOB
E: Friendly forces unable to sustain combat operations

WFF Assets: (Normal Range w/in FM comms of BDE TOC)
Intelligence:
- UAV PLT/Prophet/REMBASS
- SIPR connectivity (Trojan Spirit or IKSS)

MNVR:
- Recce Troop to secure FOB/ECP
- Recce PLT for QRF
- SQD for detainee ops (1 x Recce Section or 1 x ENG SQD)
- 1 x PLT counter-IDF/local patrolling

Effects:
- 1 x MTR Section in RNG capability (7.2KM)
- LWCMR cover of area (CFZ over FOB)
- JTAC w/ CAS on call

C2:
- Squadron HQ C2 node
- FM/EPLR/TACSAT/NTDR/HF comms

CSS:
- FFT, Refer Van, MKT
- CL III: Bulk fuel storage (JP8, AV,mogas)
- CL V: ASP/AHA
- MED: MAS w/ PROFIS DOC; LZ established
- MNT: CSS Vsat/ CRT w/maintenance area, ICLS/contractor support
- LST w/ 3 x fuelers, 2 x trailers w/ blivets, 2 x wrecker, 3 x LHS for LOGPAC, ROWPU Team

ENG:
- Survivability assets-berm/digging/grader
- EOD Team

WFF Assets: (Extended Range – beyond FM comms w/ BDE TOC)
Intelligence:
- No change

MNVR:
- 1 x Kiowa section (TACON)

Effects:
- 1 x BTRY in RNG capability (24km)

C2:
- TREX team (up to 3 total)

CSS:
- CL III: No change.
- CL V: No change.
- MEDIC: MEDEVAC bird on site
- BSMC(-) w/ patient holding capabilities
- Mortuary Affairs team

ENG: No change

ENG Priority of Effort – berm TOC/OP locations, initial ECP construction, berm perimeter, construct detainee holding area, wire perimeter, build guard towers, finalize ECP w/ barriers and fighting posns

Risk Assessment:
MDCOA (capable w/in 72 hrs.):
T: Destroy squadron C2 nodes
P: IOT cause US forces to withdrawal from AO
M: Coordinated car bomb combined with rocket/mortar/small arms attack
E: FOB perimeter breached and SQDN C2 nodes destroyed

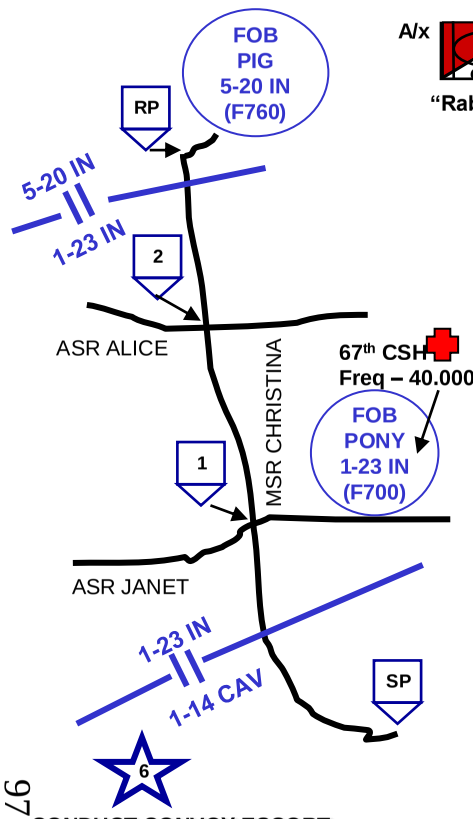
Risk Mitigation:
- Increase to 2 x troops on perimeter security
- 1 x Troop for direct action to destroy threat
- 1 x Kiowa section TACON for area security

CONVOY ESCORT

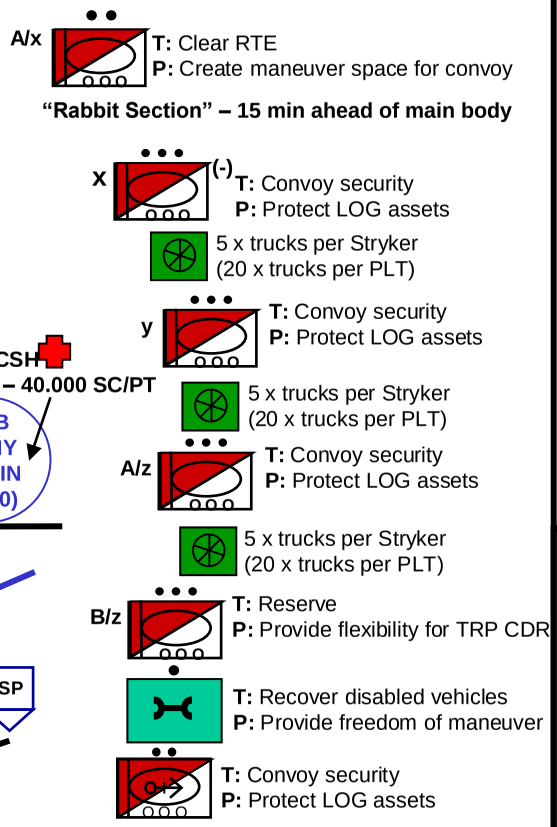
T: Convoy Escort
P: IOT facilitate movement along LOCs

Timeline: (Distance 420km – one way)
- N-HR Decision PT – Conduct Convoy Escort
- N+1 SQDN issues FRAGO
- N+5 TRP CDR complete TLPs; L/U complete w/ escorted elements.
- **N+5-N+15 Convoy Escort**
- N+15 Escort Complete awaiting follow on mission

COA Sketch:



Convoy Layout:



MLCOA:
T: Disrupt friendly movement along LOC
P: Deny freedom of maneuver and LOG resupply in AO
M: IED attacks, harassing ambushes, RPG Attacks
E: Friendly forces unable to use MSR for resupply operations

WFFAssets: (Escort for 60 vehicles or less)

Intelligence:
- Overhead Imagery to identify primary and alternate routes
- UAV overflight of route

MNVR:
- 1 X Recce TRP (5 vehicles per Stryker)
- 1 x Kiowa Section
- Electronic Disruption (WARLOCK)

Effects:
- Organic MTRs
- JTAC/CAS on call

C2:
- Recce TRP to C2 Ops
- FM/EPLRs/SATCOM/Blue Force Tracker
- Iridium Phone 1 x TRP
- Callsigns/freqs of FOBs along RTE
- SOTM antenna for Troop CDR

CSS:
- CL III: UBL
- CL V: UBL
- MEDIC: MEV, AIR MEDEVAC available; MED freq/call sign for nearest Med Hospital
- MNT: Wrecker w/Convoy, 1xHETT w/ TRLR 1xHETT without TRLR

ENG:
- N/A

WFFAssets: (Escort for 60 vehicles or more)

Intelligence:
- No change

MNVR:
- 2 x Recce TRP (5 veh per Stryker)
- Establish 2nd Serial
- 2 x Kiowa sections

Effects:
- No Change

C2:
- TAC for convoy C2

CSS:
- 2nd Recovery package

ENG:
- No change

Risk Assessment:

MDCOA:
T: Interdict friendly movement along LOC
P: Deny freedom of maneuver and LOG resupply in AO
M: IED/VBIED attacks, complex ambushes
E: Friendly forces unable to conduct movement along LOC

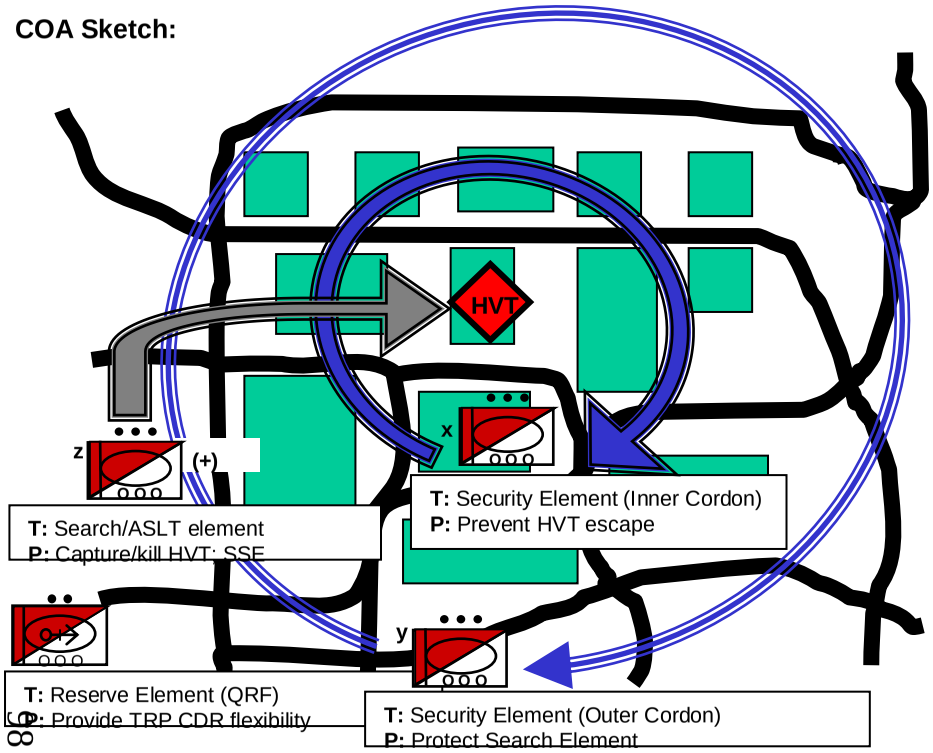
Mitigating Factors- SQDN Reserve-1 x Recce PLT

CORDON and SEARCH

T: Conduct cordon and search (seize and clear)
P: IOT capture/kill HVT

Timeline:
- N-HR Decision PT made to conduct cordon and search
- N+2 SQDN issues FRAGO
- N+3 PLT Rehearsals/TLPs/Link up with support assets
- N+7 CAR
- N+8 Intelligence update
- N+9 TRP CDR/PLs complete TLPs, TRP(+) prepared to SP
- N+12 Cordon and Search Complete; HVT evac'ed to holding area; SSE complete; prepared for follow on mission/continue site exploitation

COA Sketch:



MLCOA:
T: Disengage
P: IOT evade capture
M: Attack by fire w/ small arms fire,RPG, and/or IED
E: Capture evaded, casualties minimized, pursuit negated.

WFFAssets: (One target house, a small city block maximum)
Intelligence:
- UAV live feed
- overhead imagery
- clandestine ground reconnaissance
- HUMINT target package
- guide/translator

MNVR:
•Recce TRP [inner/outer cordon, search/SSE, reserve (QRF)]
- MP/working dogs
- CA/PSYOPS

Effects:
- CAS on call
- 2 x Kiowas for area security/isolation of TGT
- Organic MTRs

C2:
- Recce TRP to C2 Ops
- FM/EPLRs Comms

CSS:
- CL V: demolitions (water impulse/flex linear)
- MEDIC: MEV, MASCAL Plan (1x empty FMTV w/ QRF); AIR MEDEVAC on standby
- MNT: Recovery on stand by

ENG:
- **EOD on call**
- **Engineer Section (mobility)**

WFFAssets: (more than one target house, two city block maximum)
Intelligence:
•No change
MNVR:
•Recce TRP X 2 (inner cordon, outer cordon, QRF, search)
• or 1 x Recce TRP and 1 x IN PLT
Effects:
• No Change
C2:
• TAC to C2 Ops
CSS:
• No change
ENG:
•No change

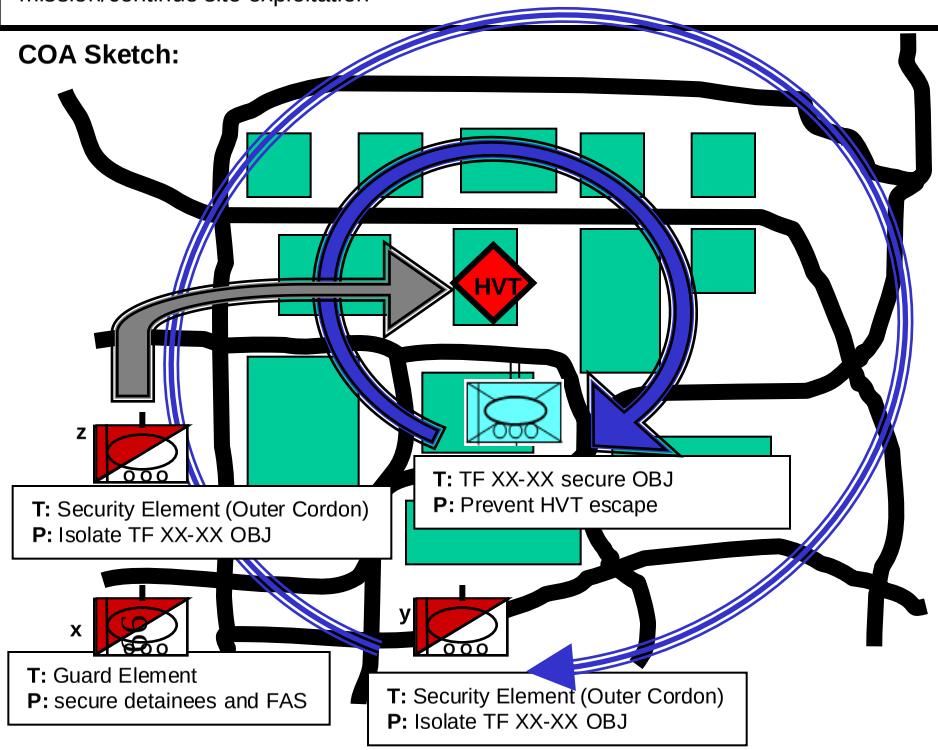
Risk Assessment:
MDCOA:
T: Ambush to disrupt
P: IOT avoid capture and inflict maximum casualties
M: IED/VBIED attacks/complex ambushes
E: Friendly forces unable to capture/kill HVT
Risk Mitigation:
1 x ATGM PLT, 1 x BTRY DS, electronic warfare systems and counter IED systems

Outer Cordon for BDE C/S

T: Establish outer cordon for BDE MSN (Isolate Objective)
P: IOT prevent AIF/civilians from entering and departing TF XX-XX AO

Timeline:
- N-HR Decision PT made for SQDN to establish outer cordon
- N+1 SQDN issues WARNO/begins initial coordination for external assets (BDE/DIV)
  Begins direct coordination with TF XX-XX
- N+3 SQDN determines requirements issues FRAGO to TRPs
- N+7 CAR to include external assets if applicable
- N+8 Intelligence update
- N+9 TRP CDR/PLs complete TLPs, SQDN prepared to SP
- N+12 Outer Cordon set; HVT evac'ed to holding area; prepared for follow on mission/continue site exploitation

COA Sketch:



MLCOA:
T: Disengage
P: IOT evade capture
M: Attack by fire w/ small arms fire,RPG, and/or IED
E: Capture evaded, casualties minimized, pursuit negated.

WFFAssets: (three city block maximum)
Intelligence:
- UAV live feed
- overhead imagery
- clandestine ground reconnaissance
- HUMINT target package
- guide/translator

MNVR:
- Recce TRP isolate from CP_ to CP _
- Recce TRP(-) isolate from CP _ to CP _
  - PLT O/O as SQDN Reserve
- Recce TRP BPT guard detainees and escort FAS
- MP/working dogs work with IZ Police
- CA/PSYOPS-Messages for civlians
- IZ Police conduct traffic control outside cordon

Effects:
- CAS on call
- 2 x Kiowas for area security/isolation of TGT
- Organic MTRs

C2:
- SQDN TAC toC2 Ops
- FM/EPLRs/TACSAT Comms

CSS:
- CL V: demolitions (water impulse/flex linear)
- MEDIC: MEV, MASCAL Plan (2x empty FMTV w/ TRP); AIR MEDEVAC on standby
- MNT: Recovery on stand by

ENG:
- **EOD on call**
- **Engineer Section (mobility)**

WFFAssets: (more than three city block maximum)
Intelligence:
- No change

MNVR:
- INF CO guard detainees and escort FAS

Effects:
- No Change

C2:
- No change

CSS:
- No change

ENG:
- No change

Key Tasks:
- **Synchronization of forces into cordon**
- **Maintain communications with TF XX-XX**
- **Keep BDE informed so they may assist with other assets**

Key Information Requirements for TF XX-XX
- **Location of OBJ**
- **Composition of forces**
- **Friendly Marking System**
- **Exchange frequencies and call signs**
- **BPT send SQDN LNO to TF XX-XX**

Execute LoB, Cut and Fix

T: To execute a LoB, cut and fix on NAI

P: To facilitate collection on a target and location

Timeline:

N-HR	Decision PT – Establish Prophet collection site
N+1	SQDN issues FRAGO
N+5 (w/UAV)	TRP Cdr completes TLP's: SP for recon
N+7	Initial site recon is complete
N+10	Site secured: PLT S/P's with security element
N+11	First signal intelligence gathering
N+36	Survivability position complete

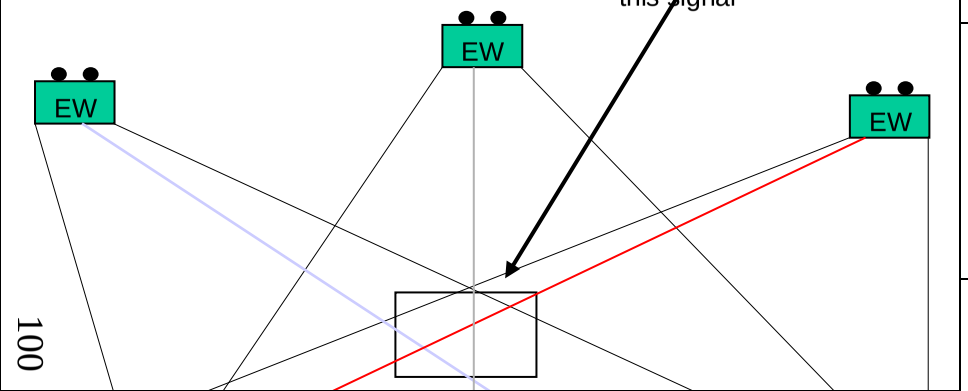
COA Sketch:

1 Execute LoB: This is complete when a signal received and general direction is found.

2 Execute Cut: This is complete when a LoB is acquired from 2 locations And creates a Elliptical Error Probability (EER).

3 Execute Fix: When 3 Systems acquire an Accurate LoB

Probability of these LoB's indicates that near or around the center of this triangle is the origination of this signal



MLCOA:

T: Intercept signals intel on enemy and execute a LoB, Cut and Fix

P: Locate and exploit enemy communications and location

M: IDF attacks on Prophet site; IED/VBIED attacks on routes to/from site

E: Full exploitation of SIGINT and dissemination to appropriate agencies to locate targets

WFFAssets: (mounted sys)
Intelligence:
•Signal
•Communications
MNVR: (IF NEEDED)
•Recce PLT to recon/secure site
•Recce /NBC PLT to provide escort/site security
•1x Kiowa section for area security
Effects:
•1x MTR section in RNG capability (5-7km)
•LWCM Radar cover of site (CFZ over Prophet site)
C2:
•A2C2 complete
•MICO to C2 ops
•FM/EPLRs comms
CSS:
CL III: JP8
CL V: UBL
CLVII: Prohpet platform
MED: CLS

WFFAssets: (dismounted sys)
Intelligence:
•No change
MNVR: (IF NEEDED)
•Recce PLT to recon/secure site
•Recce /NBC PLT to provide escort/site security
Effects:
•1x MTR section in RNG capability (5-7km)
•LWCM Radar cover of site (CFZ over Prophet site)
C2:
•A2C2 complete
•Prophet Control to C2 ops
•FM/EPLRs comms
CSS:
CL I: 3x MRE/per.,
CL III: JP8, Battery Pack
CL V: UBL
MED: CLS

Risk Assessment:
MDCOA:
T: Destroy Prophet systems
P: IOT deny signals collection
M: Coord/UnCoord attacks on Prophet site
E: Destruction of BDE ISR assets
Within 96 hours expect attacks
Upgrade security PLT to INF PLT(x2 PLT until survivability positions are established

Consequence Management Battle Drill

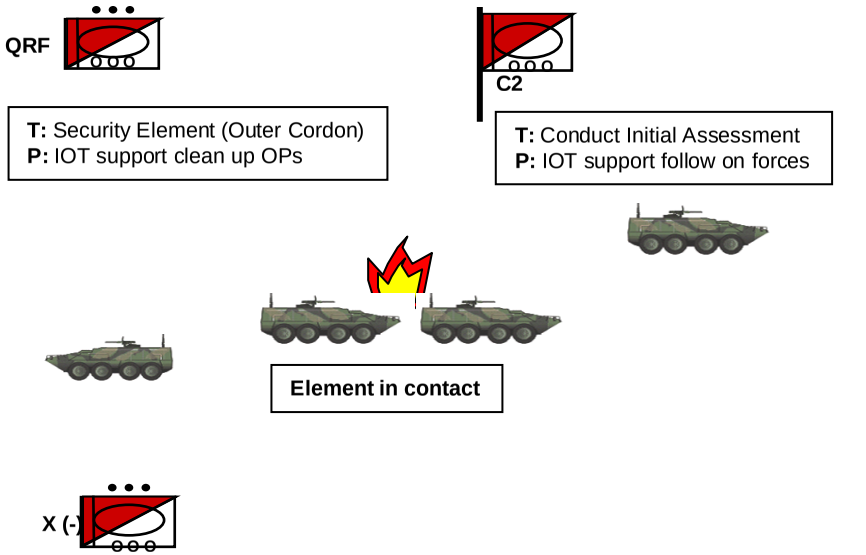
T: Secure and sanitize area (ie. VBIED, MASCAL)
P: IOT protect coalition forces

Timeline:

• N-HR	SQDN receives info significant event has occurred (ie. VBIED)
• N +30min	QRF and C2 respond to incident
	Begin initial investigation
	QRF reinforces/establishes initial cordon of site
• N+1	C2 assesses site/ begin initial clean up
	SQDN issues FRAGO
	Secure Media area/ Civilian waiting area
• N+2	SQDN assets arrive to support investigation and clean up ops
• N+3	Clean up complete, units RTN to FOB

COA Sketch:

Assumption: Semi-permissive environment



T: Security Element (Outer Cordon)
P: IOT support clean up OPs

T: Conduct Initial Assessment
P: IOT support follow on forces

Element in contact

T: BPT conduct clean up OPs
P: IOT support recovery of vehicle and personnel

MLCOA:
T: Conduct counterintelligence
P: IOT promote instability and gain support for AIF attacks
M: Propaganda/ Protests/Riots/Sniper attacks/IED attacks
E: Friendly forces unable to answer CCIR/PIR or gain accurate intelligence of the incident.

WFF Assets: (Leschi Town or smaller)
Intelligence:
• UAV
• Additional THT Assets
MNVR:
• 1 x Recce TRP(-) support clean up ops
• 1 x PLT as QRF with Consequence Management Package (CMP)- refer to PCC
• 1 x Kiowa Section
• IZ police to support cordon ops
Effects:
• PSYOP TM
• Interpreters attached
• IO guidance
C2:
• **NIPR/Phones shut down ASAP**
• TAC C2 Ops
• FM/EPLRs COMMs
CSS:
• MEV/Wrecker on REDCON 1 for QRF
• Air MEDEVAC available
• Light sets on hand for night OPs
ENG:
• 1 x ENG PLT(mobility)

WFF Assets: (Larger than Leschi)
Intelligence:
• No change
MNVR:
• 2 x Recce TRP or more time
• 1 x Recce TRP as QRF
• 1 x Section Kiowa support
• 1 x INF PLT support clean OPs
Effects:
• SQDN/BDE PAO available for media conference
C2:
• No Change
CSS:
• No Change
ENG:
• No Change

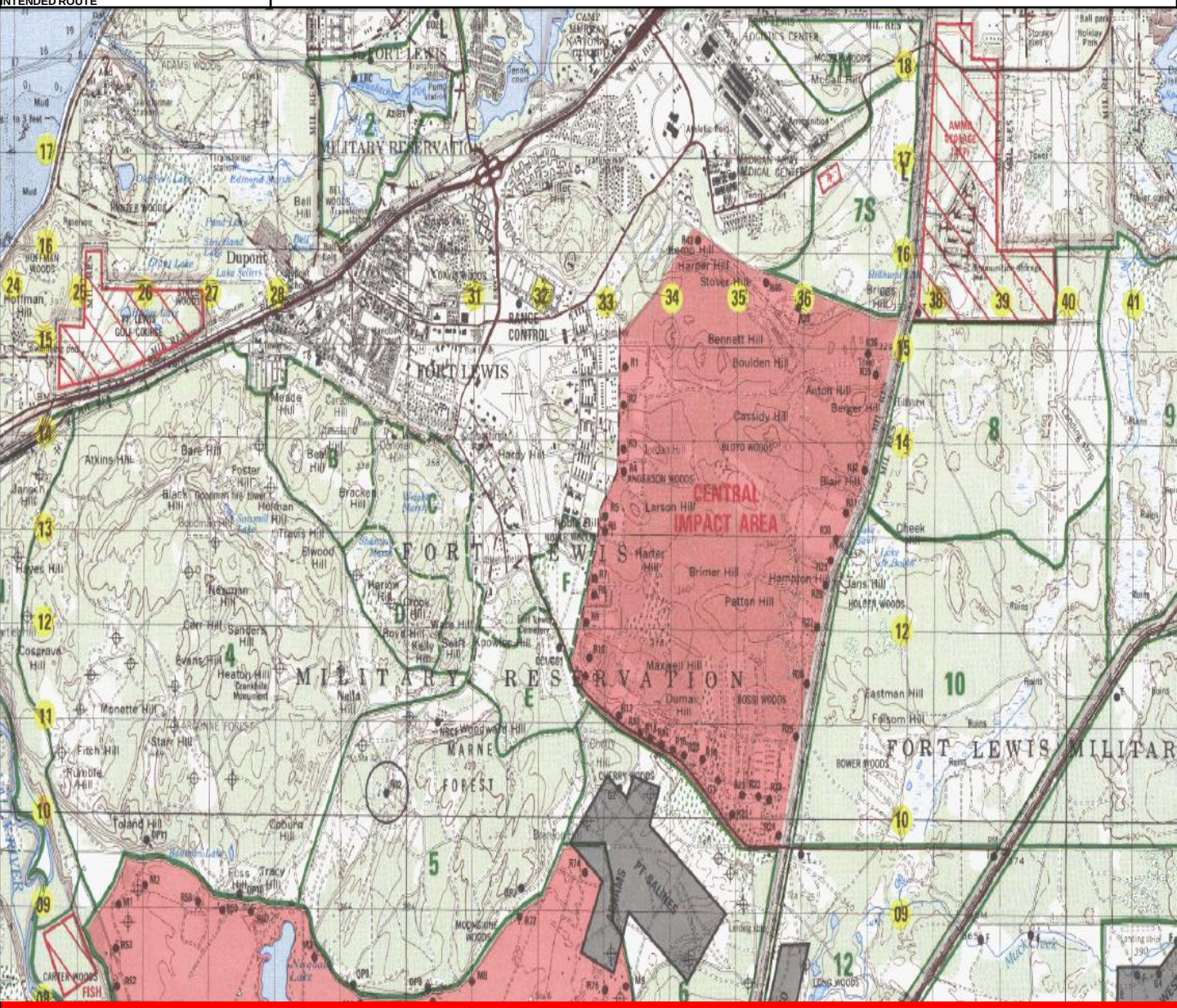
Risk Assessment:
MDCOA:
T: Conduct coordinated area defense of urban area (environment becomes non-permissive)
P: Prevent friendly forces from gaining foothold in AO
M: IED and VBIED on LOCs, mortar/rocket attacks on OBJ
E: Friendly forces unable to successfully secure and sanitize area
• 24-48hrs expect to see uncoordinated attacks

KEY TASKS:
-**Recovery of all personnel and mission essential equipment**
-**Successful separation of media and civilian personnel on OBJ**
-**Successfully securing area for SSE**

Refer to CMP Checklist for equipment needed for QRF PLT

TF 2-1 PATROL BRIEF

PATROL LEADER	*NAME, RANK*
TASK ORGANIZATION	*ANNOTATE VEHICLES, PERSONNEL, ATTACHMENTS, ETC*
START TIME	
END TIME	
TASK	
PURPOSE	
INTENDED ROUTE	*ANNOTATE START POINT, RELEASE POINT, INGRESS ROUTES, EGRESS ROUTES, LP/OP, FRIENDLY POSITIONS, ETC*



PRIORITY INTELLIGENCE REQUIREMENTS
1
2
3
4
5
6
7
8
9
10

PATROL SUMMARY

EVENT 1	*TYPE OF EVENT (I.E. ENGAGE LOCALS, IED ATTACK, RPG AMBUSH, ETC)*
LOCATION	*LOCATION / GRID*
TIME	*ENTER DTG EVENT OCCURRED*

SUMMARY (TYPE IN SUMMARY OF THE EVENT WITH AS MUCH INFORMATION AS POSSIBLE, INCLUDE WHO,WHAT WHERE,WHEN,WHY)

PICTURE 1	PICTURE 2	PICTURE 3	PICTURE 4

EVENT 2	*TYPE OF EVENT (I.E. ENGAGE LOCALS, IED ATTACK, RPG AMBUSH, ETC)*
LOCATION	*LOCATION / GRID*
TIME	*ENTER DTG EVENT OCCURRED*

SUMMARY (TYPE IN SUMMARY OF THE EVENT WITH AS MUCH INFORMATION AS POSSIBLE, INCLUDE WHO,WHAT WHERE,WHEN,WHY)

PICTURE 1	PICTURE 2	PICTURE 3	PICTURE 4

EVENT 3	*TYPE OF EVENT (I.E. ENGAGE LOCALS, IED ATTACK, RPG AMBUSH, ETC)*
LOCATION	*LOCATION / GRID*
TIME	*ENTER DTG EVENT OCCURRED*

SUMMARY (TYPE IN SUMMARY OF THE EVENT WITH AS MUCH INFORMATION AS POSSIBLE, INCLUDE WHO,WHAT WHERE,WHEN,WHY)

DETAINEES / PERSONS OF INTEREST

DETAINEE 1 NAME/ DTG / ACTION	PICTURE	PICTURE	PICTURE

DETAINEE 2 NAME/ DTG / ACTION	PICTURE	PICTURE	PICTURE

DETAINEE 3 NAME/ DTG / ACTION	PICTURE	PICTURE	PICTURE

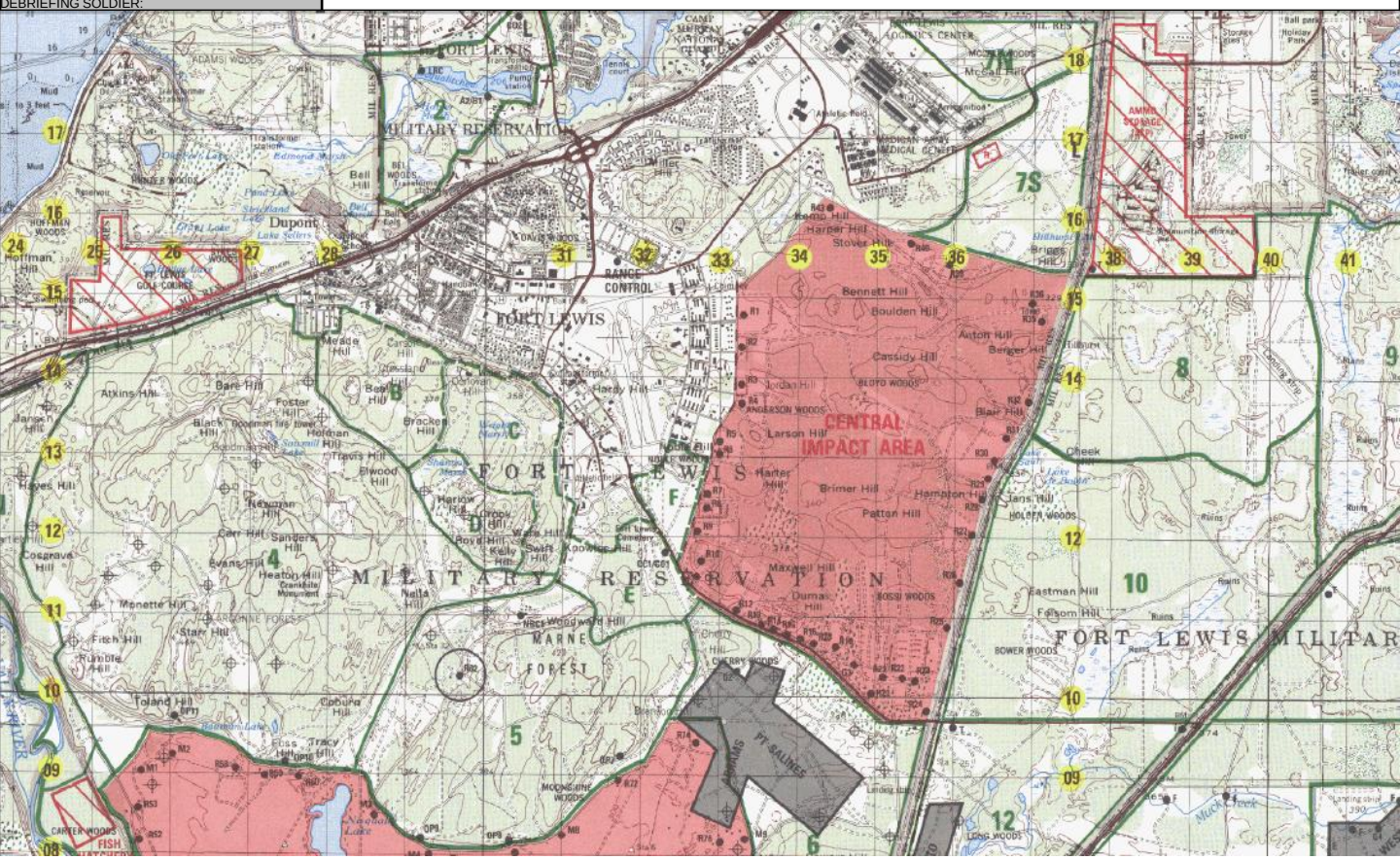
DETAINEE 4 NAME/ DTG / ACTION	PICTURE	PICTURE	PICTURE

TF 2-1 HONESTY TRACE / PATTERN ANALYSIS

END TIME	
ACTUAL ROUTE	*ANNOTATE START POINT, RELEASE POINT, INGRESS ROUTES, EGRESS ROUTES, LP/OP, FRIENDLY POSITIONS, ETC*

ADDITIONAL COMMENTS / OBSERVATIONS

DEBRIEFING SOLDIER:



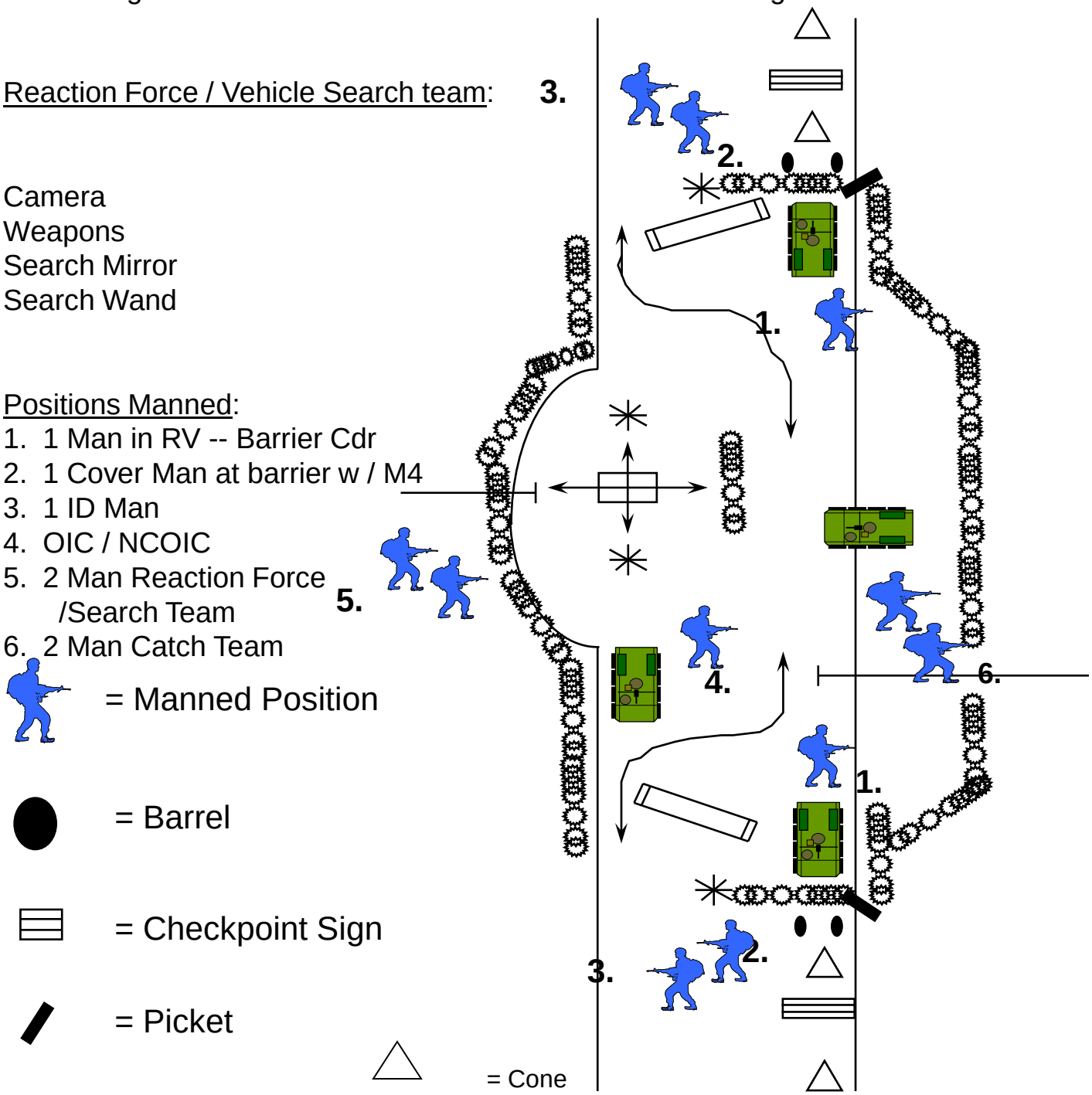
ADDITIONAL COMMENTS / OBSERVATIONS

DEBRIEFING SOLDIER:

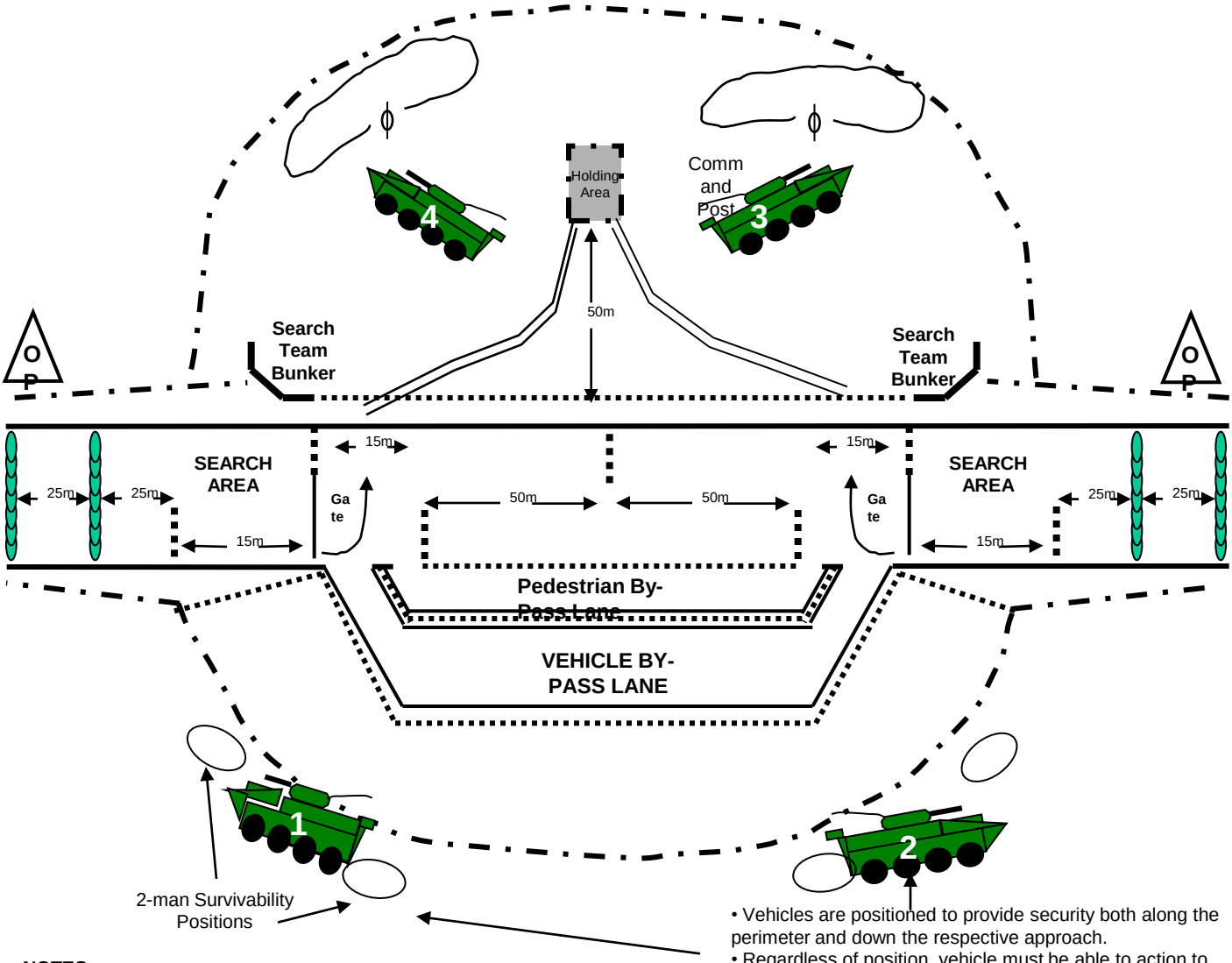
Traffic Control Points

Platoon Temporary Checkpoint

TCP should be established where terrain masses TCP for 200-400 meters out and prevents bypass. Can be in place for up to 24 hours with sections rotating through. This configuration should be used in hours of darkness on high traffic routes.



PLATOON ESTABLISHED CHECKPOINT DIAGRAM



NOTES:

• The PL's vehicle will serve as the command post for the TCP in order to maintain both analog (FM) and digital (FBCB2) commo links with the company/battalion

• Vehicles 1 and 2 replace the need for machine gun bunkers to cover the approaches into the TCP; they are positioned OUTSIDE the inner security wire and in such a way as to maximize observation and fields of fire down approaches while at the same time maximizing the use of existing force protection measures (IV lines, natural defilades, etc.) ; each vehicle will use standard load of CLIV (plus any additional wire available) to establish outer protective wire to the front of positions

• Cutoff OP's along the approaches will be manned by 3-man machine gun teams; PL determines primary location for Wpns SL; positions will be survivable (bunkered with overhead cover), secure, and within mutual support of the main TCP to prevent the OP's from being isolated by hostile forces

• Vehicle #4 is designated as the QRF vehicle so that the squad designated as the QRF has both a dismounted and mounted reaction capability for both interior and exterior threats to the TCP (exterior threats being primarily those that require a greater level of maneuver than Vehicles 1 and 2 can provide since their primary focus is on the approaches and immediate threats to the perimeter).

• Once positioned, vehicles DO NOT MOVE as squads execute the rotation plan within the PL's TCP plan

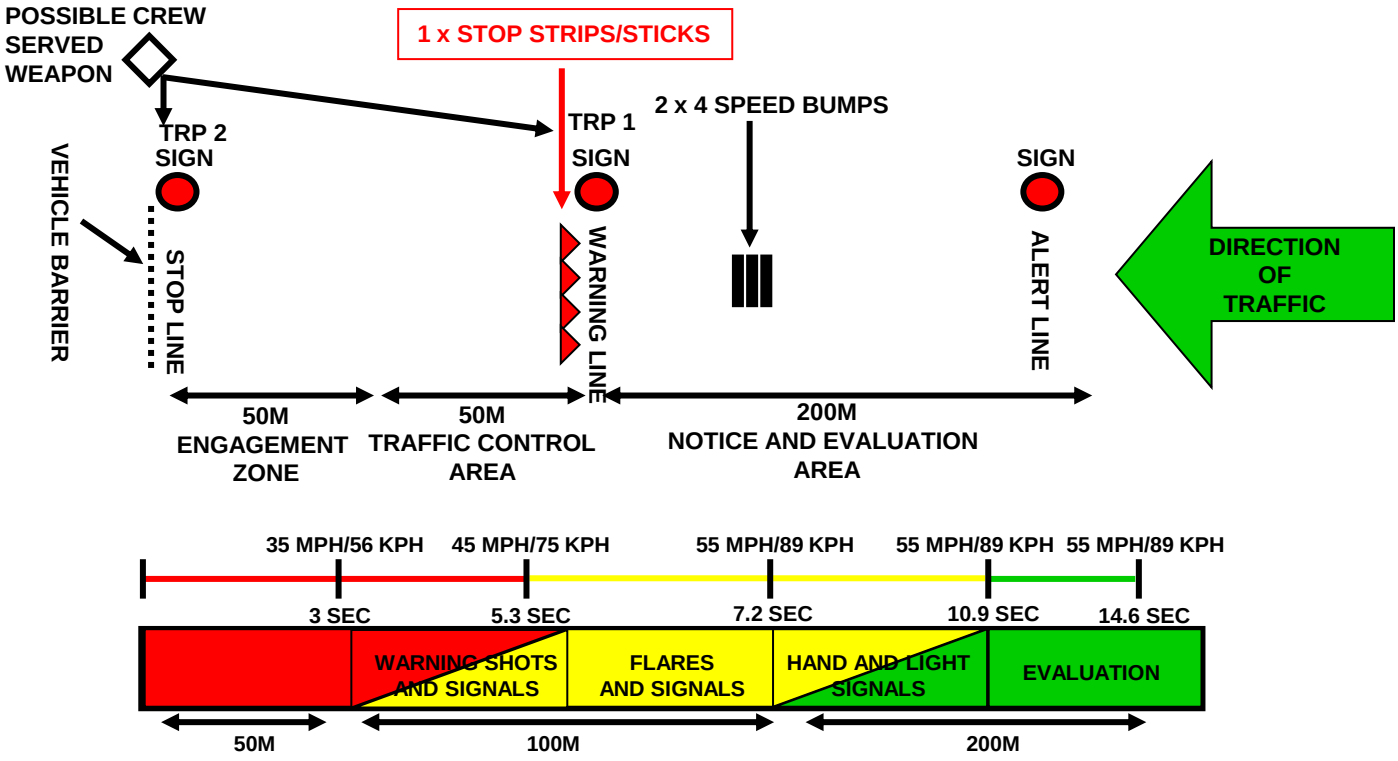
• Vehicles are positioned to provide security both along the perimeter and down the respective approach.
• Regardless of position, vehicle must be able to action to either to deal with/suppress any threat to the TCP.
• Additionally, they must be prepared to rapidly move to reinforce the OP should it come under attack.
• Vehicle should be in position to detain cars that turn around or try to bypass the TCP
• THEY REMAIN OUTSIDE INNER-SECURITY WIRE TO FACILITATE MOBILITY.

LEGEND

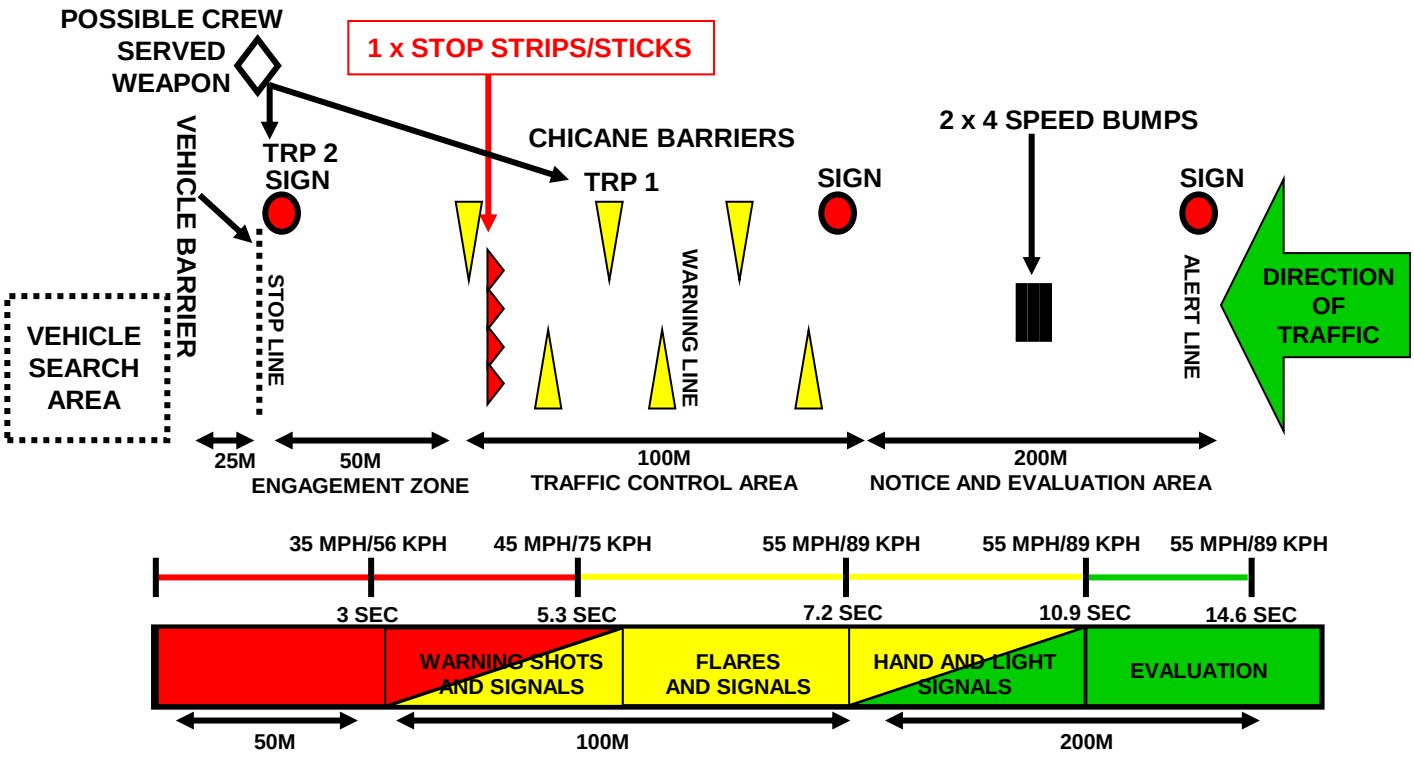
- Triple Standard Concertina (inner security wire)
- Double Strand Concertina (chicanes, TCP wire)
- Search Area gates (single strand concertina, arrow indicates direction of opening)
- Sand Bag Speed Bumps

2.4.5 ESCALATION OF FORCE

Example Blocking Point



Example TCP/ECP



2.4.6 TCP Procedures

1. 300 meters out vehicle will see sign: Check point ahead
2. 2 OP's positioned opposite ends of TCP observe traffic
3. QRF 4-7soldiers is placed near the CP
4. 2 CBT Outpost to conduct patrols in surrounding defilade
5. Vehicle approaches will slow down and comes to a halt at the STOP SIGN
   - 2 soldier will waive 1 car at a time and maneuver through the obstacles
   - Vehicle will stop at the permanent check point and ID will be check
   - 2 guards(Under STRYKER .50 cal cover) based on ID/list will determine if free to pass or go to the search area.
   - As vehicles moves either through the bypass lane, or to search area SBF at each end provide overwatch.
6. At Search area
   - 1 soldier provides overwatch
   - 2 soldier perform search
   - 1 soldier supervise
   - M240B provides overwatch
   - If vehicle does not pass inspection it is put into a detain area.
   - Area around holding area built up with sandbags and areas dug in case of threat. Threat word is "Avalanche." Search teams immediately seek cover/security.
   - QRF is alerted and responds to threat.
7. In search area
   - Passengers will exit the vehicle one at a time under supervision. Searches will be done by contact search.
   - ***Contact Search***. In a contact search, the searcher performs the following steps
     1. Check outer garments, one at a time
     2. Check arms using a rubbing motion
     3. Check back from upper to lower without patting (patting may result in portions of the extremity to be missed)
     4. Move hands to front; check from collarbone over chest to waistline {when searching females, use the back of the hand to sweep through cleavage and under breasts}
     5. Loosen belt, hook fingers inside waistline, and sweep inside of waistline front to back
     6. Use back of hand to sweep down the zipper-line
     7. Check legs from top of thigh to top of shoe
     8. Unlace shoe and sweep around top of shoe
     9. Check pockets one at a time (require the subject to put one hand in each pocket with the searcher's hand on the subject's wrist. Ensure all movements are slow and controlled by the searcher)
8. If vehicle is okay from holding area then goes forward through the TCP still under site of STYKERS and SBFs.

Personnel Searches consist of two primary types:

1) Contact Searches
2) Non-Contact Searches

The technique/type used depends on a) directives from higher headquarters and b) METT-T considerations (is disease prolific, are drugs prevalent, etc.)

Personnel Search Techniques.

Prior to conducting any search, allow subjects the opportunity to remove all items from their pockets, bags, etc., then proceed with the appropriate search using either of the following techniques.

Contact Search. In a contact search, the searcher performs the following steps

- Check outer garments, one at a time
- Check arms using a rubbing motion
- Check back from upper to lower without patting (patting may result in portions of the extremity to be missed)
- Move hands to front; check from collarbone over chest to waistline {when searching females, use the back of the hand to sweep through cleavage and under breasts}
- Loosen belt, hook fingers inside waistline, and sweep inside of waistline front to back
- Use back of hand to sweep down the zipper-line
- Check legs from top of thigh to top of shoe
- Unlace shoe and sweep around top of shoe
- Check pockets one at a time (require the subject to put one hand in each pocket with the searcher's hand on the subject's wrist. Ensure all movements are slow and controlled by the searcher)

Non-contact Search. In a non-contact search, the searcher requires the subject to perform the following steps:

- Run hands through hair
- Tighten clothing on each arm using the opposite hand
- Pull excess clothing tight around the chest, then pull clothing forward
- Sweep back of hand through cleavage and under breasts
- Loosen belt and sweep fingers through belt-line front to back
- Use back of hand to sweep down zipper-line

- Using hands, search legs making very slow movements
- Loosen shoes and sweep fingers through top of shoes

ADDITIONAL CONSIDERATIONS.
Generally, only females search females at a checkpoint in order to avoid unnecessary accusations and/or situations that could potentially result. However, many times female searchers will not be available. In such a situation, platoons will use medical personnel to search females. If required to search a woman, ensure a male Iraqi from her family is present if possible and an interpreter. Otherwise, soldiers manning the checkpoint will conduct the search using the ***NON-CONTACT SEARCH ONLY***.

Vehicle Search Techniques

Vehicle searches consist of three phases

1) **Driver/passenger removal**
2) **Exterior search**
3) **Interior search**

When searching a vehicle, searchers specifically look for contraband and unusual or out of place items. Rules of engagement and/or theater-specific directives will likely determine what defines contraband or unusual items.

The following steps are modeled using a three-man search element consisting of an observer, an exterior searcher, and an interior searcher. At the platoon level, we will likely have only a two-man element, which will negate the use of an observer. In some cases, however, the squad leader, platoon leader, or platoon sergeant might act as the observer, depending on how heavy traffic is.

STEPS:

1. Vehicle identified as requiring a search; interior searcher instructs the driver and passengers to slowly move the vehicle into the search area.

2. Once the vehicle has stopped, the interior searcher instructs the driver to place the transmission in "park" (or place in neutral and activate the emergency brake for a standard transmission) and to LEAVE THE VEHICLE RUNNING (the reason for this is to avoid problems with not being able to turn the vehicle back on or with the dangers associated with ignition bombs). *SEE ADDITIONAL CONSIDERATIONS*

Driver is then instructed to exit the vehicle, followed, one at a time, by any passengers; all personnel are then directed over to the personnel search area

Once the driver has been searched by the personnel search teams, the interior searcher brings him back to the vehicle while the exterior searcher examines the vehicle. *DO NOT SEPARATE/SEGREGATE PASSENGERS UNLESS DETAINING THEM DUE TO BLACK LIST OR DISCOVERY OF CONTRABAND*

3. The exterior searcher then examines the vehicle, looking at the top, rear, left side, hood, front grill, light fixtures, and right side. He then uses a mirror to examine the undercarriage and wheel wells. The following sequence is a useful tool for exterior searches.

- **L/F fender well/behind wheel**
- **Under/behind front bumper/grill**
- **Engine compartment**
- **R/F fender well/behind wheel**
- **Under R/S from front – back**
- **R/R fender well/behind wheel**
- **Under/behind rear bumper**
- **Trunk (if applicable)**
- **L/R fender well/behind wheel**
- **Under L/S from back – front/top of vehicle**

4. The exterior searcher notifies the interior searcher that the exterior search is complete

The interior searcher then escorts the driver to the front of the vehicle and instructs him to open the hood; once complete, the interior searcher moves the driver away from the vehicle

The exterior searcher then examines the engine compartment thoroughly but carefully, avoiding direct contact

5. Once the engine compartment search is complete, the interior driver instructs the driver to open the passenger side door(s) followed by the trunk and then any driver's side door(s)

6. The interior searcher instructs the driver to begin the interior search
He directs the driver to slowly rub over the insides of the doors, seats (front and back), the ceiling, battery box (if in cab), open the glove box, and pass his hands over (touching) the floor carpeting

The process is completed for each door entry as necessary to cover the complete interior

Additionally, the interior searcher examines behind and under seats, under the dashboard, glove and tool compartments, above sun visors, spare tire well, and looks for false floors ceilings (excessively padded ceilings). Look behind firewalls.

7. The interior searcher escorts the driver to the trunk; directing him to slowly remove any loose items (if the spare tire well is in the trunk, have the driver remove the tire to examine the well).

8. Upon completion of the search, the interior searcher instructs the driver to slowly place any materials removed back into the vehicle (in the original positions), and close all doors (except the driver's door), exterior compartments, the trunk and the hood.

9. The interior searcher then directs the driver to re-enter his car; the exterior searcher then instructs him to move his vehicle out of the search area and through the checkpoint. The security element tracks the vehicle until it has cleared the search area.

NOTE: another technique for the interior search involves the interior search placing his hands on the driver's wrists, and guiding his hands through the search.

Although ideally the vehicle should be left running in the search areas for stated reasons, conditions/situations may arise that require a driver to turn the vehicle off (i.e., need the keys to open a trunk) or a driver in which a driver inadvertently/purposely turns the vehicle off. Should such situations arise, the following actions should be considered/employed.

- **The driver always restarts the vehicle. AT NO TIME WILL CHECKPOINT PERSONNEL DO THIS. Checkpoint personnel position themselves behind cover to protect against possible car bombs/proxy bombs.**
- **Checkpoint personnel use another vehicle to tow or manually push the vehicle out of the checkpoint before allowing the driver to restart the vehicle.**

IMMEDIATE ACTIONS BY UNIT:
(1) Unit secures site and maintains proper distance from IED/UXO (Digital Photos if possible)
(2) Unit DOES NOT handle IED/UXO.
(3) Deny vehicle and pedestrian traffic in the area.
(4) Mark the site with visible material
(5) Warn local population through interpreters.
(6) Unit informs higher.

Line 1- DTG item was discovered.

Line 2- Reporting patrol, current location, and location of UXO/IED (8 digit grid).

Line 3- Contact Method: Radio frequency, call sign, point of contact (POC), and telephone number.

Line 4- Type of Ordnance: Dropped, projected, placed. Give the size of the hazard area and number of items. Report size, shape, color and condition.

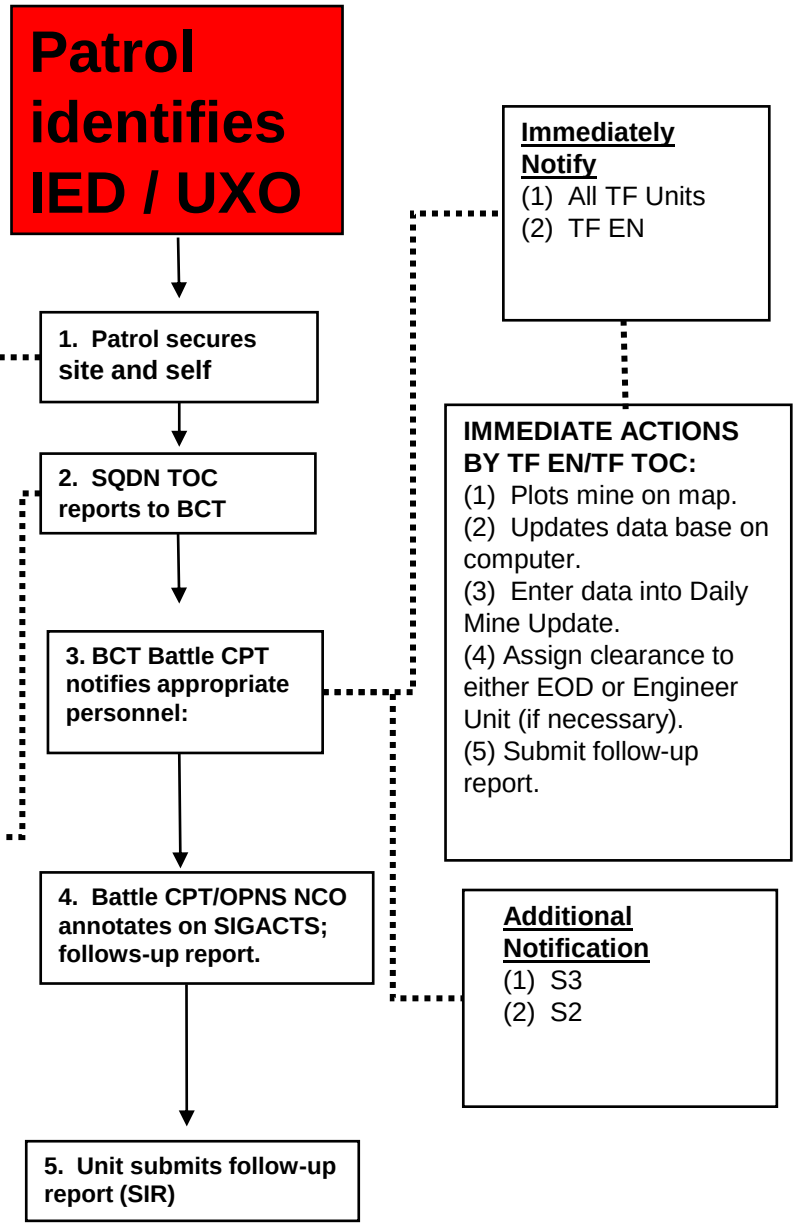
Line 5- NBC Contamination:

Line 6- Report any threatened equipment, facilities, or other assets.

Line 7- Update of current tactical situation and how the presence of the UXO affects the status of your mission.

Line 8- Describe protective measures taken to protect personnel and equipment.

Line 9- Recommended Priority.



(1). **Identify**. Confirm and alert your unit to the presence of an IED or potential IED.

(2). **Clear**. Evacuate the danger zone. 300 meters is the minimum safe distance for up to 27 lbs. of explosives with troops in the open. Drivers who can't stop quickly enough, and are within 300 meters of the IED, should continue to move through the danger zone as quickly as possible.

(3). **Assess**. Develop situation, locate possible ambush site, METT-TC, size of security force, look for additional devices, etc.

(4). **Secure**. Maintain security and control movement in vicinity of IED until EOD or follow-on forces arrive and assume responsibility.

(5). **Report**. Inform higher HQs, subordinates, and follow on forces IAW IED/UXO report.

Counter IED TTPs

- **Vary routes and routines**; don't let the enemy "fix" you at a specific location.
- **Vary intervals, speed, tactics** and anything that allows the ENEMY to predict and target you.
- **Drive the best line** (METT-TC)
  - If on hardball drive in the center of the road.
  - If on unpaved roads follow in lead vehicle tracks. Lead vehicles, beware following old tracks.

Tactical Considerations:

- **Move the vehicle** if likely IED locations (dirt piles, trash piles, freshly turned earth) are noticed during the **5 meter search**.

- **Maintain standoff** when checking suspicious items/areas during the **25 meter search**. Use optics and cover when necessary.

- **Always conduct 5m-25m searches(5/25s)** - even when arriving in an area already occupied by other forces – explosive hazards are often missed during the initial search.

- **Scan likely enemy observation points while halted**. Use optics. Use designated marksmen and snipers to cover likely enemy observation points. Triggermen (and snipers) are less likely to engage units that are actively looking for them.

- **Have well rehearsed TTPs** in place for explosive hazards threats identified by dismounted personnel during the 25 meter search.

- **Commanders should never disregard METT-TC**

Counter IED 5 C's

1. CONFIRM

- **Attempt** to confirm --- use optics
- From a safe distance
- Use hard cover when available
- With minimum number of personnel
- Look for the indicators:
  - Antennas
  - Red Det cord
  - Exposed ordnance
  - Receiver or electronic components

2. CLEAR

- Evacuate a safe distance based on METT-TC
  - Minimum safe distance is **300 meters**
  - Vary distances; do not set patterns
- ***Search safe area for secondary IEDs (5/25)***
- Do not be in clear sight of the suspect device
- When responding to an IED site, start clearing 500m (METT-TC) out as you approach

3. CALL

- Communicate IED to all Soldiers in patrol/convoy
- Call Higher HQ to request:
  - EOD (prepare 9-line in advance)
  - Medevac (prepare 9-line in advance)
  - QRF

4. 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

5. CONTROL

- Only allow authorized personnel inside the cordon
- Divert civilian traffic away
- Cordon must stay in place until EOD declares the area "clear"
- Establish ECP/staging area for first responders (gather as many details as possible for first responders)

CALL FOR FIRE (CFF) FORMATS

Primary CFF will be sent digitally (FBCB2), secondary is voice on TRP Fires NET for MTRs and SQDN Fires NET for FA/CAS/Air Integration assets. SQDN STD Target location is an 8-digit UTM using LRAS, FS3, MELIOS, map spot. All SQDN personnel will have knowledge and trained on 3 x specific Fire Missions essential to SQDN Operations, these missions are: Immediate Suppression, Immediate Smoke, and Coordinated Illumination. TRP FSEs are responsible for training troops on all formats to the CFF and ensuring soldiers understand the procedures and necessary information to initiate a CFF.

Fire for Effect Mission (GRID METHOD)

1) **"_____" this is"_____", Fire for Effect , Over**
(FDC Call Sign) (Observer Call Sign)

2) **"GRID_____OVER"**
(8-Digit UTM, include ALT if possible)

3) "Target Description: **"_____",**
(Size, Activity, Disposition)
Method Engagement: **"_____",**
(*Optional: Danger Close, Mark, High Angle, Ammo/Fuze Type)
Method of Fire and Control: **"_____",over.**
(*Optional: At My Command, Do Not Load, Time on Target)

4) Direction **"_____", Over**" (Observer to TGT-expressed in Mils or Degrees)
(*Mils is default-Observer will specify if using DEGREES)

***FDC (MTRs/FA) may challenge after the read back above. Observer be prepared to authenticate.**

Message to Observer-MTO (sent from FDC to Observer, Mandatory Call)

Unit to Fire (Firing Unit, Adjusting Unit)
Changes to Call for Fire (if any)
Number of Rounds (Per Tube)
Target Number (FDC establishes new TGT if no TGT sent from Observer in the FS PLAN)
Additional information (Optional)
Probable error in range (PER – in meters)
Angle-T (sent to observer when there is a 500 mill or greater difference between the GT-line and the OBS/TGT-line)
Time of Flight (the time between shot and splash in seconds)
Ordinate Altitude Information (if FSO needs to deconfllict airspace coordination)

Rounds Impact and Observer will observe bursts and prepare adjustments if necessary.

5) **"Left/Right_____"** (in Meters, Distance from Impact to Observer TGT Line)
"Add/Drop_____" (in Meters, Distance from Impact to TGT)
"Repeat, Over" (only if direct hit on TGT)

Mission Complete once Observer receives desired effect on TGT.

6) **"End of Mission_____, Over."**
(BDA and Target Activity)

QUICK SMOKE MISSION (GRID METHOD)

1) Observer: **"_____"** **this is "_____", Adjust Fire , Over**
(FDC Call Sign) (Observer Call Sign)

2) **"GRID_____, over"**
(8-Digit UTM, include ALT if possible)

3) "Target Description: **"_____", over.**
(Target Description, Size, Activity)

a. L: Length of Smoke Screen Desired in Meters **"_____",**

b. A: Attitude in Mils **"_____",**

c. M: Manuever Target Line **"_____",**

d. D: Direction of Wind: **"_____",**
(Head/Tail Wind, Right/Left Cross)

e. Duration: **"_____",** (Time or Duration the smoke screen is to be effective in minutes)

"SMK/WP in Effect, Over"

***FDC (MTRs/FA) may challenge after the read back above. Observer be prepared to authenticate.**

Message to Observer-MTO (sent from FDC to Observer, Mandatory Call)

Unit to Fire (Firing Unit, Adjusting Unit)

Changes to Call for Fire (if any)

Number of Rounds (Per Tube)

Target Number (FDC establishes new TGT if no TGT sent from Observer in the FS PLAN)

Additional information (Optional)

Probable error in range (PER – in meters)

Angle-T (sent to observer when there is a 500 mill or greater difference between the GT- line and the OBS/TGT-line)

Time of Flight (the time between shot and splash in seconds)

Ordinate Altitude Information (if FSO needs to deconfllict airspace coordination)

Adjust Fire Up/Down

For Ground Burst: **"Up 100"**

Note: If using high explosive (HE) RDs to adjust onto the desired target area, the observer will request shell smoke once the 200 meter bracket is broken. The Observer will then request "Fire for Effect." Fire for Effect will be the SMK/WP RDs that were requested in the Call for Fire.

ILLUMINATION MISSION (GRID METHOD)

1) Observer: **"_____" this is "_____", Adjust Fire , Over**
(FDC Call Sign) (Observer Call Sign)

2) **"GRID_____, over"**
(8-Digit UTM, include ALT if possible)

3) "Target Description: **"_____",**
(Target Description, Size, Activity)
Method of Engagement: "**ILLUMINATION"**
Method of Fire and Control: **"_____", over.**
("By Shell, "At My Command", Request Ordinate Information")

4) **"Direction_____, over"**
(Mils)

***FDC (MTRs/FA) may challenge after the read back above. Observer be prepared to authenticate.**

Message to Observer (MTO sent from FDC to Observer, Mandatory)

Adjustments Include-
"Right/Left _____" in 200m increments
"Add/drop _____" in 200m increments
"Up/Down_____" in 50m increments

NOTE: Adjust illumination over adjusting point/target. When maximum illumination is obtained, the observer transmits: **"Illumination Mark."**

When Target is verified, observer transmits **"Coordinated Illumination, Over"** and attacks with desired munitions using the call for fire format.

Observers desiring to control the firing of both the illumination and the attack munitions transmit: **"By Shell, At My Command."**

To receive 2- or 4- gun illumination during an illumination mission, transmit the following:

For 2- gun illumination: **"Range Spread" or "Lateral Spread"**

For 4- gun illumination: "**Range and Lateral Spread."**

Fire for Effect Mission (POLAR PLOT METHOD)

1) **"_____" this is "_____", Fire for Effect, Polar, over.**
(FDC Call Sign) (OBS Call Sign)
2) Direction **"_____",** Distance**"_____",** Up/Down **"_____", over.**
(Mils) (Meters) (Differnce between OBS loc and TGT loc in Meters if 35 or greater)
3) Target Description:**"_____",**
(Size, Activity, Disposition)
Method Engagement**:"_____",**
(*Optional: Danger Close, Mark, High Angle, Ammo/Fuze Type)
Method of Fire and Control: **"_____", over.**
(*Optional: At My Command, Do Not Load, Time on Target)

Message to Observer-MTO (sent from FDC to Observer, Mandatory Call)
Unit to Fire (Firing Unit, Adjusting Unit)
Changes to Call for Fire (if any)
Number of Rounds (Per Tube)
Target Number (FDC establishes new TGT if no TGT sent from Observer in the FS PLAN)
Additional information (Optional)
Probable Error in Range (PER – in meters)
Angle-T (sent to observer when there is a 500 mill or greater difference between the GT-line and the OBS/TGT-line)
Time of Flight (TOF between shot and splash in seconds)
Ordinate Altitude Information (if FSO needs to deconfllict airspace coordination)

Rounds Impact and Observer will observe bursts and prepare adjustments if necessary.

4) **"Left/Right_____"** (in Meters, Distance from Impact to Observer TGT Line)
"Add/Drop_____" (in Meters, Distance from Impact to TGT)
"Repeat, Over" (only if direct hit on TGT)

Mission Complete once Observer receives desired effect on TGT.
5) **"End of Mission_____, Over."**
(BDA and Target Activity)

SHIFT FROM KNOWN PT MISSION (GRID METHOD)

Requirements for this mission: MTR/FA FDC must have a known pt that is established (using a CP/ NAI/ TGT- must be recorded and sent back as "Known PT 1 or 2…"

1) "**DIRECTION_____"** in mils/degress grid
(Observer to TGT LINE- nearest 10 mils/deg)

(**NOTE:** Must specify degrees to FDC only if direction is given in degrees)

"LEFT/ RIGHT (Lateral Shift) _____**"** in meters (to nearest 10m)
" ADD/DROP (Range Shift) _____**"** in meters (to nearest 5m)
"UP/DOWN (Vertical Shift) _____**"** in meters (to nearest 5m)

(**NOTE:** Difference in target altitude with respect to known point altitude.)

MELIOS-PLGR DRILL

1. In the WP mode, select RNG-CALC.

2. Determine the *waypoint* you want the direction and distance to be from.

3. The PLGR's current position is *always WP00.* **(NOTE: before using this function, the Observer must ensure the PLGR is reporting an accurate grid location.)**

4. Input the distance to the target **(RNG),** the direction to the target **(AZ),** and the estimated target altitude/elevation **(EL-more accurate if you use mapspot/FBCB2).**

5. Press the down arrow **(No. 5 Key)** and the PLGR calculates the grid. This is the grid to the target and the standard CFF will apply.

NOTE: Remember, when the Scout/FO is in contact, and the platoon is attempting to fix the enemy, the Scout/FO doesn't have time to lase a target or input data into the PLGR. **LET THE FDC (MTRs/FA) DO WHAT IT DOES BEST!** The priority is **to get rounds down range fast enough to influence the current fight.** Using polar plot data with the PLGR is the quickest method and doesn't sacrifice accuracy.

Air Operations

Air Cavalry Missions for Planning

A. Reconnaissance:

- **Conduct zone, area, route recon (integrated with the ground scheme of maneuver)**
- **Conduct Movement to Contact**

B. Security

- **Conduct screen of flank and rear of ground forces**
- **Area Security (Cordon & Search)**
- **Convoy Security**
- **AASLT Security**

C. Attack Operations

- **Conduct Hasty Attacks (CCA) ISO of ground forces**
- **Conduct Deliberate Attacks**

D. Air Movement (UH-60)

- **Movement of troops/supplies**
- **Limited Air Assault**
- **Conduct Aerial Command and Control**

AVN Capabilities/Limitations in Urban Area

<u>Capabilities:</u>

- **Missions (QRF, Reconnaissance, and security)**
- **Advanced optics great for R&S (thermal system, digital photo, 8mm video tape)**
- **Recon roof tops, provide Area Security, and recon Ingress/Egress/Alternate Routes**
- **Gain and maintain contact with enemy vehicles**

<u>Limitations:</u>

- **No hovering, must vary airspeed/altitude**
- **Minimum stand-off ranges for Recon and weapon engagements**
- **Greater exposure to small arms fire and RPG attacks**
- **Fly's 300' - 500' AGL for hazard avoidance and visibility**

AIR-GROUND INTEGRATION COORDINATION

Face-to-Face Coordination: (48 hours out requested)

- **Coordination occurs at ground squadron TOC / GCT TOC**
- **LNO/Aircrews integrated into MDMP/rehearsals**

Situation

- **Enemy/Friendly Situation**
- **Battlefield Conditions / WX**

Mission

- **Who, What, Where, When, Why (Task and Purpose)**

Execution

- **Concept of the Operation**
- **Commander's Intent**
- **Scheme of Maneuver (exchange graphics)**
- **Coordinating Instructions**
- **Fratricide Prevention Measures/Weapon clearance authority**

Service and Support

- **Fuel windows (Station Time)**
- **Location of Medical Facilities**

Command and Signal

- **Frequencies and Call Signs (FILLS, HOPSET, COMSEC,TIME)**
- **Friendly / Enemy marking devices**
- **Command Relationships and Responsibilities**

Common Aiereal TTPs

• **Usually operate in Scout Weapons Teams (SWTs) – teams of 2 aircraft** (size of aviation force depends on METT-T)

• **SWT's often operate decentralized – with Air Mission Commander (AMC) in charge (could be CW2, 1LT, or CPT)**

• **Teams will operate in overlapping times to cover a twelve hour period (shift) unless the troop is in a surge period. May only have one to two teams up at a time in a 24 hour coverage scenario.**

• **SWTs conduct RIPs with other SWTs about every 1 ½ hours to return to the FARP or depart and leave gaps in coverage when no other SWT is available (need to inform SWT of decisive points or key times to be on station so they can plan FARP rotation).**

• **Aircraft (teams) usually won't hover when supporting ground units due to survivability (restrictive control measures like BPs do not support this)**

Fighter Management

• **Dictated by Army and FORSCOM regulations**

• **12 hour duty day**

• **Within 12 hours can fly:**

  - **8 hours of day.**
  - **5 hours of NVG.**
  - **6 hours of combination (night and NVG).**

• **One hour extensions (One given by Troop Cdr and One by Squadron Cdr). Can not plan for extensions, must be requested by aircrew when near time limit.**

• **Fighter management major part of establishing battle rhythm.**

Target Handovers

- General SITREP
- Aircraft Check-in
- Ground SITREP
- 5 Line Target Handover
- BDA

1. ACFT Call Sign
2. # of ACFT & Weapons Load
3. Mission
4. On Station Time
5. Request SITREP

1. Call sign / Frequency
2. Friendly (Location, How marked)
3. Enemy Location (Number, Description, Actions, How Marked)
4. Mission (Task / Purpose)
5. Commander's Intent
6. Clearance of Fires

1. ID and Warning Order
2. Friendly Location / Marking
3. TGT Location / Marking
4. TGT Description
5. Remarks

TYPICAL KW ENGAGEMENT

GROUND ELEMENT

1. CDR detects target, sends SPOT REPORT to SQDN

3. CDR contacts KW and coordinates the attack

5. CDR marks friendly position

7. CDR marks target

9. CDR confirms target and clears KW to engage

11. CDR continues mission

AIRCRAFT

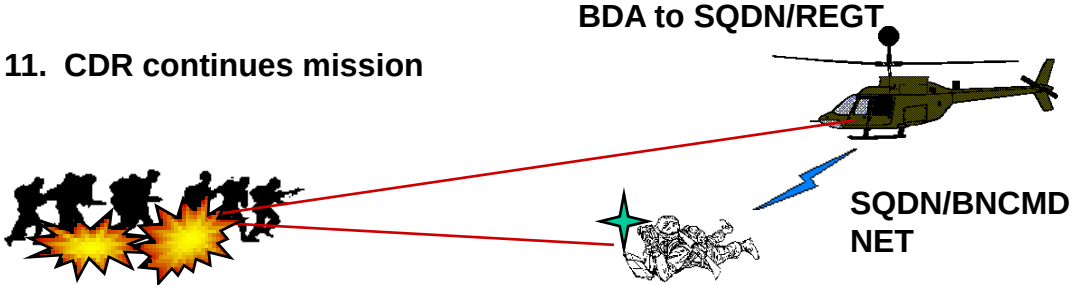
2. KW monitors Spot Report and is directed by SQDN/REGT

8. KW confirms TGT w/

   AIM-1 (NIGHT)

   VISUAL (DAY)

10. KW attacks target, sends, BDA to SQDN/REGT



SQDN/BNCMD NET

Air mission procedures

KW initial contact call

"Blackhawk 6 this is Carnage 6; inbound with 2 KWs; 300 rds of .50 cal 7 rkts each; Zone recon; 1+30 min. of play time; request SITREP."

GND unit sends msn, SITREP, and designates clearance authority

GND Unit to KW Initial Brief

"Carnage 6 this is Blackhawk 6, Arrow 6 is in contact, vic MB123456. Contact him on net 341. Clearance authority is Arrow 6"

Default Authority is Senior GND CDR in contact. ex. Cpt./Lt./Highest NCO

KW Target Handover (5-Line)

(GROUND) (AIR)

1. (Warning Order) "***CARNAGE 6*** this is ***ARROW 6*****,** Target Hand-Over, Over" ("REPEAT, OUT")

2. (Friendly Location) "Friendlies located at ***MB 123456*****,** Posn/Flanks marked by ***IR STROBE*****,**" ("REPEAT, OUT")

3. (Target Location/Description/Mark) **"270 degrees/ 600 meters from my Position (or Target GRID);** ("REPEAT, OUT")

4. (Target Description/Mark) "***One white technical in the open, Marked* by CP**." ("REPEAT, OUT")

5. (Remarks) "***CONFIRM TARGET WITH AIM-1*****,** over."

"***ARROW 6*** this is ***CARNAGE 6*****,** we have your position; mark target; over."

"***ARROW 6*** this is ***CARNAGE 6*****,** we have target; confirm with Laser; inbound from the SE; 30 sec. out; over."

"***CARNAGE 6*** this is ***ARROW 6*****,** target confirmed, ***CLEARED TO ENGAGE*****.**" ("ROGER, CLEARED TO ENGAGE")

WEAPONS EFFECTS IN URBAN ENVIRONMENT

2.75' Rockets

- **10lb warhead 10m burst radius/50m lethality**
- **17lb warhead 14m burst radius/75m lethality**
- **Flechette (1179 for light skin vehicles/anti-personal)**

.50 cal.

- **Jams, does not function well in dusty environment**
- **Good suppression**
- **Max effective range 2000m**
- **Can penetrate most common urban materials**

Hellfire Missile (Point Target Weapon System)

- **Laser guided, affected by flat surface**
- **Penetrate urban structure take out single room**
- **Penetrate 10" concrete create, causes overpressure, fragments, kills or immobilizes enemy**
- **Buildings limit LOS and standoff capability**
- **Most targets inside min. engagement range (500m)**

Air Mission Request Format

A. Requestor Information:

Unit:
POC:
Phone:
E-mail:
Contact Frequency:

B. Mission Purpose (Include brief description of purpose):

C. User is:

□ Rotary-Wing Aircraft
□ Fixed-Wing Aircraft
□ UAV (Raven, Shadow, etc.)
□ Indirect Fire Asset
□ Air Defense Asset
□ Other _____

D. Requested Name of ACM (in accordance with Brigade naming convention)

E. Type of ACM (Shape) Select One:

□ Box: Can have more than four; enter coordinate for each corner of the shape or list the outermost limits of a flight path in a given area:

1.
2.
(etc.)

□ Route: (Corridor) Enter start and end points (coordinates) for each segment of the route with a requested width (Nm/miles/Km)

1. Start End Width:
2. Start End Width:
3. Start End Width:
(etc.)

□ Restricted Operating Zone (ROZ):
Coordinate of center point:
Radius (i.e. maximum distance you plan on flying from that center point) (Nm/miles/Km):

F. Altitude of ACM:

Minimum (AGL):
Maximum (AGL):

G. DTG of Mission (Local time):

1. Start / Launch / Take-off:
2. Stop / Recovery / Landing:

H. Peripheral Information:

1. Launch / Take-off Site (Minimum 6 Digit Grid):
2. Launch / Take-off Site (Altitude):
3. Landing / Recovery Site (Minimum 6 Digit Grid):
4. Landing / Recovery Site (Altitude):

I. Additional Information / Concerns:

J. Graphical depiction of Flight Path/Airspace Usage (using snapshot of FALCONVIEW, FBCB2, etc.)

Example TUAV Graphic Air Mission Request

A. Unit: A/2-1 CAV
POC: SFC Snuffy
Phone: 96X-XXXX
E-mail:
Freq:

B. Mission Purpose: Raven patrol along east bank of Tigris to observe smuggling drops. Easternmost point (D) observes recent POO for 60mm mortar.

C. User: A2Raven

D. Requested Name: Dinar

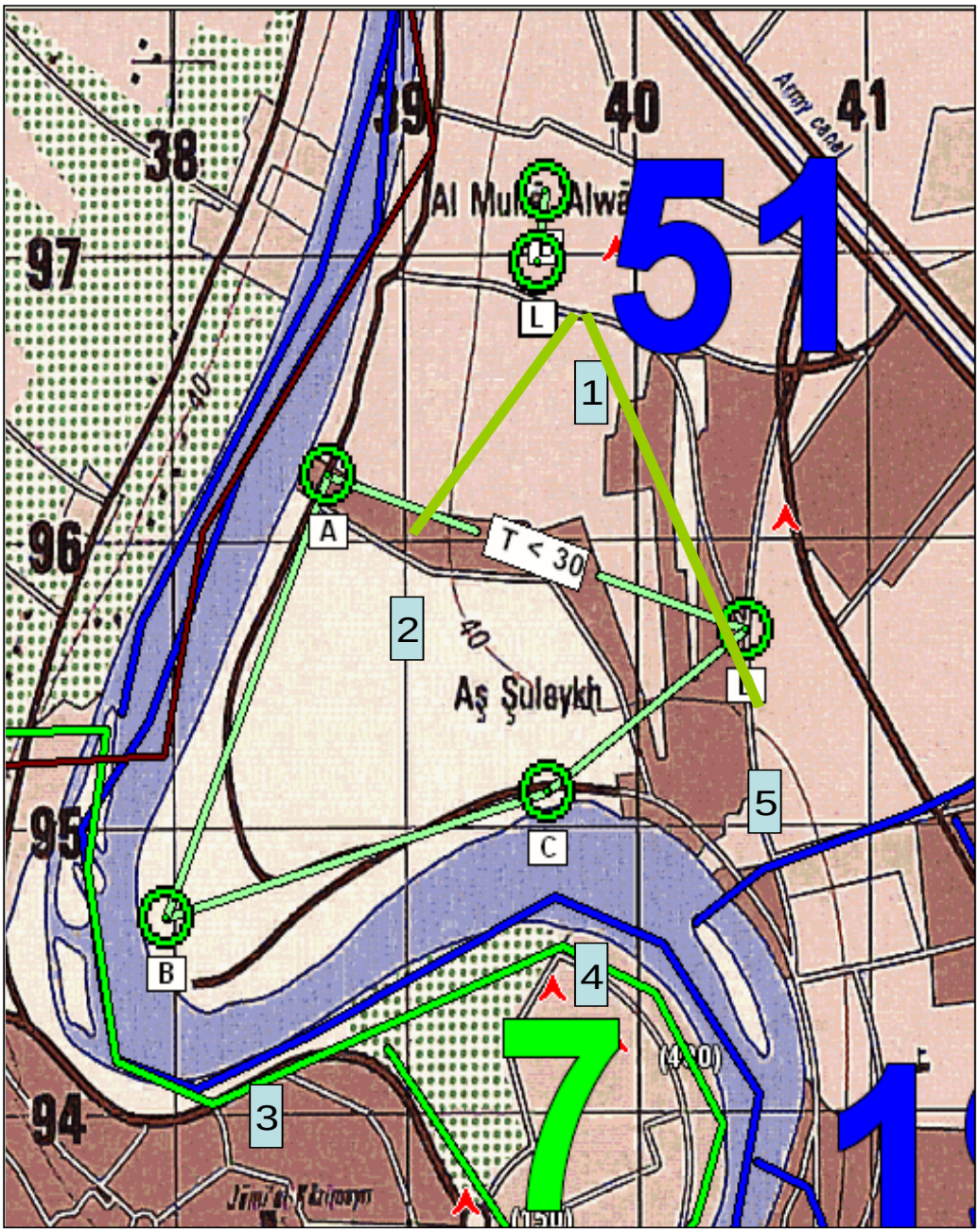
E. Box: 1) CV 39589701
2) CV 38729622
3) CV 37999467
4) CV39619519
5) CV40409569

F. Altitude
MIN: 600 feet AGL
MAX: 850 feet AGL

G. Launch at 060700JUL06
Land at 060900JUL06

H. Launch at CV39589701 (193' AGL)
Land at CV 39589701 (193' AGL)

I. Additional Information: Concerned that location of smugglers could cause emergency request for ACM from vic point 4 to the south/southwest along the River Road



PZ / LZ Operation / Selection

The receiving unit in aerial resupply must first make initial coordination with the supporting unit.

Minimal Preflight Coordination Checklist:
•Operational Locations
•Location of communications checkpoints
•Primary and Alternate Frequencies
•No land signals
•Markings for obstacles

After aircraft is in flight additional coordination's must be lake place:

In-flight Coordination checklist:
•Enemy Situation
•Terrain conditions
•Obstacles

The receiving unit in aerial resupply or another utility/cargo helicopter operation will have the following responsibilities at the PZ/LZ:

-Select, establish, and control the PZ/LZ.
-Secure the PZ/LZ.
-Provide limited weather observations, such as wind velocity and direction, cloud cover, visibility, and approximate ceiling.
-Provide terminal guidance with appropriate advisories. This information covers such areas as obstacles, wire hazards, and the threat situation, including ADA threats.

Establish/Select Landing Zone (Size/Slope)

SIZE
Consideration must be taken to establish the landing points within the zone. anding zones are categorized by sizes one through five.

Size 1 -25 meters is the diameter of cleared obstacles that can accommodate one OH-58D.
Size 2 - 35 meters is the diameter of cleared obstacles that can accommodate one UH-1H.
Size 3 - 5O meters is the diameter of cleared obstacles that can accommodate one UH-60.
Size 4 - 80 meters is the diameter of cleared obstacles that can accommodate one CH-47 or CH-53.
Size 5 - 100 meters is the diameter of cleared obstacles that can accommodate one sling load aircraft regardless of type.

SLOPE

7 degrees of less UH/CH can land
7 degrees to 12 degrees UH/CH cannot land

$$\text{Ground Slope} = \frac{VD \times 57.3}{HD}$$

Equipment Checklist/ Leader PCI for PZ/LZ team:

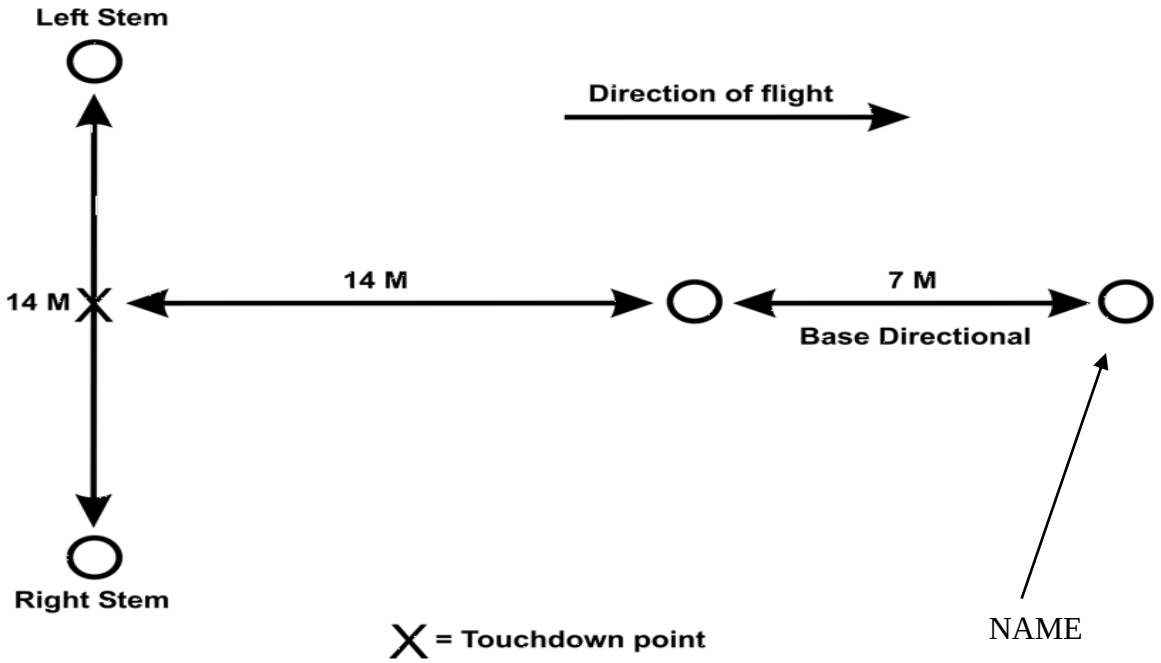
- Earplugs
- VS-17 Panel
- Compass
- Radio w Air Craft frequency
- ID Tags
- Kevlar
- Goggles
- Leather Gloves
- Shock Proof Gloves
- Knife
- Chemlights
- Grounding Probe/Static Discharge Wand
- Strobes
- Smoke Grenade

5.9 PZ/LZ team landing site requirements:

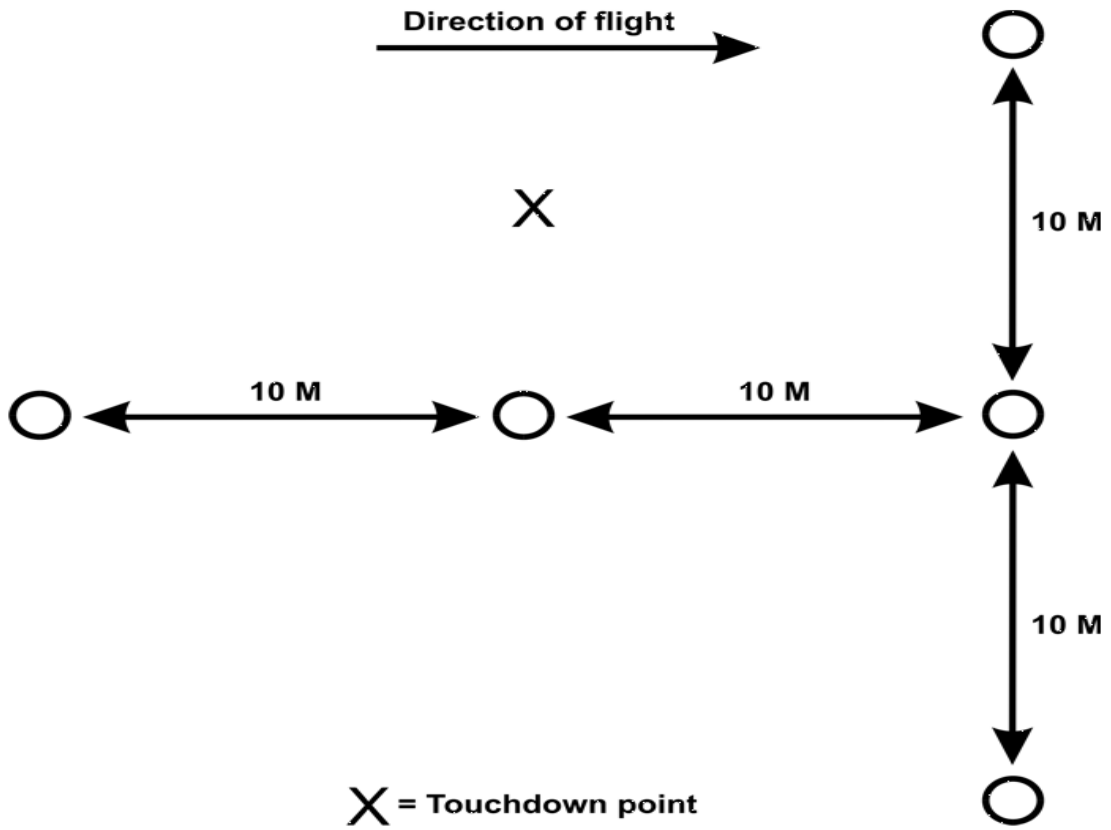
- Organize at an objective rally point
- Reconnoiters to determine
    1. Long Axis
    2. Usable area
    3. Ground slope
    4. Land heading
- Determines best landing formation
- Designates sling load points(s)
- Clears touch down and sling load points
- Clears and marks obstacles
- Prepares for day/night missions
- Continues to improve site

Following any Sling Load Resupply operation, the Receiving Troop 1SG will collect all Sling Loading Gear from the DZ. During the next LOGPAC, the 1SG will pass the equipment to the Troop Supply Sergeant who will return the gear to the BSB.

INVERTED "Y"



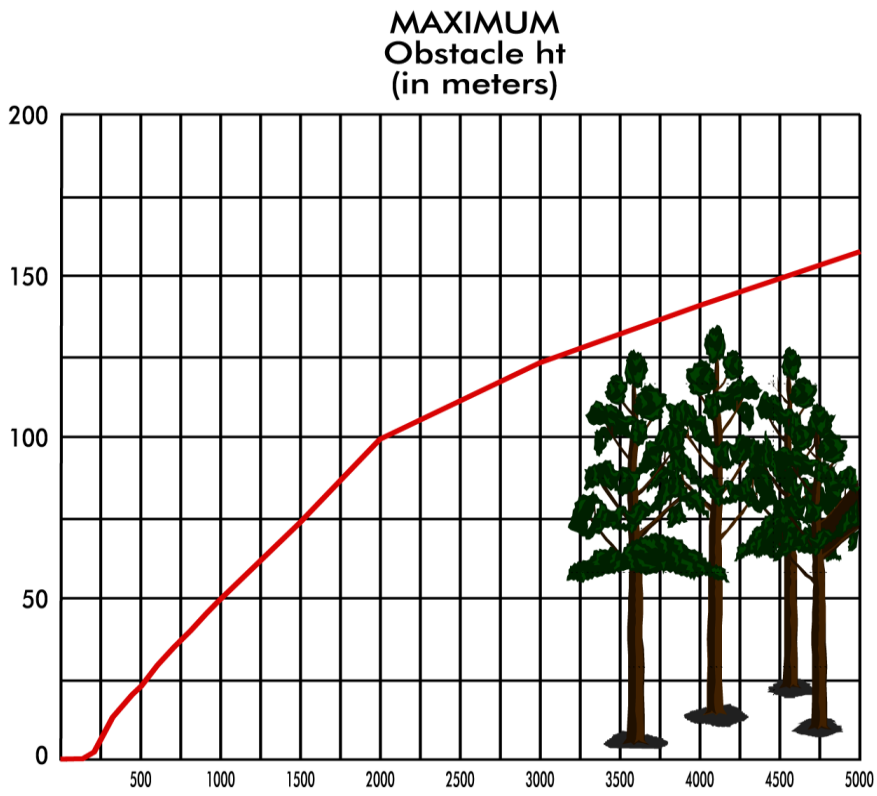
NATO "T"



TUAV Launch and Recovery Site Reconnaissance

Site Must Be:
- Flat and clear of obstructions (bushes, trees, rocks)
- No UXO in the area
- At least 405 Feet in length.
- At least 165 feet wide
- Aligned with prevailing wind direction.
- Grade must not be more than +/- 1 Degree (1.7%)
- Obstacles along the approach path are below the red line on the following graph.

Range (m)	Height (m)
0	0
100	0
150	0
200	3
300	12
400	18
500	23
600	28
700	33
800	38
900	43
1000	48
1500	74
2000	99
3000	121
4000	138
5000	156



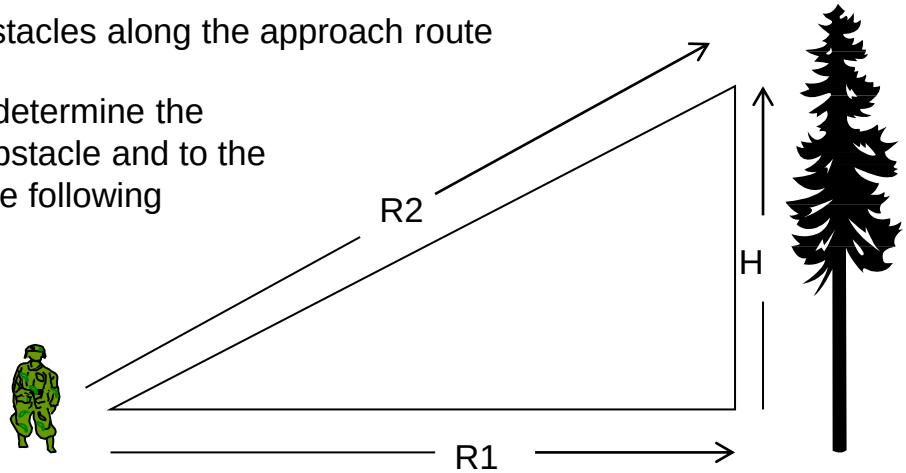
Touchdown Point

Determine the height of obstacles along the approach route

Using MELIOS or LRAS^3 determine the range to the base of the obstacle and to the top of the obstacle. Use the following

formula: $H^2 = R2^2 - R1^2$

$\sqrt{H^2} = H$



CAS PLANNING CONSIDERATIONS

Mission
Objective
Commander's Intent for CAS
Tasks to be performed

Enemy
Disposition, Composition, Order of Battle, capabilities, and likely Courses of Action
Offensive/Defensive Capabilities?
Surface to Air threats, type and location, decoys, camouflage
Capability to conduct command and control warfare (comms, navaids, targeting, etc.)
Target Type(s) and Location(s)

Terrain and Weather
Select Best Aircraft Route to/from Target Area
Select Best OP for TACP
Consider Terrain in Relation to Friendly Position(s)
Consider Terrain Masking for Threats
Consider Aircrew Target Acquisition
Consider Impact of Weather

Troops and Support Available
CAS Mission must be fully integrated with Army Scheme of Fire and Maneuver
Type Aircraft and Weapons Available vs. Target Type(s) and Desired Effect(s)
S-3: Friendly Troop Disposition (FLOT Trace and Distance from Target)

S-2: Enemy Disposition and Threats
FSO: SEAD, Targeting Marking, and ACA
S-3 Air/Aviation LNO: Altitudes & Routes; JAAT (as required)
ADA: Air Defense Status/SHORAD Locations/TOT & Route
Ground Commander: Final Clearance; Initials if within 0.1% PI (Danger Close)

Time Available
ASAP or Planned TOT?
Timing for Mission Coordination and Deconfliction (SEAD, Marking, etc.)

Protection WFF

1. **MOBILITY.**

a. **SBCT Breaching Assets**.

1) MICLIC: 4 total: creates 100m lanes (14m wide x 100m deep). Do not use for magnetic and duel impulse.
2) Stryker Plow: 9 total: 1 lane per Plow; Use only for soft lose soil conditions. (Primary proofing system)
3) DEUCE: 6 total: Used for Anti-Tank Ditch. Can Breach MF. 1 lane per DEUCE using skimming method. Not a preferred breaching method. Use only as a last resort. (Minefield must be surface laid, technique is very time consuming).
4) Engr Squad - 9 total: 1 ea 100m lane per squad (can not breach FASCAM)

b. **Breach Lane Requirements**.

1) 2 lanes (minimum) per mounted assaulting Task Force (at least 100m apart; dependant on METT-T)
2) 1 lane per mounted assaulting company
3) Breach forces required per lane for mounted Breach:
   a) 1 Engr Squad (marking)
   b) 2 MICLICS; must be prepared to breach more than 100m.
   c) 1 Plow or Roller (proof and redundant breach)
   d) 1 Proofing vehicle "plow or roller" (redundant proof)

c. **Dismounted Assault Breach Lane Requirements**.

1) 1 Footpath lane per assaulting platoon
2) 1 Sapper team required per lane
   a) Grapnel (4 min), set line main (4 min), detonate (1min),
   b) Proof (3 min), mark (8 min) TOTAL=25min***** Plan for 50% loss of assets during the breach.***

d. **Obstacle Lane Marking**

1) Initial marking is installed by the breach force after proofing the lane. This includes the entrance markers, left handrail, exit markers, entrance funnel, and final approach marker.
2) Intermediate marking is installed by the support force (METT-T dependent) to commit a large combat force (BN or larger) unable to observe the breach or to sustain rearward passage of sustainment traffic (i.e. casualty evac and vehicle recovery). In addition to the requirements for initial marking it also requires, right handrail markers, exit funnel markers, far recognition markers, and far-side final approach markers.
3) Full Lane marking installed by follow-on engineers. This includes expanding the width to accommodate two-way traffic, and modifying the marking pattern to give rearward passing forces the same visual signature.

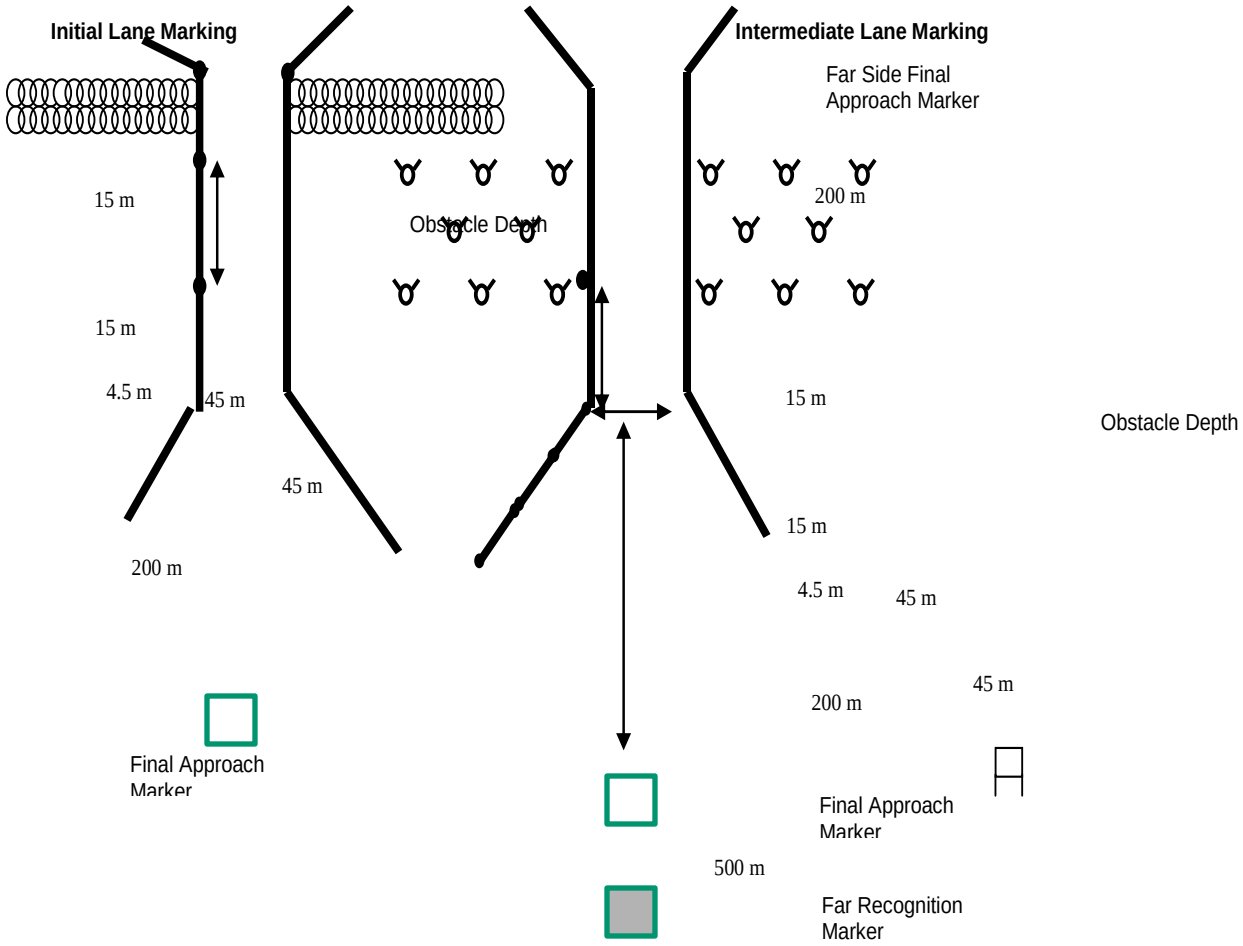
***** Initial Breach and Marking are only temporary to keep the momentum of the SBCT. Once the Brigade has consolidated, all obstacles and lanes in the brigade AOR will be fully marked to NATO standard marking and reported to higher as soon as possible.***

4) Lane marking materials for mounted breaches includes ESV lane marker emplaced pneumatically by the ESVs during the breach (see figure 1 for diagram of ESV lane marker). In the absence of the ESV lane markers, the suitable substitutes are HEMMS poles. IR, yellow, or green chemlights, and/or thermal signature will be used for nighttime operations. Thermal signature can be created with tankers candle (five gallon GAA grease can set afire), MRE heater, or 2 9V batteries linked together. Far recognition and final approach marker will VS-17 panels with chemlites and/or thermal signature (Figure 2)
5) Lane marking materials for dismounted breaches include chemlites and/or white engineer tape.
6) Funnels will be marked with fluorescent orange and yellow panels with directional arrows.
7) Far recognition and final approach marker will be 2 HEMMS poles with a VS17 panel or fluorescent orange directional panel.

e. **Lane Security**:

a) Initially, the lane shall be secured on both the near side and far side by the breach force. The security element must be large enough to maintain the lane as a viable passage for follow-on forces. This is the commander's determination based on METT-TC, but a security element must always be present.
b) In conjunction with the arrival of follow-on forces within the brigade, or prior to their arrival, the brigade engineer shall designate a security force or a force to reduce the obstacle completely. This force may be drawn from a variety of forces and is also METT-TC dependent.
c) Upon turnover of the lane, those forces assume security responsibility for the lane.

FIGURE 2. Initial and Intermediate Land Marking



f. **Bridging Capabilities**

1) Rapidly Emplaced Bridge System (REBS) (Fielding in June 04)
- 4 each in the brigade
- Capabilities for total assets
  Capacity: MLC 30 Wheeled/Tracked
  Length of Gap: Four at 13 Meters at MLC 30 (10 minutes daytime each)
- Crew Size: 2 Soldiers
- Little or No Site Preparation
- Launcher Mounted on Flatrack
- Transported and powered by CBT (4 total)
- Bridge Transportable by C-130

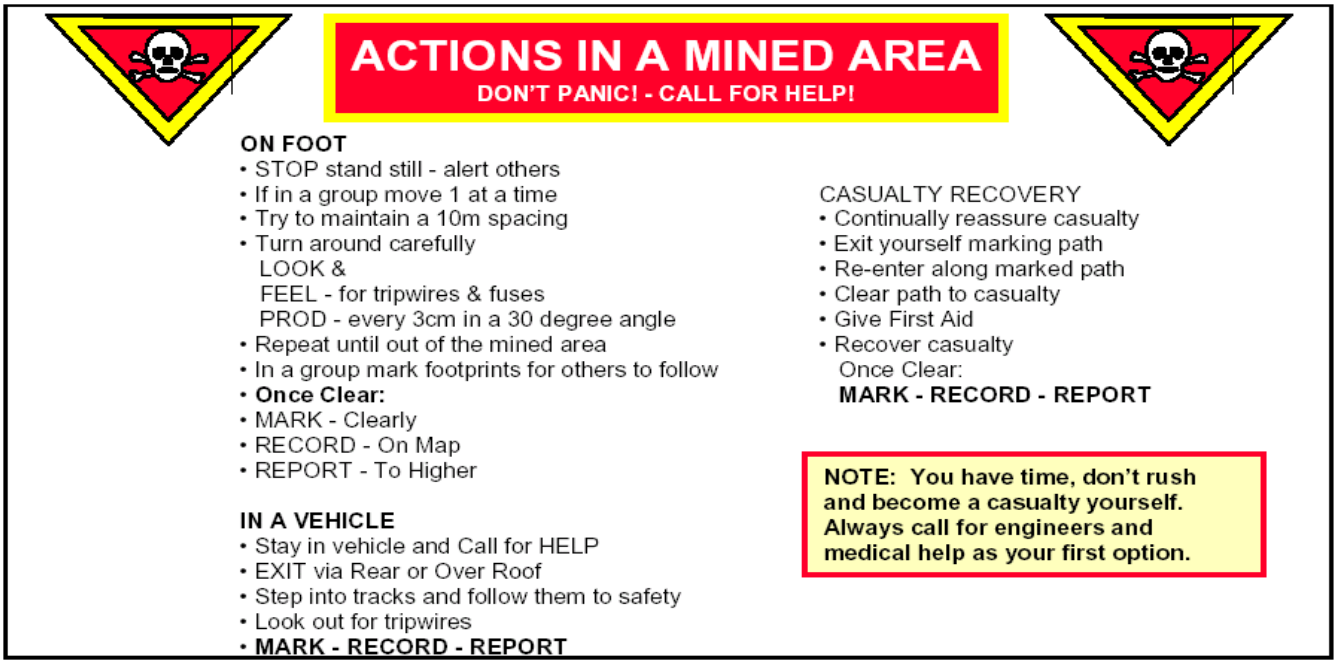
2) Medium Girder Bridge (MGB) (on hand until REBS if fielded)
- One set in the brigade
- Capabilities of total assets
- Capacity: MLC 0-60 Wheeled/Tracked
- Length of Gap: 7.9-33.2 Meter Gaps as follows:
- One 33.2 meter bridge at MLC 50 (2 hours daytime), **or**
- One 31.1 meter bridge at MLC 60 (90 minutes daytime), **or**
- Two 7.9 meter bridges and one 9.8 meter bridge at MLC 60 (30 minutes daytime each), **or**
- One 13.4 meter bridge and one 11.6 meter bridge at MLC 30 and 40 (45 minutes daytime each)
- Crew Size: 9-25 personnel as follows
- 1 NCO and 8 personnel for 7.9 to 9.8 meters, each **or**
- 1 NCO and 16 personnel for 11.6 to 13.4 meters, each **or**
- 1 NCO and 24 personnel for 31.1 to 33.2 meters, each
- Some Site Preparation
- Transported by CBT (4 total)
- Bridge Transportable by C-130

BREACH AREA BREVITY CODES

ACTIONS TO COMPLETE	BREVITY CODE	CALLER
- **Designates POP, far side objective, BHL and breach area** - **Designates breach organization (Support, Breach, Assault forces)** - Develops control measures to synchronize fires and maneuver between breach organization lead and follow-on elements - Develops ISR plan to locate over watching enemy forces and gain OBSTINTEL - Isolates the breach area with CAS, counter-fires, SCATMINEs, and attack aviation - Point of Breach (POB) analyzed, tentative selection		BCT CDR for BDE Deliberate Breach TF CDR for TF Deliberate Breach
- Initiates suppressive fires (indirect, direct, IEW, CAS) - **CFZs over SBF and reduction area activated** - **SBF occupied and reduction area validated** - **Enemy direct fire weapon systems and observers for indirect fires capable of covering reduction area destroyed or suppressed** - **Point of Breach (POB) validated or selected**	**1ST DOWN (SUPRESS)**	SUPPORT FORCE CDR
- Obscuration Initiated and adjusted (indirect and mechanical smoke) to screen reduction area from overwatching enemy - **Reduction area obscured from overwatching enemy unit re-seed smoke as required**	**2ND DOWN (OBSCURE)**	SUPPORT FORCE CDR
- **Far side of obstacle secured with fires or occupation** - Breach Force CDR commits reduction element for movement from assault position to POB - ADA coverage over breach area in place	**3RD DOWN (SECURE)**	SUPPORT FORCE CDR
- **Enemy direct fire systems that cannot be effectively observed and suppressed by the support force due to terrain or the masking of the support force's fires by the breach force as it moves forward to reduce the obstacle suppressed by the security element** - Near side of reduction area secured and engineer forces escorted by security element to POB - Local obscuration achieved (smoke pots, mech smoke) - Charge in position and ready to initiate / plow prepared to reduce **-Breach code 25% complete** - **Lane(s) created by reduction element** **-Breach code 50% complete** - Lane(s) proofed (visual or MRB/MCR) by reduction element **-Breach code 75% complete** **-Triggers movement of ASSAULT FORCE from assault position to the breach site** - Lane(s) marked by reduction element, security element on far side **-Breach code 100% complete, 4th DOWN**	**4TH DOWN (REDUCE)** *** Reduction effort is reported in percentage complete IOT increase situational awareness of actions at the POB**	BREACH FORCE CDR
- Support and breach force fires shifted and/or lifted - **Assault Force through the lane / Far side Objective Secure** - **Enemy forces capable of placing direct fires on reduction area destroyed**	**TOUCHDOWN (ASSAULT)**	ASSAULT FORCE CDR

1. **MOBILITY.**

g. Actions in a Mined Area.

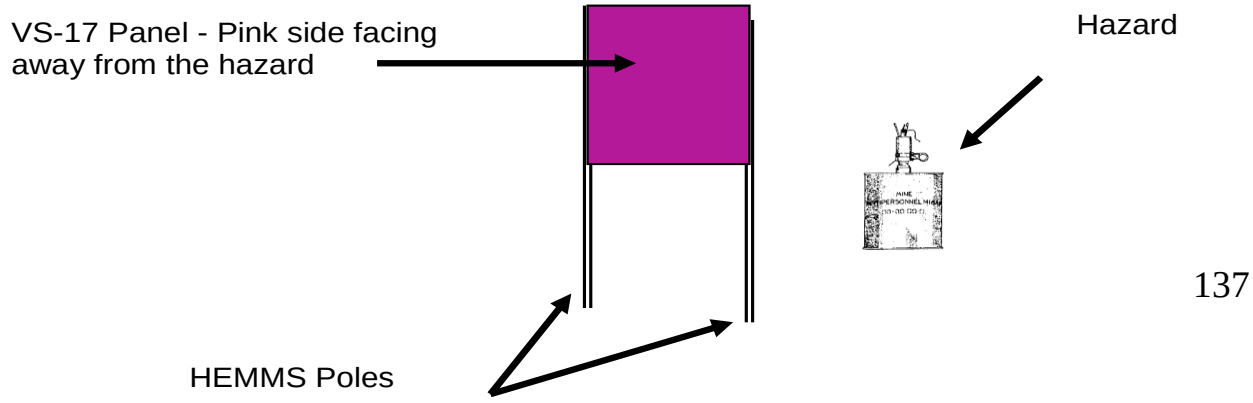


2. COUNTERMOBILITY

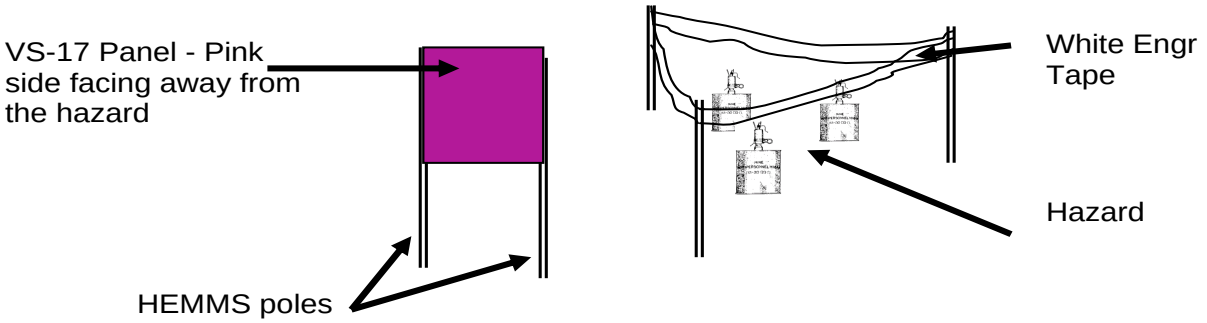
a. Obstacles and TIME ESTIMATES:

Disrupt Minefield (250mx100m)	1 ea = 4 hrs / platoon
Fix Minefield (250mx120m)	same as above
Turn Minefield (500mx300m)	1 ea = 16 hrs / platoon
Block Minefield (500mx320m)	same as above
250m TSC wire	1ea = 3 hrs / platoon
MOPMS (35m radius)	1 hr to set up, command detonated
Volcano (1150Mx120m)	30 min to employ, 1 hr to reload
FASCAM	15 min for Arty Bn, 30 min for Arty Btry
Tank Ditch	100m = 3 hrs / blade team (Calc based on D7 and ACE)
Steel Bridge Demolition	1 hr / squad
Massive Bridge Demolition	2 hr / squad
Point Minefield	1 ea = 1 hr / squad
Non-Standard Wire Obstacle (11 row)	1ea = 1 hr / squad
Road Crater (when on site)	30 min / crater / squad
Deception (pickets)	250m of pickets = 30 min

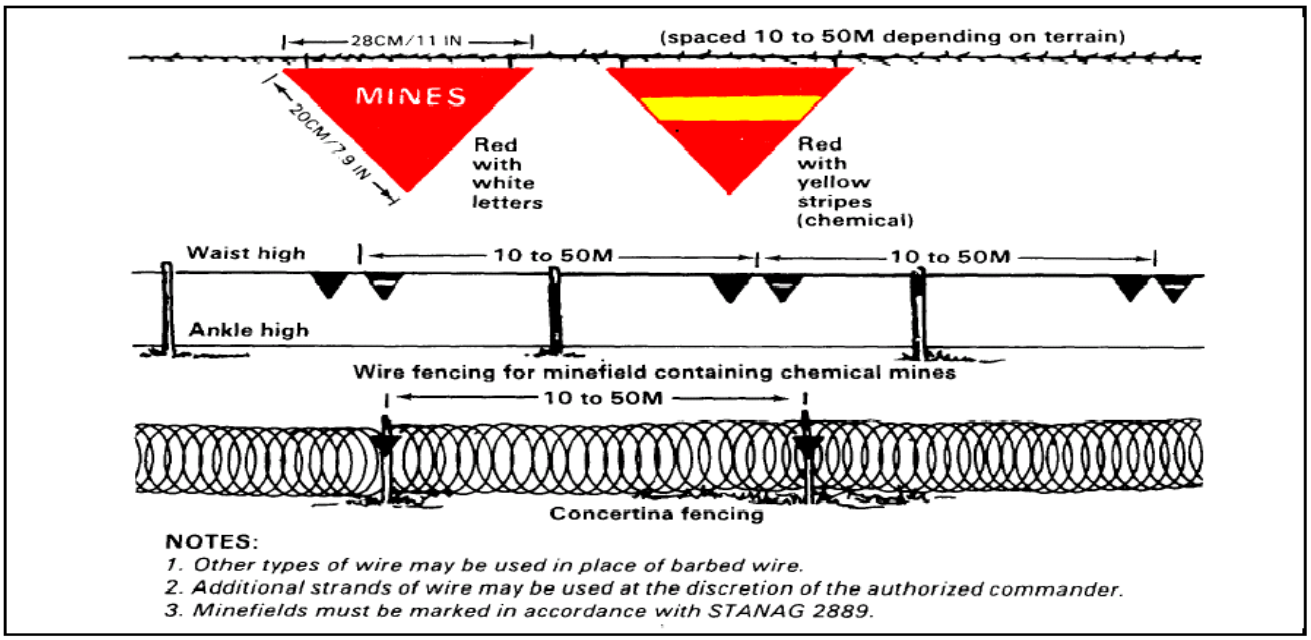
b. **Actions for single mine / UXO Encounter -** Two HEMMS/Pickets pounded into the ground with a VS-17 Panel tied to the top of the poles 4 feet in front of the hazard. Pink side facing away from the hazard, Orange side facing the hazard. For limited visibility, attach yellow chemlites and/or thermal signature to the top of the HEMMS poles. Report the hazard using GOLD 5 report format by quickest means available to the Brigade Engineer section within the Bde TOC.



b. **Actions for multiple mines / UXOs Encounter** - Two HEMMS/pickets pounded into the ground with a VS-17 Panel tied to the top of the poles 4 feet in front of the hazard. Pink side facing away from the hazard, Orange side facing the hazard. Emplace HEMMS poles with white engineer tape tied to the top forming a perimeter around the hazard. For limited visibility, attach yellow chemlites and/or thermal signature to the top of the HEMMS poles. Report the hazard using GOLD 5 report format by quickest means available to the Brigade Engineer section within the Bde TOC.



c. **Actions for large minefield / UXO fields encounter** - Two HEMMS poles pounded into the ground with a VS-17 Panel tied to the top of the poles 200m away from the hazard as final approach marker and 700m away from the hazard as far recognition marker along the each of the most likely avenues of approach for friendly vehicles. Pink side facing away from the hazard, Orange side facing the hazard. Report Obstacle to higher using GOLD 5 report. ***Engineers will mark all above hazards to NATO standard marking according to the figure below <u>as soon as possible</u>.***



d. **Obstacle Numbering System**: The obstacle numbering system is used to number all obstacles. This system consists of twelve characters. IAW FM 90-7, the twelve characters show: the unit that directed emplacement of the obstacle; the zone, group, and the belt where the obstacle is located; the type of obstacle; obstacle number and the status of the obstacle.

1) The twelve-character obstacle numbers are divided into five parts.

PART I	PART II	PART III	PART IV	PART V
Unit name and type	Zone/Belt/Group	Obstacle Type	Obstacle Number	Obstacle Status
1 Letter, 3 Numbers	Letter, Number, Letter	2 Letters	2 Numbers	Letter

a) Part I – Four characters (1 letter and 3 numbers) representing the unit that established the obstacle zone. The letter indicates the type of unit. The three numbers are the corps, division, separate brigade, or regiment number (ex. 2ID - I002). Enemy or unexploded ordinance in the 2ID area will be E002.

Infantry Div/BDE	Cav Div	Enemy or UXO	Cav Regiment	Corps	Armd Div
I	C	E	R	Z	A

b) Part II – A three character alphanumeric group designating (in order): the obstacle zone; obstacle belt in the obstacle zone; and obstacle group in the obstacle belt. 2ID assigns default zones for the brigades, brigades assign default belts to maneuver battalions and battalions establish default groups to maneuver companies. Division default zones are as follows:

ZONE	UNIT/HQ	ZONE	UNIT/HQ
O	Corps REAR	U	1st BDE
P	DISCOM	V	2nd BDE
Q	DIVARTY	W	3rd BDE
R	Reserve Obs	X	Spare place
S	AVN BDE	Y	Spare place
T	CAV SQDRN	Z	Spare place

Each Brigade establishes default obstacle belts numbers for each maneuver battalion respectively. Maneuver battalions assign default obstacle groups to its companies. EXAMPLE. 3rd BDE default obstacle zone is W. 3rd BDE designates default belts to the maneuver battalions as shown below.

ZONE/BELT	BATTALION	ZONE/BELT/GRP	CO
W1	1-23 IN	W1A	A/1-23
W2	2-3 IN	W2B	B/2-3
W3	5-20 IN	W3C	C/5-20
W4	1-14 CAV	W4D	D/1-14

c) Part III – A two-character group. The characters designate the type of obstacle, as listed in the following table.

Abbr.	Definition	Abbr.	Definition	Abbr.	Definition
A - Miscellaneous					
AB	Abatis	AH	Log Hurdles	AP	Post Obstacle
AC	Chemical by explosives	AL	Log Crib or Obstacles	AR	Rubble
AD	AT Ditch	AM	Disabled vehicle	AT	AT ditch with AT mines
AF	Thermobaric or flame	AN	Expedient, Nonstandard	AW	Earthwork
B – Bridge demolition					
BA	Abutment	BS	Span	BC	Abutment and span
H – Hand Emplaced Munitions					
HC	Claymore	HO	Other	HS	SLAM
HH	Hornet/WAM				
M - Minefield					
MB	Block	MH	Hasty protective	MQ	Nuisance
MC	Chemical	MN	Nonstandard	MS	Standard Pattern
MD	Disrupt	MO	Point	MT	Turn
MF	Fix	MP	Protective	MU	Dummy, decoy
R – Road Crater					
RD	Deliberate	RH	Hasty	RM	Mined
S – Scatterable Minefield					
SB	GATOR	SM	MOPMS	SW	(generic)
SF	ADAM & RAAM	SV	Volcano		
U – Unexploded Ordance					
UC	Chemical UXO hazard area	UH	UXO hazard area	UN	Nuclear hazard area

W – Wire Obstacle					
WA	Double apron	WG	General purpose, barbed wire	WR	Roadblock
WC	Concertina	WN	Non-standard	WT	Triple standard
WF	Tanglefoot				

d) Part IV – The obstacle number from 01-99

e) Part V – The last symbol indicates the status of the obstacle.

SYMBOL	LETTER	DEFINITION
/	P	Planned Obstacle
-	U	Obstacle being prepared
+	R	Prepared obstacle (Reserve targets indicates a readiness state of safe or armed)
X	E	Completed/executed obstacle
=	B	Breached or has a lane
#	C	Being cleared (fully removed)
?		Unknown status

2) Examples:

a) A blocking minefield number 01, under construction in Zone W, Belt 3, Group C (C/5-20IN), as directed by 2ID. The obstacle number does not distinguish between division directed and brigade directed obstacles.

I002	W3C	MB	01	U

b) A bridge abutment demolition number 99, prepared obstacle, in Zone W, Belt 2, Group B (B/2-3IN), as directed by Headquarters, I Corps.

Z001	W2B	BA	99	R

c. **Minefield Turnover**: Items the emplacing unit must address with the over-watching unit are:

1) Intelligence
   - provide an update on enemy activity forward of the minefield
   - discuss expected enemy reconnaissance efforts
2) Maneuver
   - discuss obstacle protection against enemy dismounted patrols.
   - discuss fire control measures
3) M/CM/S
   - discuss the obstacles intended effect on enemy maneuver
   - discuss the minefield front/depth and walk/ride the minefield trace
   - provide grid coordinates of the minefield trace
   - discuss minefield composition
   - discuss friendly minefield marking
   - discuss gap closure, if applicable. Confirm the signal/activity that initiates lanes closure
   - train units on how to close lanes

4) Fire Support
   - update company FSO on grid coordinates for minefield trace
   - discuss indirect fires covering minefield

5) CSS - provide mines/materials to close lanes/gaps

6) Command and Control
   - sign over the minefield report
   - report the condition of turnover to higher
   - forward written minefield report

d. Obstacle Overlays.

1) Within 30 minutes receipt of GOLD 1,3, and 5 reports, the Brigade Engineer Staff Element will post the obstacle to FBCB2, update the obstacle overlay and post it to the MCS Server, plot the obstacle on an analog map maintained at the BESE location within the Brigade TOC, and input the obstacle data to the minefield database. The battle captain will notify all units of the new obstacle with a Guidon call.

Minefield Marking Kit

- 1 roll of “white” Engineer Tape

  NSN:
- 10 each HEMMS Poles

  NSN:
- 3 each VS-17 panels

  NSN:
- 1 box of Yellow Chemlites

  NSN:

Decontamination Procedures

Decontamination Procedures

Standards:
1. Upon witnessing symptoms, receiving reports or hearing alarms indicating a chemical attack in your unit AO, perform the following tasks (concurrently, if possible) until "ALL-CLEAR" is called or until Thorough Decontamination of your unit is complete.
2. Immediate Decon – Skin Decon, Personal Wipedown and Operator Wipedown complete within 15-minutes of contamination to prevent agent penetration of MOPP and limit the spread of contamination.
3. Operational Decon – Vehicle Washdown and MOPP Gear Exchange initiated within 6-hours of contamination to limit the spread of contamination and offer **temporary** relief from MOPP-4.
4. Thorough Decon – Detailed Troop Decon and Detailed Equipment Decon completed as mission permits, possibly superceding the need for Operational Decon if done within 6-hours of contamination, to restore combat power and reduce MOPP.
5. Unit prepared to conduct follow-on missions in reduced MOPP, having suffered minimal NBC casualties.

React to a Chemical Attack / Immediate Decontamination

- [ ] Close your eyes, stop breathing and don your protective mask.
- [ ] Seek overhead cover in a vehicle or under dense vegetation.
- [ ] Sound Alarm – metal-on-metal contact, 3 horn blasts, or yell "Gas, Gas, Gas!" while giving hand and arm signal.
- [ ] Immediately Perform Skin Decon – using an M291 Skin Decon Kit (SDK) apply charcoal powder to skin exposed during the chemical attack (face, hands, neck, etc.). Hold your breath, close eyes and mouth when decontaminating face. Clear/seal mask immediately upo completion of face decon and prior to inhaling.
- [ ] Assume MOPP-IV.
- [ ] Assess and treat all chemical casualties.
- [ ] Submit an initial chemical contact report (NBC-1) to higher headquarters within three minutes.
- [ ] Use M8 paper/M9 tape to determine immediately if persistent or non-persistent agent.
- [ ] If persistent, use M8 paper to determine agent type, report agent identification to higher and request decon support.
- [ ] For persistent agents, Conduct Personal Wipedown of individual equipment with the M295 Individual Equipment Decon Kit (IEDK) and Operator Wipedown of vehicles and systems using the M100 Sorbent Decon System (SDS).
- [ ] For persistent agents, Remain in MOPP IV, continue the mission, and await further guidance from higher.
- [ ] If non-persistent, report non-persistent to higher, initiate an M256 kit and identify the agent, report agent type to higher and, when directed by higher, begin unmasking procedures until "ALL-CLEAR" detected and MOPP can be reduced.

Operational Decontamination

- [ ] Upon receipt of a decon request, higher will designate and begin preparing a decon site. Once established, higher will call the contaminated unit with a link-up grid, a dirty route to follow to the link-up point, and a time for link-up.
- [ ] Proceed to the link-up point, establish an assembly area, establish security for the decon site, and link-up with the decon NCOIC.
- [ ] Follow all instructions given by the NCOIC – vehicle preparations, vehicle route(s), personnel dismount point(s), dirty/clean driver swap points, personnel route(s) and MOPP Gear Exchange location.
- [ ] Designate NCOs to lead MOPP Gear Exchange using the Buddy-Team Method – First Buddy Step 1: Decon Gear, Step 2: Loosen/Unfasten, Step 3: Decon Hood/Mask/Gloves, Step 4: Remove Overgarments/Overboots, Step 5: Remove Gloves, Step 6: Don New Overgarment, Step 7: Don New Gloves/Overboots, Step 8: Secure Hood, Repeat Steps 1-8 for Second Buddy, Step 9: Secure Gear.
- [ ] Send vehicles through Vehicle Washdown, where M17 Sanator operators will power-wash the contaminant from vehicles. Ensure "dirty drivers" dismount after moving their vehicles into Vehicle Washown and swap with "fresh" drivers from the MOPP Gear Exchange site.
- [ ] When all personnel have completed MOPP Gear Exchange and all vehicles have processed through Vehicle Washdown, the unit reports to higher and proceeds to their Tactical AA and continues mission.

Thorough Decontamination

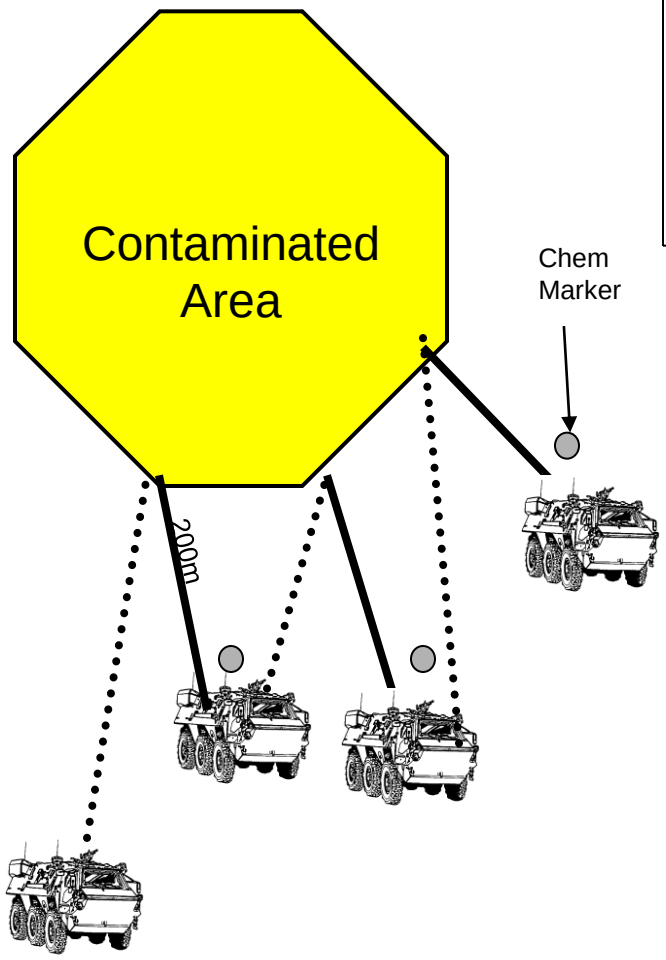
- [ ] Upon receipt of a decon request, higher will request decon support and begin preparing a decon site. Once established, higher will call th contaminated unit with a link-up grid, a dirty route to follow to the link-up point, and a time for link-up.
- [ ] Proceed to the link-up point, establish an assembly area, establish security for the decon site, and link-up with the decon NCOIC. The decon NCOIC establishes the site and the Detailed Equipment Decon (DED) line, but he will need augmenters from your unit.
- [ ] Follow all instructions given by the NCOIC – vehicle preparations, vehicle route(s), personnel dismount point(s), dirty driver route, personnel route(s), Detailed Troop Decon and DED Line.
- [ ] Designate a team to run DTD using your unit's supplies – Station 1: Individual Gear Decon, Station 2: Overboot/Hood Decon, Station 3: Overgarment Removal, Station 4: Overboot/Glove Removal, Station 5: Monitor/Check, Station 6: Mask Removal, Station 7: Mask Decon Point, Station 8: Reissue Point.
- [ ] Send vehicles through DED, where the chemical unit personnel will run your contaminated vehicles through 5 stations – Station 1: Primary Wash, Station 2: Decontaminant Application, Station 3: Contact Time/Interior Decon, Station 4: Rinse, Station 5: Monitor/Check. Ensure "dirty drivers" dismount after moving their vehicles into Station 3 and swap with clean drivers in MOPP.
- [ ] When all personnel have completed DTD, to include the decon unit personnel, and all vehicles, including the chemical unit's vehicles, have processed through DED, the chemical unit will dispose of contaminated material and send a decon site closure report (NBC-4) to higher and the unit then proceeds to their Tactical AA and continues mission.

Chemical Marking

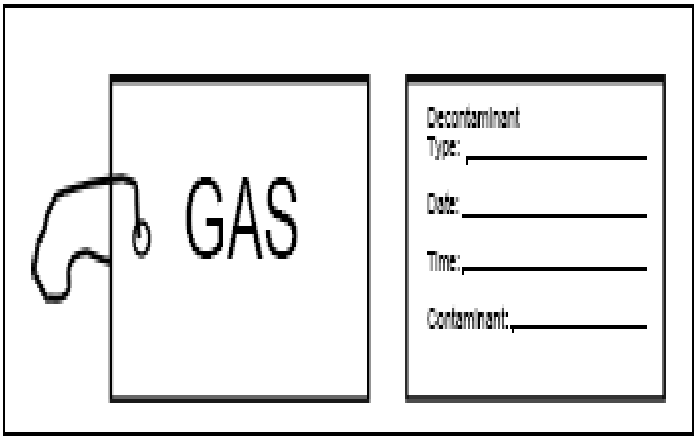
Task: Mark a Contaminated Area

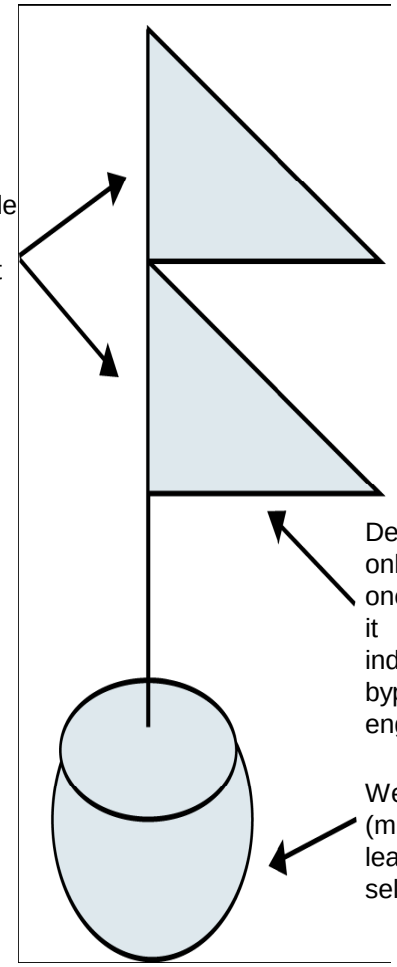
Purpose: Allow Friendly Forces to avoid and Bypass Hazard

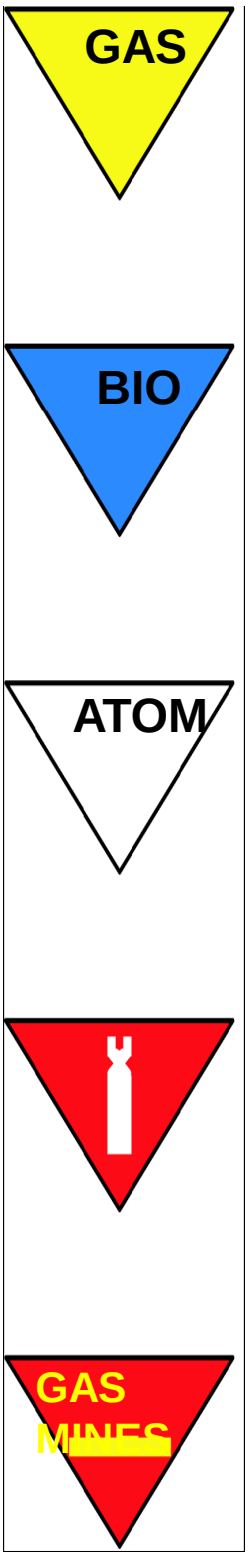
- **CBRN Platoon receives mission to mark a contaminated area**
- **CBRN Platoon approaches contaminated area with vehicle overpressure system turned on**
- **Using Dual Wheeled Sampling System (DWSS) and the Mobile Mass Spectrometer (MM1) FOXES drive until they reach the edge of the contaminated area**
- **Once contamination has been confirmed, vehicle backs up 200m and drops a chemical marker**
- **CBRN Platoon repeats this procedure until entire contaminated area is marked**
- **Once the area is marked, White 4 report is sent to TOC via FBCB2 or FM**



Chemical Marking Tools







Chemical
Yellow background with red lettering
- Name of agent, if known
- Date and time of detection

Biological
Blue background with red lettering
- Name of agent, if known
- Date and time of detection

Radiological
White background with black lettering
- Dose rate
- Date and time of reading
- Date and time of burst, if known

UXO
Red background with white lettering
- Type and date found
- Front surface of marker
- Facing away from UXO

Chemical Minefield
Red background with yellow lettering and stripe
- Chemical agent in mine
- Date
- Surface of marker facing away from minefield

Logistics: Medical and Maintenance

Nonstandard Casevac:

Nonstandard Casualty Evacuation is conducted in the event that the medical platoon is unable to support the Troop. The Troop can use its organic MTVs, HMMWVs and Strykers in lieu of ambulances. Use the following guidelines for transporting casualties in Troop Vehicles

MTV	**12 Litter**	**20 Ambulatory**
HMMWV Cargo-Empty	**2 Litter**	**8 Ambulatory**
Stryker	**3 Litter**	**6 Ambulatory**

6.2 MAINTENANCE OPERATIONS

BEFORE / AFTER MISSION

1. 5988E on the following:
Check Vehicles
Check All crew served weapons
Check All Communications equipment
Check All NVDs
Check All personal weapons
***if 5988e unavailable turn in 2404**

2.Before LOGPAC is complete turn in one copy of 5988e to PSG, second copy goes in log book

3. XO/1SG will coordinate with maintenance to bring mechanics forward with LOGPAC to LRP or brought to SQDN TOC to verify parts

4. Parts will be replaced as soon as they are received unless it interferes with the mission

DOWNED VEHICLE DURING MISSION

1. If a vehicle breaks down during a mission:

- Immediately notify PL/ PSG

- Try to move to hide position

- Wingman moves away and provides over watch while self recovery is attempted

- Crew has 1/2 hour to recover vehicle before it is sent to CTCP

2. If vehicle is not recovered in 1/2 hour wingman vehicle picks up the crew. The Section Sergeant and two soldiers stay with disabled vehicle:

- Remove all sensitive items

- Manpack 1 radio

- Sends 10 digit grid to position

- Crew remaining moves into position to over watch vehicle if not in hide, camouflage vehicle if in hide

3. PSG coordinates for recovery assets or moves forward to pull vehicle back.

4. If vehicle is found by enemy remaining crew begins escape and evasion techniques to link up with platoon

5. During mission vehicles will be recovered to supporting SQDN UMCP (ID in OPORD).

Field Trains Operations

The Squadron Field Trains is located in either behind the FLOT (on a linear battlefield) or a central location to the BDE (on a non-linear battlefield) and may operate either as part of the Brigade Support Area (BSA) or separately. The location of the Field Trains will be out of enemy artillery range, but close enough to provide routine support to the Squadron. The Field Trains layout is designed to facilitate security and building the LOGPAC. The following elements normally make up the Field Trains:

1. Field Trains Command Post (FTCP)
2. S1/S4 section
3. Troop/Company Supply SGTs

The FTCP will be centrally located in the field trains. It is the primary coordination point for all Field Trains activities. The FTCP must track all aspects of the Squadron's CSS needs. The FTCP must maintain FM communication with the BSB CP, SQDN CTCP, and SQDN TOC. The S4/S1 section, with the HHT HQ section as appropriate, will establish and man the FTCP. The FTCP will consist of a SICUP with generator, white light work area, battle tracking maps and charts, and CSS tracking map and charts. The CP will have dual net FM along with FBCB2 capability. The HHT XO functions as the battle captain for the FTCP. The S1 NCOIC is the FTCP NCOIC. The S1 section will occupy a work space in the FTCP for personnel tracking and PAC actions The HHT HQ section drivers will work in the FTCP when not driving. Additionally, Field Trains personnel will erect a sleep tent.

Composition/Responsibilities

1. HHT Commander. OIC of the Field Trains and supervisor of CSS execution within the Squadron. He approves the final Field Trains defensive plan, coordinates with the Squadron XO, S4, and SMO to execute CSS for the Squadron, and acts as the Squadron liaison with the BSB, to include attending the BSB OPORD. Travels forward to attend Squadron OPORDs and rehearsals and brings that plan back to the Field Trains. Ensures that all CSS requests initiated at the CTCP are expedited. Oversees execution of LOGPACs. Serves as the Squadron rear area OIC and logistics troubleshooter.

2. HHT 1SG. Supervises CSS for the TOC, CTCP, UMCP, SAS, and Field Trains itself. Responsible for synchronizing the Field Trains defensive plan and rehearsing both that defensive plan and the Quick Reaction Force (QRF). Oversees the defense and security of the Field Trains. Assists in the forming of LOGPACs. Will generally lead LOGPAC convoy to the Logistics Release Point (LRP). Responsible for trooper discipline within all HHT elements. Advises the Commander on logistical issues, soldier discipline, morale, and welfare.

3. HHT XO. Assists the Commander in execution and oversight of Field Trains operations. Organizes and leads the Quartering Party. Responsible for the initial Field Trains defensive plan. Serves as the FTCP battle captain, ensuring accurate battle tracking and CSS tracking. Primary focus is on operations within and information flow throughout the Field Trains. **During FOB operations the HHT XO may be required to separate himself form the FTCP and co-locate as an LNO to the BSB, in order maximum/supervise request and throughput from the BSB to the squadron.**

4. S1 NCOIC. Will serve as NCOIC of the FTCP. Along with S1 section responsible for all casualty tracking, replacement, and personnel administrative actions.

5. S4 NCO. Responsible for all logistical reports being sent to the Brigade S4 and BSB. Ensures flow of supplies. Responsible for the interaction of all Field Trains elements as part of the HHT Commander's and Squadron S4's logistical plan.

6. Supply SGTs. Verifies daily LOGPAC is complete with all the logistical requirements of his respective TCB. Ensure water trailers are filled, trash is dropped at the trash collection point, and mess containers are returned to the DFAC section. Pick up replacement soldiers prior to departing for LOGPAC. Will man one .50 cal position while not on LOGPAC.

LOGPAC Procedures

1. Daily meeting with HHT Commander. Each morning following stand-to, the HHT commander will hold a battle update brief / LOGPAC meeting with the unit supply SGTs, the S1 NCOIC, S4 rep, HHT 1SG, and HHT XO. The HHT commander will give a LOGPAC mission brief to include a tactical update, LOGPAC movement instructions and LRP time and location. The S1 rep will brief current personnel and replacement status, personnel that will go forward on next LOGPAC, and pertinent issues. The unit supply SGTs will brief current unit CL I headcounts, requirements for all classes of supply, and any other issues.
2. Prep/upload supplies. Following coordination with the BSB, unit supply SGTs will pick up their supplies for the day's LOGPAC.
    a. Class I: Food will be at the DFAC in the BSA. Water will be available at either a water point or in bottles.
    b. Class II, IIIP, IV, VI, and IX: Supply SGTs will pick up all of these supplies at the BSB Service and Support Area (SSA).
    c. Class IIIB: The BSB will attach either one or two HEMTT Fuelers as part of LOGPAC.
    d. Class V: Will move on BSB PLS, except in small quantities where it will move on supply trucks.
3. Coordinate personnel actions
    Mail: Supply SGTs will pick up mail from the S1 section.
    Administrative paperwork: Same as mail.
    Replacements. Supply SGTs will carry replacements and their gear on the supply trucks as part of LOGPAC.

4. Tactical roadmarch. The LOGPAC convoy will be a tactical road march led by the HHT 1SG. In addition to the HHT 1SG, the convoy will consist of the unit supply SGTs, any fuelers, any ammo trucks, and any escort vehicles. The fuel and ammo vehicles will follow the supply SGT of the unit to receive the supplies first. The road march will begin at the field trains and end at the LRP. The convoy will not stop, but each element will link up with and continue moving with its respective 1SG.
5. Return of LOGPAC to LRP. Unit 1SGs have three hours to return their LOGPAC elements to the LRP, with the exception of fuel and ammo trucks. Since there are not enough of these trucks for each unit LOGPAC, 1SGs must move these trucks laterally to another unit. The SQDN S4 will publish the plan for the distribution of fuel and ammo.

6. Backhaul. Supply SGTs will normally backhaul the following items:
   Excess Class I and trash
   Broken equipment for repair or exchange
   Vehicles 5988s
   Casualties
   Mail
   Administrative paperwork for PAC
   Used Slingload Gear

Security/ Force Protection

1. HHT will man a portion of BSA perimeter.
2. All occupants of field trains will have a hasty fighting position with sandbags. (See diagram) The HHT XO/1SG will prepare a sector sketch of the 2-1 CAV portion of the perimeter.
3. BPT man .50 cal machine guns on supply vehicles. All machine guns will have range cards.
4. Maintain noise and light discipline.
   a. Keep flaps on tents closed.
   b. Do not use white light. Use red or blue light as little as possible.
   c. Do not shout.
   d. Turn vehicles off whenever possible.
   e. Avoid metal on metal contact whenever possible.
5. All vehicles and tents in the Field Trains must maintain the appropriate number of camo nets. The HHT commander will determine whether to net vehicles or tents based on the threat and duration of stay at the particular location.
6. BPT conduct stand-to procedures each morning and evening.
   a. Morning stand to: BMNT-30 until Sunrise+30
   b. Evening stand to: EENT-30 until Sunset+30
7. The BSA commander will determine the level of security for the BSA.

Interaction with BSB.

The SQDN field trains will normally operate as part of the BSA. The 702 BSB TOC acts as both as the base command post (CP) and Brigade rear CP. The SQDN FTCP will maintain wire and FM communication at all times with the BSB CP. Additionally, the field trains personnel accomplish the following functions.

1. Coordinate security to include covering down on the perimeter when other units leave the BSA.
2. Coordinate convoy arrive/departures.
3. Attend daily BSA tenant meetings and provide daily updates on planned missions for the next 24,48, and 72 hours.
4. Coordinate with SPO for LOGPAC operations:

a. Verification of LOGPAC times, routes, etc.

b. Security for LOGPAC

5. Assists in tracking evac'd patient status or MA operations.
6. Coordinates Medical reinforcing support for Squadron Aid Station.
7. Assists in processing incoming personnel replacements & coordinating/providing trans to gaining unit.
8. Confirms unit priorities for maintenance or supply. May even run critical "R" Status jobs to unit when they can't wait for a scheduled LOGPAC.
9. Assists in MASCAL Operations.
10. Conducts BSA rehearsals w/ all other tenant units.
11. Other Tasks that may be performed include: TA-50 Swap-out, SSSC Items, Batteries, Chem Lights, toner cartridges, etc. Basically, those items that won't be in preconfigured loads.

Communications Battle Drills

Loss of FM Communication:

If a unit cannot communicate via FM with adjacent or higher elements, take the following step in order. Once the problem is fixed, immediately notify higher:

Dismounted:

1. Change battery, increase RT power to HIGH, and fully extend long whip antenna.
2. Move to last known location for successful communications.
3. Attempt to gain communications with the CP on High Frequency radio TROOP NET.
4. Conduct link up with other element within platoon and attempt to regain contact with their radio.
5. Conduct link up with a vehicle in the platoon and attempt to use vehicle radios.
6. Return to CP location (if stationary) and link up with HQ personnel to troubleshoot radio and regain communication with platoon.

Mounted:

1. Check hand mike, antenna cables, and power cords.
2. Change out radios, place RT in PA, and ensure power is getting to the power amplifier.
3. Send message via FBCB2 to CDR, CP, PL, and PSG notifying them of loss of communication.
4. Move vehicle to last known location for successful communications.
5. Attempt to gain communications with the CP on High Frequency radio TROOP NET.
6. Conduct link up with another vehicle in the platoon, be sure to display proper recognition signal to avoid fratricide.
7. Return to CP location and link up with HQ personnel to troubleshoot radio system and regain communication with platoon.

Loss of FBCB2 Communication:

1. Following troubleshooting tips from FBCB2 TM.
2. Notify CP via FM radio and inform X-ray of the problem.
3. Check all cables, EPLRS antenna, and other connections.
4. Refill EPLRS w/ ANCD.

5. If PLGR fails, but FBCB2 is otherwise operational, continually update unit location every 5 minutes (moving) or 300 m.

FBCB2 Compromise:

1. Immediately notify higher X-ray through secure means, specify bumper # and type of compromise (vehicle captured, enemy personnel entered vehicle, etc.).
2. All other vehicles disconnect PLGR from FBCB2 system and edit/erase all dismounted OP locations.
3. On order from higher, move vehicle and OP locations.

Radio Net Compromise:

A net may be compromised if:

✓Vehicle stolen or lost
✓ANCD stolen or lost
✓Radio stolen or lost
✓Increased amount of unknown traffic
✓Possible jamming / eavesdropping identified

Upon suspicion that a net is compromised:

1. Troop CDR initiates a Net Call and announces “Bewitched” followed by a number (“Bewitched 7”).
2. All units acknowledge in sequence of receipt of Bewitched.
3. All units will then add the number to their Julian Date (Julian Date of 117 + Bewitched 7 = Julian Date of 124).
4. Units initiate radio checks on the new Frequency.

If any element cannot establish radio contact, return to the original Julian Date. The CDR will return to provide assistance.

Reporting Requirements

DURING OPERATIONS: Report **all** non U.S. Army activity via FBCB2 combat message toMDL1-S3CIC-1SQ14CAV followed immediately by a voice FM SALT report.

DEPARTURE REPORTING: Upon departure from the Squadron Area (in garrison) or Assembly Area / Base Camp (while deployed), the Troop / Company Commander, XO or 1SG will submit a BLUE 2 (SITREP) to the Squadron Operations Center via FM (F570), followed by a digital BLUE 2 over FBCB2 if network is established.

CLOSING REPORTS: Upon return to the Squadron Area or Assembly Area / Base Camp, the Troop will submit a BLUE 2 (SITREP) and GREEN 2 (SENSITIVE ITEMS REPORT) to the Squadron Operations Center via FM (F570), followed by a digital BLUE 2 and GREEN 2 over FBCB2 if the network is established.

VOICE GREEN 2 is due to Squadron at 0500 and 1700 daily.

FBCB^2 Message Precedence

FLASH- 1st (PIR) (SPOT Report)

IMMEDIATE- 2nd (Very Important) (Time Sensitive)

PRIORITY- 3rd (Time Sensitive)

ROUTINE- 4th (Not time Sensitive)

HUMINT / SSE

Detainee Handling

• Interpreters are essential to the processing of detainees

• Hasty interrogations by TRAINED personnel afford the opportunity for further targets of opportunity

•Segregate detainees from family member immediately

• Conceal identity of detainees (sandbags over head)

• Have a plan to assist detainees with the elimination of bodily waste (latex gloves, etc.)

• Have pre-made contact cards to give to family members

• Fill out capture tag – JUMPS

J - Job: What is your job/what do you do? If military, also ask: what is your rank?

U - Unit: What is your unit/name of the company you work for? Ask about their chain of command/command structure ... who is your WFFs/supervisor? If a civilian, ask the name of the business and employer?

M - Mission: What is your job within your unit/company? What is the mission of your unit/company? What is the mission of your next higher unit/element? What mission/job were you performing when you were captured/detained? What is the current mission of your unit? What is the future mission of your unit?

P - Priority Intelligence Requirements (PIRs) – see SSE Plan: Ask questions based on your small unit's tasking as briefed before your patrol/TCP/roadblock/etc (which is based on the Squadron's/Brigade's PIR). Ensure you ask the questions during natural conversation so you do not give away your mission or the purpose of why you are asking these questions.

S - Supporting Information: Anything that does not fit in the above.

This is the "catch all" and initial quality control check.

Examples of supporting information:

A person had a map on them - ask him to explain the map (symbols, date it was made, who made it, etc).

A person is carrying identification documents for other persons (sex or age does not match, etc) ask who they are for, why do they have them, etc.

Detainee Handling continued

- The senior officer or NCO on the scene is legally responsible for the care of detainees, ensuring they are processed IAW the STRESS principle. If the reconnaissance platoon cannot evacuate a detainee within a short time, it must provide him with food, water, and medical treatment. It does not offer him nonessential comfort items such as coffee or cigarettes, which could affect the interrogation procedures.
-Before evacuating the detainee, the platoon attaches DD2745 (EPW capture tag) to him.
-- Captured enemy documents and equipment are excellent sources of information. Documents include maps, orders, records, or photographs. If captured items are not properly handled, the information could be lost or delayed until it is useless.

Detainee Don'ts
-- Give comfort items to EPWs/detainees ... they are not your guests
-- Attempt to force or scare information out of them; you must comply with the Geneva Conventions
-- Ask only basic questions as outlined in this handbook (DO move EPWs/detainees to a detention facility as quickly as possible)
-- Pay money for information
-- Mention that they may be interrogated later or try any other "scare tactic"; you must comply with the Geneva Conventions
-- Inform them of their rights; someone else will handle that task

8.3 Captured Threat Documents and Equipment

Captured threat documents (such as maps, orders, records, and photographs) and equipment are excellent sources of intelligence. These items must be evacuated to the next level of command as rapidly as possible. It is essential that all captured documents link the person (target), the evidence found, and the location for proper processing of evidence against enemy personnel with threat documents:
-- Type of item (such as document or piece of equipment).
-- Date and time of capture.
-- Location of capture.
-- Capturing unit.
-- Special circumstances of capture, including the names of EPWs in possession of the captured items.

EVIDENCE/PROPERTY CUSTODY DOCUMENT For use of this form see AR 190-45 and AR 195-5; the proponent agency is US Army Criminal Investigation Command	MPR/CID SEQUENCE NUMBER ISN US9YM-00055DP CRD REPORT/CID ROI NUMBER

RECEIVING ACTIVITY	LOCATION
2-1 CAV S2	FOB Fulda, Tal Afar, Iraq

NAME, GRADE AND TITLE OF PERSON FROM WHOM RECEIVED	ADDRESS *(Include Zip Code)*
☐ OWNER ☒ OTHER SFC John Smith, 1st PSG, C Troop 2-1 CAV	N/A

LOCATION FROM WHERE OBTAINED	REASON OBTAINED	TIME/DATE OBTAINED
__________ Tal Afar, Iraq	Pocket litter/property	1700/20 Jun 04

ITEM NO.	QUANTITY	DESCRIPTION OF ARTICLES *(Include model, serial number, condition and unusual marks or scratches)*
1	4	Paper, gray in color, torn and soiled type condition. Papers are about 5" by 3" in size, bearing what appears to be Arabic type writing on both sides of paper.
2	1	Paper, white in color, torn and soiled type condition. Paper is about 4" by 7" in size, bearing what appears to be Arabic type writing on one side.
3	1	Cardboard sheets, multi colored, torn and soiled type condition. Each sheet bears what appears to be Arabic type writing on both sides.
4	3	Cardboard sheets, multi colored, torn and soiled type condition. Each sheet bears what appears to be Arabic style writing on both sides of card.
5	2	Identification cards. Multi-colored, lamination type writing on both sides construction, both cards bear identical images of an Arabic type male on front, with Arabic type writing on both sides of card.
6	2	Booklet, white/gray in color, paper type construction. Booklets contain Arabic type writing on all pages and are in torn and soiled type condition.
7	1	Passport, blue in color, plastic and paper type construction, bearing "REPUBLIC OF YEMEN" on front. Passport number 00295285.
//////////////////////	//////////////////////	//LAST ITEM//

CHAIN OF CUSTODY

ITEM NO.	DATE	RELEASED BY	RECEIVED BY	PURPOSE OF CHANGE OF CUSTODY
1 thru 7	20 Jun 2004	SIGNATURE NAME, GRADE OR TITLE	SIGNATURE NAME, GRADE OR TITLE	Transfer of Detainee and property to holding facilty
		SIGNATURE NAME, GRADE OR TITLE	SIGNATURE NAME, GRADE OR TITLE	
		SIGNATURE NAME, GRADE OR TITLE	SIGNATURE NAME, GRADE OR TITLE	
		SIGNATURE NAME, GRADE OR TITLE	SIGNATURE NAME, GRADE OR TITLE	
		SIGNATURE NAME, GRADE OR TITLE	SIGNATURE NAME, GRADE OR TITLE	

Sample SSE Photo Requirements

•**Minimum Requirements for SSE Photos**

Photo of Individual

Photo of Individual with all Captured Enemy Material

Photo of Individual with valid ID Card

If applicable: photos of all individuals together with captured equipment

TACTICAL HUMINT COLLECTION OPERATIONS

HUMINT Contact Operations - RECCE Platoons will conduct overt collection, using human sources to identify attitude, intentions, composition, strength, dispositions, tactics, equipment, target development, personnel, and capabilities of elements that posing a potential or actual threat to US and coalition forces. Activities are restricted to Level One contacts. The CI Coordinating Authority (CICA) is responsible for coordinating Levels Two and Three Contacts.

Surveillance Operations - Observation of a facility, activity, and/or individual to support collection requirements.

Interrogation and Detainee Operations - RECCE HUMINT Collectors may conduct/support interrogations and detainee operations in response to collection requirements. These operations are usually conducted at an MP or other agency-operated collection facility. 97Bs may conduct screening of EPWs/detainees if time is available. This enables immediate exploitation of intelligence prior to movement EPW evacuation.

Refugee Debriefing Operations - RECCE HUMINT Collectors may conduct/support Refugee debriefing in support of collection requirements, usually at refugee collection points or checkpoints, and into CA or MP operations.

HUMINT COLLECTION

Source Evaluation/Screening

-try to scan documents captured with source in planning and preparation.

-use sound judgement in screening

Rapport

-most sources break on direct approach.

-if an approach was necessary, reinforce throughout questioning.

-build rapport; follow-up with a valuable or cooperative source will probably be conducted by another interrogator. Note any approaches used.

-do not make promises that you cannot keep…this will destroy rapport.

-predetermine appropriate responses to common questions…do not just ignore pleas from potential sources, do not make lies that are likely to be contradicted by different personnel.

-become familiar with cultural context cues/body language.

-do NOT engage sources/potential sources in ideological, political, or religious debate.

Questioning

-remember the Order of Battle factors.

-be flexible…OB factors may not pertain to guerrillas/insurgent group members.

-ask questions that elicit NARRATIVE responses (no yes/no questions).

-ask GOOD questions (no double questions, no negative questions).

-use control and repeat questions.

Control question-a question to which the interrogator knows the answer.

Repeat question-a rephrased version of a question that has already been asked (lies are harder to remember).

Situational Awareness

-HUMINT personnel must work to become familiar with operational environment, including language, culture, and history.

-keep informed or current events, particularly as pertains to the operating environment.

-recognize indicators of insurgency in operational environment.

Tactical Questioning - Don’ts

- •Attempt to force or scare information from noncombatants
- •Attempt to task someone to go seek out information
- •Pay money or compensate for information
- •Seek out the same individuals from the local population for repeated questioning unless directed to. Chance encounters are fine; however, routine patterns can be exploited by threat intelligence services or cause you to become a target of threat action
- •Ask leading questions - Leading questions are questions that are constructed as to require a “yes” or “no” answer rather than a narrative answer. Leading questions allow the individual to answer with a response he or she thinks you want to hear, not necessarily the facts. For example, “Is Group XYZ responsible?”

Tactical HUMINT Teams in Squadron AO

Tactical HUMINT teams (THT) both (BDE and SQDN level) operate throughout the Brigade AO and may be tasked to directly support the Squadron. Due to their mission requirements and methods of operation, a BDE THT may need to operate inside the Squadron AO overtly with only one or two vehicles in support of security.

THTs should only be allowed to operate without a Squadron security element in a permissive environment as determined by CDR responsible for the AO. A THT may operate independently with a Quick Reactionary Force (QRF) in the area. The preferred method is to support the THT with at least one RECCE section to provide overwatch security.

In a semi-permissive environment, a SQDN THT must operate with an minimum of an overwatch RECCE section in direct support with and a QRF in the area. THT operations are hampered by operating dismounted or with security elements larger than a section.

A non-permissive environment for a THT includes any area where a known active threat to U.S. forces is present. Although any THT is responsible for defending themselves, they should never be utilized except in the the most extreme case as a combat force augmentation. BDE THT leaders are tasked by the Operation Management Team (OMT) from the SQDN S2 or by the S-3 with guidance from the OMT when in direct support to the Squadron.

THTs are responsible for arranging planning and coordination with the Troop in whose AO they will be operating. At least three hours should be allocated for proper planning and rehearsals with the security element prior to moving to the destination.

As with any movement, planning should focus on:

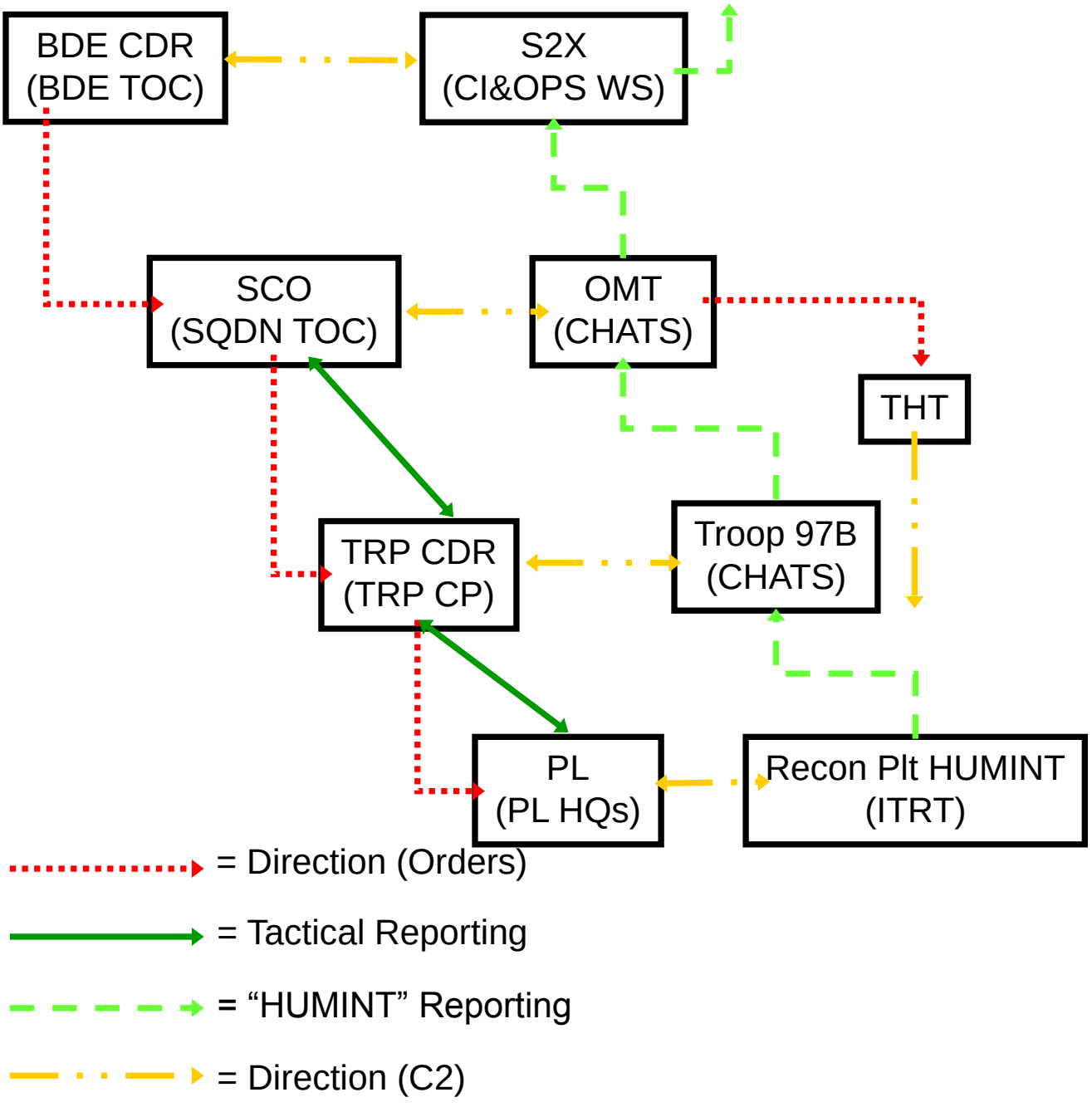
- Communications Plan
- Tactical Questioning Plan
- Movement Procedures
- Situational Awareness
- Actions at the Halt
- Rollover Procedures
- Contingency Plans

Communication Procedures for HUMINT reports

RECCE Platoons will use the ITRT to transmit intelligence reports and imagery to the Troop CP. The PRC-150 HF radio is the preferred method of transmission: although the ASIP radio is capable as well, the PRC-150 transmits at a considerably slower rate. The senior 97E/B at the troop CP will transmit all intelligence reports to the Squadron HUMINT Coordinator or OMT using CHATS. Troops will use their assigned digital frequency for data transmissions. Troop HUMINT personnel will use Freq Hop ____ when sending reports to Sqdn. These frequencies are not to be used for normal voice transmission. These frequencies are not monitored regularly and transmissions require notification of the receiving station by the sending station. Channel ___ is the designated channel for all data transmission.

During operations with an enemy Direction Finding threat, data transmission will be manually interrupted by keying the hand set every 30 seconds to minimize enemy DF capability while allowing data transmission at an acceptable rate. Intelligence information gathered by RECCE platoons will be reported by CHIMS unless critically urgent. Intelligence reported by voice will be followed up by a standard report through CHIMS to ensure that that no intelligence is lost through miscommunication.

HUMINT Reporting / Information Flow



Transmitting CHAMS files using ASIP Radio

1. Configure Software.

Note: Prior to configuring CHAMS for communications utilizing the ASIP, ensure the HP CapShare is disabled on the Windows task bar.

a. Access the IntelCenter Address Book.

b. Configure the Local System.

(1) Select "+" next to the Local System.

(2) Select "+" next to Serial.

(3) Select "+" next to COM1.

(4) Select "Remote System Connected to:“

(5) Select the desired distant station from the drop-down list.

(6) Select "Device attached to:“

(7) Select SINCGARS RS-232 from the drop-down list.

(8) Save changes.

Note: The baud rate automatically sets to the SINCGARS RS-232 default setting. Also ensure that all subscriber number in the local system is correct.

c. Configure the Distant Station.

(1) Select "+" next to the desired distant station.

(2) Select "+" next to SINCGARS RS-232.

(3) Ensure that subscriber number is correct.

(4) Save changes.

2. Configure ASIP.

a. Select Frequency Hopping (FH).

b. Select Cipher Text (CT).

c. Select channel six and enter the frequency designated by S-6 for digital transmissions.

d. Set data to RS-232.

e. Connect RS-232 cable to the ASIP data port.

f. Connect hand set to the Aud/Fill port on the ASIP.

g. Connect the RS-232 cable to the serial port on the CHATS/ITRT.

h. Establish a clear voice path with the receiving station.

3. Send Data.

a. Right-click on the file to send.

b. Select Send To from the drop-down menu.

c. Select Remote System via [CHAMS]

d. Select the desired authorized recipient.

e. Select ">>" from the To pane.

f. Select "OK."

Transmitting CHAMS files using PRC-150 HF Radio

1. Configure Hardware.

a. Connect the RS-232 cable (J-3 Data) connector to the J-3 connector on the front of the AN/PRC-150.

b. Connect the DB-9 serial connection of the RS-232 cable to an available serial port on the CF-72 or the docking station.

c. Set the AN/PRC-150 power switch to the "CT" position.

d. Push the "Call" button on the front of the AN/PRC-150.

e. Utilizing the "#9" key on the front of the AN/PRC-150, scroll down until Broadcast Sync or Sync Request appears in the menu window.

f. Select Enter.

Note: Whether Broadcast Sync or Sync Request appears in the AN/PRC-150 menu window, depends on the programmed configuration of the radio. See the local Signal Officer for further information on AN/PRC-150 specific internal programming.

2. Configure Software.

Note: Prior to configuring CHAMS for communications utilizing the AN/PRC-150, ensure the HP CapShare is disabled on the Windows task bar.

a. Access the IntelCenter Address Book.

b. Configure the Local System.

(1) Select "+" next to the Local System.

(2) Select "+" next to Serial.

(3) Select "+" next to COM1.

(4) Select "Remote System Connected to:"

(5) Select the desired distant station from the drop-down list.
(6) Select "Device attached to:“
(7) Select AN-PRC-150 from the drop-down list.
(8) Select "+" next to PRC-150.
(9) Select "IP Address.“
(10) Enter the IP Address of the local system's AN/PRC-150.
(11) Save changes.

Note: The Baud rate automatically sets to the AN/PRC-150 default setting.

c. Configure the Distant Station.
(1) Select "+" next to the desired distant station.
(2) Select "+" next to PRC 150.
(3) Select "IP Address:“
(4) Enter the IP Address of the distant station's AN/PRC-150.
(5) Save changes.

3. Send Data.
a. Right-click on the file to send.
b. Select Send To from the drop-down menu.
c. Select Remote System via [CHAMS]
d. Select the desired authorized recipient.
e. Select ">>" from the To pane.
f. Select "OK.“

Reports Table of Contents

Report Formats

Red 1 - PERSTAT

		AURTHIZED	ASSIGNED	ATTACHED	DETACHED	TOTAL ON HAND	ANCOC/BNCOC/PLDC/OTHER	LEAVE (EMERG/CONV/ORDINARY	TERMINAL/TRANSITIONAL LVE	TDY	PASS	HOSPITAL	QUARTERS/SICK CALL	AWOL	CONFINED	PREGNANT	C/55 DUIC	TOTAL NON AVAILABLE	PRESENT FOR DUTY	% AUTH PDY	DEPLOYED - REAL WORLD/CTC	DEPLOYED - EXERCISE (YTC)	DEPLOYED - EXERCISE (FLW)	REAR DET (FLW)	WIA	KIA	MISSING	CAPTURED	EXERCISE AAIL	EXERCISE CBT POWER
2-1 CAV																													
HHT	O																												
	W																												
	E																												
	C																												
A TROOP	O																												
	W																												
	E																												
	C																												
B TROOP	O																												
	W																												
	E																												
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C TROOP	O																												
	W																												
	E																												
	C																												
D TROOP	O																												
	W																												
	E																												
	C																												
OTHER	O																												
	W																												
	E																												
	C																												
TF ROLL-UP	O																												
	W																												
	E																												
	C																												
TOTAL																													

Red 2 – Personnel Reporting Requirements: Officer

	LT			CPT			MAJ			LTC			COL			TOTAL	
MOS	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH
11AO2																0	0
11AO3																0	0
11AO4																0	0
11AO5																0	0
11AO6																0	0
12BO2																0	0
12BO3																0	0
12BO4																0	0
12CO2																0	0
12CO3																0	0
13AO2																0	0
13AO3																0	0
13AO4																0	0
13AO5																0	0
14AO2																0	0
14AO3																0	0
14AO4																0	0
15BO2																0	0
15BO3																0	0
15BO4																0	0
15CO3																0	0
19CO2																	
19C03																	
19C04																0	0
19C05																	
25AO2																0	0
25AO3																0	0
25AO4																0	0
35DO2																0	0
35DO3																0	0
35DO4																0	0
56AO2																0	0
56AO3																0	0
56AO4																0	0
56AO5																0	0
62BO2																0	0
62BO3																0	0
62BO4																0	0
62BO5																0	0
65DO2																0	0
65DO3																0	0
65DO4																0	0
65DO5																0	0
70BO2																0	0
70BO3																0	0
70BO4																0	0
70BO5																0	0
74AO2																0	0
74AO3																0	0
74AO4																0	0

Red 2 – Personnel Reporting Requirements: Enlisted

	LT			SL1			SL2			SL3			SL4			TOTAL		
MOS	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ	AUTH	OH	REQ
																0	0	0
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Red 3 – Personnel SPOT Report

LINE 1: REPORTING UNIT

LINE 2: DTG

LINE 3:

BATTLE ROSTER NUMBER	MOS & LVL	KIA	MIA	WIA	NBL
A	B	C	D	E	F

LINE 4:

REMARKS

*FOR EXERCISES / OPERATIONS WHERE AN ALPHA ROSTER IS NOT PRODUCED, THE BATTLE ROSTER# IS THE UIC,THE FIRST LETTE
OF THE SOCIAL SECURITY NUMBER
EXAMPLE: SNUFFY, JOE 123-45-6789 / UIC: WJHHTD WOULD HAVE A BATTLE ROSTER # OF WJHHTDS6789

Red 4 – Serious Incident Report (SIR)

1	TYPE REPORT		DTG RECEIVED	REPORT#
	A. INITIAL			
	B. FOLLOW UP			
2	RECEIVED FROM (HQS):		RANK/NAME	TELEPHONE#
3	DTG INCIDENT OCCURRED			
4	TYPE OF INCIDENT			
5	PERSONNEL INVOLVED			
	NAME:	RANK	SSN	UNIT
6	REMARKS (AGE, MARITAL STATUS, TIME/POSITION IN UNIT, ON/OFF POST ADDRESS, ETC)			
7	LOCATION OF INCIDENT (GRID/ADDRESS)			
8	HOSPITAL INVOLVED			
9	SUMMARY OF INCIDENT			
10	INVESTIGATION IN PROGRESS:			
11	OTHER INFORMATION:			

12	NOTIFICATION	TIME	RANK/NAME	NOTIFICATION	TIME	RANK/NAME
	EOC					
	SGS					
	1ST MP BDE					
	SAFETY					
	CASUALTY					
	MAMC					
13	RECEIVED BY:					
14	POINT OF CONTACT:					

Red 5: Enemy Prisoner of War Report

LINE 1	CAPTURING UNIT	
LINE 2	NUMBER OF EPW TRANSPORTED	
LINE 3	METHOD OF TRANSPORT	
LINE 4	NUMBER OF JUNIOR ENLISTED, SENIOR ENLISTED, COMPANY GRADE OFFICERS, FIELD GRADE OFFICERS	
	JR. ENLISTED	
	SR. ENLISTED	
	CO GRADE OFFICER	
	FG OFFICER	
LINE 5	NUMBER OF WOUNDED EPWS REQUIRING TREATMENT	
LINE 6	ETA TO BDE COLLECTION POINT	

RED 6 (CASUALTY REPORT)

DATE/TIME OF REPORT:_____

1. *REPORT TYPE: INIT SUPP STACH (CIRCLE ONE)

02. *CASUALTY TYPE: HOSTILE NON-HOSTILE (CIRCLE ONE)

03. *CASUALTY STATUS: DECEASED DUSTWIN MISSING CAPTURED

04. *REPORT NUMBER: _____

05. PREVIOUS STATUS: _____

06. INITIAL REPORT NBR. _____

07. CATEGORY OF INDIVIDUAL: _____ _____

08. *SSN: _____

09. *NAME: _____
_____

10. RACE: _____ _____ 11. DATE/PLACE OF BIRTH: _____

12. *RANK: ____-_____ 13. BRANCH/SERVICE: USA COMPONENT:_____

14. *ORGANIZATION/STATION OF ASSIGNMENT (INCLUDE UIC)
_____ _____
_____

15. DIED IN A MEDICAL TREATMENT FACILITY: YES/NO UNKWN

16. NOK TO BE NOTIFIED: (NOTE: FULL NAME, RELATIONSHIP, COMPLETE ADDRESS {W/ ZIP CODE}, TELEPHONE NUMBER, AND SSN IF KNOWN)
_____
_____
_____

17. VEHICULAR INVOLVEMENT: AIR GROUND MULTI NONE SEA UNCLAS (CIRCLE ONE)

18. TYPE OF VEHICLE:
AUTO AIRPLANE APC BUS BOAT ROTOR MOTORCYCLE TANK TRAIN TRUCK

19. VEHICLE OWNERSHIP: POV CONTRACT COM'L GOV OTHER UNKNOWN

20. POSITION ON VEHICLE/POSITION ABOARD VEHICLE:
DRIVER PASSENGER PILOT CO-PILOT CREW CHIEF OBSERVER CREW PED UNK

21. *DATE/TIME OF INCIDENT: _____

22. PLACE OF INCIDENT: _____

23. ACTIVITY AT TIME OF NCIDENT:_____

RED 7
UNIT MINISTRY TEAM
DAILY SITUATION REPORT

1. **UMT REPORTING:**
_____

2. **UMT LOCATION:**
_____

3. **MINISTRY IN LAST 24 HOURS:**

    A. **WORSHIP SERVICES CONDUCTED:**

        (1) **PROTESTANT**_____
        _____

        (2) **CATHOLIC**
        _____
        _____

        (3) **OTHER**
        _____
        _____

    A. **MEMORIAL SERVICES**
    _____

    B. **LAST RITES**
    _____
    _____

    C. **MINISTRY TO CASUALTIES**
    _____

    D. **COUNSELING SESSIONS**
    _____

    E. **CMO/HRO ASSISTANCE**
    _____

1. **UNIT MORALE ASSESSMENT (G,A,R,B)**
_____

2. **UMT STATUS (G,A,R,B)**
_____

3. **MINISTRY NEXT 24 HOURS**
_____

4. **ADDITIONAL INFORMATION**
_____

1. PURPOSE. To provide standard procedures for intelligence reporting within 3 BCT, 2 ID.

2. RESPONSIBILITIES. Staff proponent is 3rd Brigade S2. All units collect and process information of intelligence value. Units should know the PIR, IR and IAT and report them IAW the Report Matrix and Formats below.

3. REPORT MATRIX. The following is a list of the intelligence reports used in 3 BRIGADE and their codewords:

CODEWORD	REPORT	**WHEN REQUIRED**
GREEN 1	SPOT Report	As Intelligence is acquired
GREEN 2	Intelligence Summary (INTSUM)	Info cut-off 2200/1000 sent out at 0001/1201
GREEN 2G	Graphic INTSUM	Sent out every four hours between INTSUMs (only if enemy situation changed since last GREEN 2G)
GREEN 3	Intel Update	During Combat Ops: Every 15-30 min During Recon Phase: Every 2 hrs (Sent over command net) From BN S2's every 30 min during combat ops (over Brigade O&I)
GREEN 4	Enemy Prisoners of War (EPWs) or Captured Material Report	As Necessary
GREEN 5	R&S Plan Update	As Required
GREEN 6	Request for Intelligence Information (RII)	As Required
GREEN 7	Weather Report	0500 and 1700 (may be more frequent based on higher headquarters WX spt)
GREEN 8	MIJI Report	As Necessary

4. REPORT PROCEDURES. Dissemination of intelligence information is a command responsibility. Timely reporting is critical to the success of all operations. The dissemination effort should support the operational tempo rather than just rely upon a fixed reporting interval.

GREEN 1 - SPOT Report

1. Purpose. To report a significant item of intelligence or to answer a PIR/IR.

2. Time. As necessary.

3. Transmission. Via FBCB2/ABCS (PRIMARY) FM O/I net (SECONDARY). Back-up is MSE.

4. Format:

Line 1: SIZE
Line 2: ACTIVITY
Line 3: LOCATION
Line 4: UNIT (Enemy)
Line 5: TIME
Line 6: EQUIPMENT

GREEN 2 - Intelligence Summary (INTSUM)

1. Purpose. Summarizes significant enemy information of intelligence interest and reports conclusions and estimates based on this intelligence over a specified period.

2. Scope. A periodic summary of the enemy situation provided by Brigade and TF S2s, and Division. Disseminated to all echelons at the discretion of the issuing G2/S2.

3. Time. Disseminated every 12 hours 0400 and 1600 hrs daily.

4. Transmitted by WARLORD; MSE; and LNO.

5. Report Format IAW FM 34-3 (pg A-44).

GREEN 2G - Graphic INTSUM

1. Purpose. A graphic representation of the intelligence summary with a concise narrative of enemy activity since the last report and expected enemy activity for the next 12 hours.

2. Scope. The Graphic INTSUM is passed to higher, lateral, and subordinate units as necessary. The goal is a Graphic INTSUM report every 4 hours from Brigade S-2 between INTSUMs.

3. Transmitted by ABCS (BDE HOMEPAGE)/FBCB2; MSE and LNO.

4. Report Format:

Line 1	INTSUM #, Issuing unit and DTG of receipt
Line 2	DTG of information
Line 3	Concise summary of enemy activity since the last report and likely enemy course of action for the next 12 hours.
GRAPHIC	Graphic picture of the current enemy battlefield situation (includes enemy icons for MRC, Tank Companies, reserves, RAG, DAG; templated and known chemical strikes; enemy boundaries, most likely COA arrows.

GREEN 3 - Intel Update

1. Purpose. To rapidly update the 3 BCT Commander and TF Commanders on the situation in a TF's Area of Operations.

2. Time. This report is sent from Brigade S2 to the Brigade Commander and TF Commanders every 15-30 minutes while the unit is in contact, every two hours during the reconnaissance phase. It is also sent from the Battalion S2s to the Brigade S2 every 30 minutes at a minimum via Brigade O&I while the unit is in contact.

3. Transmission. The Intel Update is sent from the Brigade S2 via Brigade Command net IF IN CONTACT, ABCS MESSAGING IF OUT OF CONTACT. The Intel Update is received from the Battalion S2s on the Brigade O&I net.

4. Format:

Line 1: DTG

Line 2: ENEMY FRONT LINE TRACE

Line 3: GENERAL SITUATION/DISPOSITION (The update will be a slant roll-up, and summary of the enemy disposition and intent. Slants are always reported as Tanks/IFV/AT Vehicles. The roll-up will focus on enemy weak points, reserves and repositioning that can effect the Brigade fight.)

Line 4: REMARKS (SUMMARY & ASSESSMENT) (Likely Enemy COA)

GREEN 4 - EPW OR CAPTURED MATERIAL REPORT

1. TRANSMITTED TO REPORT CAPTURE OF A PRISONER OR MATERIAL THAT IS OF IMMEDIATE TACTICAL SIGNIFICANCE.

LINE 1: ITEM CAPTURED OR EPW (RANK)_____

LINE 2: DTG OF CAPTURE_____

LINE 3: LOCATION OF CAPTURE_____

LINE 4: CRITICAL INFORMATION_____

GREEN 5 - R&S Plan Update

1. Purpose. To inform the Brigade/Bn Chief of Reconnaissance of an update in the R&S plan.

2. Scope. This report is used any time the R&S plan deviates from what is written on the hard copy. This report can be used lower to higher and vice versa.

3. Time. As required.

4. Transmission. ABCS MESSAGING IS PRIMARY,. Alternate is FM OR MSE.

5. Format:

Line 1: OPERATIONAL STATUS

Line 2: CURRENT LOCATION

Line 3: PATROL ROUTES 1000m INTERVAL, UNIT/START GRID & TIME/END GRID & TIME (i.e. dot to dot)

Line 4: CHANGE IN MISSION, ROUTE, LOCATION

Line 5: REMARKS

GREEN 6 - Request for Intelligence Information (RII)

1. Purpose. To request support from higher intelligence gathering and analysis assets.

2. Scope. Used for all requests between Battalions, Brigade and Division G2/S2s. The format below provides the required information to forward an RII to G2.

3. Transmission. Primary means is INTEL RFI TRACKER ON BDE HOMEPAGE. Alternate is MSE/FM or most expeditious means.

4. Report Format (ALTERNATE FORMAT):

GREEN 7 -- REQUEST FOR INTELLIGENCE INFORMATION		
LINE 1	DATE/TIME GROUP	Self explanatory
LINE 2	FROM:	Self explanatory
LINE 3	TO:	Self explanatory
LINE 4	SUBJECT:	Provide Unit RII Number (BN/BDE-YYMM-3 digit #, ex: 1/33-9704-002)
LINE 5	REQUIREMENT:	
	A. Area of Interest	Location, zone, etc.
	B. Specific Requirement	Concise description -- include specifics you require. Include a description of what format you want the information (overlay, imagery, narrative, etc.). Unit will need to pick up any hard copy products requested.
LINE 6	3. CLASSIFICATION:	Self explanatory
LINE 7	4. JUSTIFICATION:	Provide a quick narrative explaining why you need the information, in the format requested, and within the times specified.
LINE 8	5. DTG INFO NEEDED	Planning suspense
LINE 9	6. DTG INFO NO LONGER OF VALUE	Self explanatory
LINE 10	7. POC: NAME, MSE NUMBER	Provide Alternate means of contact

5. The Brigade S2 assigns a Brigade RII number to all RII forwarded to G2. Brigade S2 will provide the new number to the Battalion S2 via HOMEPAGE RFI TRACKER, MSE or Brigade O&I.

GREEN 7 - Weather Report.

1. Purpose. A standardized format used to transmit pertinent weather data and forecast to subordinate units.

2. Scope. Used by all units in 3 BCT. THIS IS BY EXCEPTION WHEN IMETS DATA IS NOT POSTED

3. Time. A weather report will be issued at 0500 and 1700 daily. This could increase to as much as four times daily based on the level of support available.

LINE 1	0-24 HOUR FORECAST	FROM: TO:
LINE 2	A. CLOUD COVER:	A - CLEAR
		B - PARTLY CLOUDY
		C - MOSTLY CLOUDY
		D - CLOUDY
	B. VISIBILITY	KM LINE OF SIGHT
	C. CEILING	FEET ABOVE GROUND
LINE 3	PRECIPITATION	A - NONE
		B - DRIZZLE
		C - RAIN
		D - SNOW
		E - FREEZING RAIN
		F - FOG
		G - THUNDERSTORMS
LINE 4	WIND DIRECTION	DEGREES
LINE 5	WIND SPEED	KM/HR
LINE 6	HIGH/LOW TEMP	DEGREES (F)
LINE 7	MIN WIND CHILL	DEGREES (F), TIME WINDOW
LINE 8	LOW BAROMETRIC PRESSURE	INCHES MERCURY
LINE 9	24-48 HOUR FORECAST	FROM: TO:
LINE 10	A. CLOUD COVER	
	B. VISIBILITY	
	C. CEILING	
LINE 11:	PRECIPITATION	
LINE 12:	WIND DIRECTION	
LINE 13:	WIND SPEED	
LINE 14:	HIGH/LOW TEMP	
LINE 15:	MIN WIND CHILL TEMP	
LINE 16	48-72 HOUR FORECAST	FROM: TO:
LINE 17	CLOUD COVER	
LINE 18	PRECIPITATION	
LINE 19	HIGH/LOW TEMP	DEGREES (F)
LINE 20	0-24 HOUR FORECAST, WEATHER EFFECTS ON OPERATIONS	F - FAVORABLE, M - MARGINAL , U - UNFAVORABLE
LINE 21	MOVEMENT	
LINE 22	NIGHT OPS	
LINE 23	RECON	
LINE 24	HELICOPTERS	
LINE 25	CAS	
LINE 26	CHEMICAL	
LINE 27	BRIDGING	

GREEN 8 - MIJI REPORT

TRANSMITTED WHEN THE RECEPTION OF RADIO SIGNALS IS HINDERED, CONFUSED, OR DISTORTED BY ANY EXTERNAL SOURCE, OR WHEN INSTRUCTIONS ARE RECEIVED FROM A STATION THAT CANNOT AUTHENTICATE. THIS IS SUBMITTED BY ABCS MESSAGING

LINE 1: AFFECTED UNIT_____

LINE 2: TYPE OF INTERFERENCE CODE_____
- A: MEACONING C: JAMMING
- B: INTRUSION D: INTERFERENCE

LINE 3: AUDIO CHARACTERISTIC CODE_____
- A: BABBLING VOICE
- B: CONSTANT TONE
- C: RANDOM KEYED MORSE CODE PULSE
- D: GULLS
- E: STEPPED TONES
- F: RANDOM NOICE
- G: RANDOM PULSE
- H: SPARK
- I: WOBBLER
- J: ROTARY
- K: MUSIC, SCREAMS, RANDOM MACHINERY NOICE
- L: UNIDENTIFIED EMGLISH VOICE, CHATTER, TRAFFIC
- M: UNIDENTIFIED FOREIGN VOICE, CHATTER TRAFFIC
- N: DELIBERATE ATTEMPT BY UNAUTHORIZED STATION TO ENTER NET AND/OR PASS TRAFFIC MEACONNING (FALSE NAVIGATIONAL SIGNALS)

LINE 4: LOCATION_____

LINE 5: DTG START_____

LINE 6: DTG END_____

LINE 7: OPERATIONS/EQUIPMENT AFFECTED_____

LINE 8: FREQUENCY OR CHANNEL AFFECTED_____

LINE 9: WEATHER CONDITIONS CODE_____
- A: CLEAR
- B: SCATTERED CLOUDS
- C: OVERCAST
- D: HEAVY OVERCAST
- E: STORM CLOUDS
- F: RAIN, DRIZZLE, ETC.

LINE 10: NARRATIVE_____

BLUE 1 FLASH SITREP

A Flash SITREP is used for immediate traffic that:

1. Answers a CCIR
2. Requires the CDR to make a decision

The format for the traffic is:

LINE 1. Size

LINE 2. Activity

LINE 3. Location

LINE 4. Time

LINE 5. CCIR effected

LINE 6. Recommendations

BLUE 2 COMMANDERS SITREP

LINE 1. UNIT_____ LOCATION_____ PERIOD COVERED_____

LINE 2. PERS. STATUS: AUTH_____ ASSIGNED_____

LINE 3. OPERATIONS CONDUCTED PREVIOUS 24 HOURS:

LINE 4. OPERATIONS CURRENTLY BEING CONDUCTED:

LINE 5. OPERATIONS PLANNED FOR NEXT 24-48 HOURS:

LINE 6. ABCS/FBCB2 STATUS

LINE 7. COMMANDER COMMENTS:

SUBMITTED BY:
(NAME) _____
(RANK) _____
(POSITION) _____

BLUE 3 (SENSITIVE ITEMS REPORT)

Submitted twice daily, report GREEN if 100%, AMBER 99% and below

If report is AMBER, the following information needs to be reported:

1. MISSING ITEM SERIAL #
2. DTG OF LOSS
3. NAME, RANK, SSN OF INDIVIDUAL RESPONSIBLE
4. APPROXIMATE LOCATION
5. ACTIONS TAKEN/PLANNED TO RECOVER ITEM

BLUE 4 - SLANT REPORT – Submitted after significant events or losses, or when requested.

COMPANY/BATTALION/SQUADRON FORMAT:

1. STRYKER C2V AND ICV____
2. MGS(ITAS)/AT VEH___
3. 120 MTR___
4. 81 MTR___
5. 60 MTR
6. FSV___
7. SQUAD___
8. JAVELIN CLU___
9. JAVELIN ROUNDS___
10. STRYKER RV___
11. SCOUT SECTION___
12. ENG SQD VEH___
13. NBC REC VEH___

BLUE 5 – CLOSURE REPORT

TRANSMITTED WHEN UNIT HAS CLOSED ON A NEW LOCATION

LINE 1: UNIT_____

LINE 2: NEW LOCATION UNIT HAS CLOSED ON_____

LINE 3: DTG MAIN BODY CLOSED_____

LINE 4: UNIT MISSION AT NEW LOCATION_____

LINE 5: ANY UNUSUAL INCIDENTS ENROUTE_____

LINE 6: ESTIMATED TIME OF CLOSURE FOR TRAIL PARTY AND/OR DISABLED VEHICLES_____

LINE 7: LOCATION AND BUMPER NUMBER OF DISABLED VEHICLES_____

LINE 8: DTG SENSITIVE ITEMS ACCOUNTED FOR_____INITIALS_____

LINE 9: TOTAL # OF PERSONNEL AT NEW LOCATION:_____
NOTES:

1. Closure reports are due anytime a unit closes on:
   a. Home station from a field exercise.
   b. An assembly area.
   c. Any other time requested by the NCS.

2. Units submit Line 1-7 immediately upon arrival at new Location. Line 8 is sent upon completion of sensitive items inventory. State *"BLUE 6, ALL LINES GO"* if all sensitive items are accounted for and then give the date-time group and your initials.

3. Include who, what, where, when and how in Line 5.

BLUE 6 – SPLASH REPORT

TRANSMITTED TO REPORT DOWNED FRIENDLY AIRCRAFT

LINE 1: AIRCRAFT TYPE_____

LINE 2: AIRCRAFT LOCATION_____

LINE 3: CREW STATUS_____

LINE 4: ENEMY WEAPON RESPONSIBLE FOR DOWNING_____

LINE 5: NARRATIVE_____

NOTE: For crew status, state the medical condition (good condition, WIA, or KIA), location (friendly or enemy controlled territory), and recovery status (recovered by friendly forces, recovered by enemy forces, or unrecovered) of each crew member

BLUE 5 – CLOSURE REPORT

TRANSMITTED WHEN UNIT HAS CLOSED ON A NEW LOCATION

LINE 1: UNIT_____

LINE 2: NEW LOCATION UNIT HAS CLOSED ON_____

LINE 3: DTG MAIN BODY CLOSED_____

LINE 4: UNIT MISSION AT NEW LOCATION_____

LINE 5: ANY UNUSUAL INCIDENTS ENROUTE_____

LINE 6: ESTIMATED TIME OF CLOSURE FOR TRAIL PARTY AND/OR DISABLED VEHICLES_____

LINE 7: LOCATION AND BUMPER NUMBER OF DISABLED VEHICLES_____

LINE 8: DTG SENSITIVE ITEMS ACCOUNTED FOR_____INITIALS_____

LINE 9: TOTAL # OF PERSONNEL AT NEW LOCATION:_____
NOTES:

1. Closure reports are due anytime a unit closes on:
   a. Home station from a field exercise.
   b. An assembly area.
   c. Any other time requested by the NCS.

2. Units submit Line 1-7 immediately upon arrival at new Location. Line 8 is sent upon completion of sensitive items inventory. State *"BLUE 6, ALL LINES GO"* if all sensitive items are accounted for and then give the date-time group and your initials.

3. Include who, what, where, when and how in Line 5.

Blue 7 – Route Reconnaissance Report (ROUTEREP)

Format. To send this report, state "ROUTEREP," followed by pertinent information on these lines:

Line 1: "From" location, reported using a control measure or TIRS point.

Line 2: "To" location, reported using a control measure or TIRS point.

Line 3: Type of route, reported using the following designations:

- Highway, reported using the number "1."
- Road, number "2."
- Trail, number "3."
- Cross-country, number "4."

Line 4: Classification of route. Check for height, width, and weight restrictions to determine the appropriate class, and report what vehicles the route is capable of handling using the following designations:

- All squadron/battalion vehicles (70 class minimum), reported using the number "1."
- Tracked vehicles only, number "2."
- CFVs only (35 class restriction), number "3."

Line 5: Seasonal limitations of route based on weather-support capability, reported as follows:

- All-weather (usable year-round), reported using the letter "X."
- Limited all-weather (use limited during bad weather), letter "Y."
- Fair weather (may be impassable during bad weather), letter "Z."

Line 6: Rate of movement the route will support, reported as follows:

- Fast, reported using the number "1."
- Slow, number "2."

Line 7: Location and type of any critical points (send the applicable report). Report the following obstructions in all cases: curves with a radius of 45 meters or less; uphill slopes with grades of 5 percent or greater; width restrictions of 6 meters or less for one-way traffic, 10 meters or less for two-way traffic; and overhead clearance of 4.3 meters or less.

Blue 10 – Bypass Report

Report all pertinent information using the following format:

Line 1: Observer or source.

Line 2: Length; width; surface type; grade.

Line 3: Coordinates of “from” and “to” locations.

Line 4: Seasonal/weather limitations. Use letter designation (X, Y, or Z) as described for the Blue 7 report (ROUTEREP).

Line 5: Bypass markings.

Line 6: Observer’s actions.

YELLOW 1 - DAILY LOG REPORT

1. PURPOSE: To provide a daily summary of positive and negative logistic submitted NLT 2200 hours with status as of 2000 hours daily (TO BE SUBMITTED AS ALTERNATE TO CSSCS REPORTS BY EXCEPTION ONLY)

		A	B	C	D	E	F	G	H
	MODEL	**AUTH**	**O/H**	**FMC**	**BL**	**CL II REQ**	**DOC #**	**NSN**	**QTY**
1	CV								
2	ICV								
3	RECON								
4	120 MORTAR								
5	81 MORTAR								
6	MCV					**CL III(p) REQ**	**DOC #**	**NSN**	**QTY**
7	FSV					10WT (QT)			
8	MGS					30WT (QT)			
9	Q36					15/40 WT (QT)			
10	Q37					80/90 WT (QT)			
11	M198					GAA (CAN)			
12	NBC RECON					FRH (QT)			
13	ESV					OHT (QT)			
14	Roller					TURBOSHAFT (QT)			
15	Plow					ANTIFREEZE (GAL)			
16	DEUCE					DEXTRON (QT)			
17	HMEE								
18	SEE								
19	MICLIC								
20	Volcano								
21	CBT								
22	REBS								
23	MEV								
24	M997								
25	LHS								
26	HEMMT Fueler								
27	HEMMT Wreckers								
28	ATLAS								
29	FRS								
30									
31									
32									
29	**CL I**	**O/H**	**24 HRS**	**48 HRS**	**CL III(b)**	**O/H**	**24 HRS**	**48 HRS**	**72 HRS**
30	MRE (CASES)				JP8				
31	UBL				MOGAS				
32	ROUTINE				DIESEL				
33	T-RATIONS				FOG OIL				
34	UGR								
35	WATER (GAL)								
36									
37	**CL IV REQ**	**DOC #**	**24 HRS**	**48 HRS**					
38	SANDBAGS								
39	BARBWIRE								
40	CONCERTINA								
41	PICKET (L)								
42	PICKET (S)								
43	OVERHEAD								
44									
45									
46									
47	**REMARKS:**								

** Any class of supply that is not “GREEN” must be addressed in the remarks.

YELLOW 2 – CL V AMMO REQUEST

1. PURPOSE: To request Class V each unit.

2. RESPONSIBILITIES.

   a. Brigade S4: Consolidate reports and forward to next higher Headquarters.

   b. Unit: Provides request as necessary.

Requesting Unit	**3-2 IN**	**Required**	**24/46/72**
Unit Loction	Grid: 123456		
DODIC & Name	A059/5.56mm Ball	Quantity	10,000

Requesting Unit	**3-2 IN**	**Required**	**24/46/72**
Unit Loction Grid	Grid: 123456		
DODIC & Name	A059/5.56mm Ball	Quantity	10,000

YELLOW 5 – CSS LOCATIONS

1. PURPOSE: To provide planning information to brigade to properly synchronize support units to maneuver units.

2. RESPONSIBILITIES.

   a. Brigade S4: Consolidate reports and forward to next higher Headquarters.

   b. Unit: Provide an accurate report as required.

LINE		A	B	C	D
1	To				
2	From				
3	As of				
	Locations	Current	Next 24 Hours	Next 48 Hours	Next 72 Hours
4	Combat Trains				
5	Task Force Aid Station				
6	UMCP				

ORANGE 1

TITLE: AIR DEFENSE STATUS REPORT
NET: ADA
WHEN TRANSMITTED: TO REPORT LOCATION OR CHANGE IN STATUS OF ANY ATTACHED BSFV & STINGER TM/SECTION(S); DAILY AT 0600 AND 1800.

LINE 1: UNIT_____

LINE 2: UNIT LOCATION (6 DIGIT GRID)_____

LINE 3: DATE/TIME_____

LINE 4: NUMBER OF TEAMS OPERATIONAL/AT BATTLE STATIONS_____

LINE 5: NUMBER OF TEAMS NON-OPERATIONAL/DESTROYED_____

LINE 6: AMMUNITION STATUS_____

LINE 7: AIRCRAFT KILLS CURRENT DAY (FIXED WING/ROTARY WING)_____

ORANGE 2

TITLE: AIR DEFENSE WARNING REPORT
NET: O&I AND ADA
WHEN TRANSMITTED: WHEN AIR DEFENSE WARNING STATUS CHANGES

LINE 1: AD WARNING STATUS_____

LINE 2: WEAPONS CONTROL STATUS_____

LINE 3: EFFECTIVE DTG_____

LINE 4: AREA AFFECTED_____

NOTE:
1. ADA Warning Status:
White - Attack not probable
Yellow - Attack probable
Red - Attack imminent or in progress

2. Weapons Control Status:
Weapons Free - Engage all aircraft not positively identified as friendly
Weapons Tight - Engage all aircraft positively identified as hostile
Weapons Hold - Engage aircraft for self-defense

ORANGE 3

NET: ADA

TITLE: AIR ENGAGEMENT REPORT

WHEN TRANSMITTED: ASAP AFTER TARGET ENGAGEMENT

LINE 1: UNIT_____

LINE 2: UNIT LOCATION_____

LINE 3: DTG OF ENGAGEMENT_____

LINE 4: NUMBER/TYPE OF AIRCRAFT DESTROYED_____

LINE 5: NUMBER OF ROUNDS FIRED_____

LINE 6: AIRCRAFT DIRECTION (FROM/TO)_____

ORANGE 4 - Breakdown Report

LINE 1: UNIT
LINE 2: LOCATION
LINE 3: BUMPER #
LINE 4: FAULT MALFUCTION
LINE 5: PARTS NEEDED BY NSN AND QTY (IF KNOWN)
LINE 6: MAINTENANCE RESOURCES REQUIRED
LINE 7: POL REQUIRED

Black 1 Railhead Report

Line 1: Total tonnages moved_____

Line 2: Number of loaded

A: Vehicle by type _____

B: Connexs _____

Line 3: Number of serviceable locomotives_____

Line 4: Delays and interruptions to traffic_____

Line 5: Fuel levels_____

Line6: Issues coordinating with movement agencies_____

BLACK 20

CATEGORY	CRITICAL TASK	HHT	A Trp	B Trp	C Trp	D Trp	MICO	ATTACH 1	ATTACH 2	ATTACH 3
MOVE										
	Unload Ships / Complete vehicle Draw									
	100% Accountability of Equipment (personal and sensitive items)									
	Complete PMCS & AOAP samples									
	Combat/Pacing vehicles FMC									
	Vehicles Dispatched									
	Conduct Vehicle Upload IAW Load Plans									
	Draw CL III (B) & (P)									
	Conduct AOR/Threat Brief									
	IED Awareness Training									
	WARLOCK Training									
	Vehicle ID Awareness Training									
	Task Organized									
	NVDs (Air & Ground) Operational									
	Vehicle Maps & Graphics Issued									
	Move Overall									
SHOOT										
	Prep to Fire Checks Complete									
	Boresight/Screen/Zero Main Wpn System									
	Draw & Test Fire Crew-served Weapons									
	MILES Drawn and Zeroed**									
	Artillery Systems Calibrated									
	Test Fire/Register Mortar Systems									
	Individual Weapons Zeroed									
	Upload Basic Load of CL V									
	Shoot Overall									

BLACK 20 Continued

COMMUNICATE										
	Conduct PMCS of Commo equipment									
	Distribute Current SOI & Conduct ANCD upload									
	Conduct Long and Short Range Radio Checks									
	Establish Radio C2 Nets									
	Conduct EPLRS Fill									
	Establish JNTC CP Connectivity Communications									
	Establish ABCS Systems, With Complete SA									
	Establish CPOF Systems, With Complete SA									
	Link Upper and Lower TI									
	Verify Digital Map Distribution									
	Establish SA and Communications With Adjacent Units									
	Establish Vehicle Markings									
	Communicate Overall									
SUSTAIN										
	CL I thru IV basic load issued									
	Verify stockage of CL III & V resupply									
	Battery UBL On-Hand									
	Verify ULLS-G/S4 connectivity/operations									
	Unit PLL Drawn									
	Verify Stockage of CL VIII									
	CLS Bags									
	ACU Issue									
	RFI Issue									
	Fuel Tests									
	Sustain Overall									
FORCE PROTECTION										
	SAPI Plates									
	JSLIST Issued									
	Risk Assessment Conducted / Briefed									
	ROE Trained									
	Field Sanititation									
	Night Driver Training Conducted									
	Force Protection Overall									
PERSONNEL										
	100% accountability of personnel									
	Battle Rosters complete									
	Personnel Overall									

WHITE 1

TITLE: NBC-1, OBSERVER'S INITIAL REPORT (CHEMICAL AND BIOLOGICAL)
WHEN SUBMITTED: IMMEDIATELY AFTER A BIOLOGICAL OR CHEMICAL ATTACK
PRECEDENCE: FLASH (FIRST ATTACK) IMMEDIATE (ANY OTHER ATTACK)

LINE 1: EVENT (TYPE OF ATTACK)*"CHEMICAL"* or *"BIOLOGICAL"*

LINE B: POSITION OF OBSERVER_____

LINE C: DIRECTION OF ATTACK FROM OBSERVER_____

LINE D: DATE-TIME GROUP OF START OF ATTACK_____

LINE E: DATE-TIME GROUP OF END OF ATTACK_____

LINE F: LOCATION OF AREA ATTACKED_____

LINE G: DELIVERY MEANS_____

LINE H: TYPE OF AGENT_____

LINE ZB: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

NOTE: Lines 1, B, D, H, 2 and either C or F should always be reported; other line items may be used if the information is known.

WHITE 1 NOVEMBER

TITLE: NBC-1, OBSERVER'S INITIAL REPORT (NUCLEAR)
WHEN SUBMITTED: IMMEDIATELY AFTER AN NUCLEAR ATTACK
PRECEDENCE: FLASH (FIRST ATTACK); IMMEDIATE (ANY OTHER ATTACK)

LINE 1: EVENT (TYPE OF ATTACK)___*"NUCLEAR"*_____

LINE B: POSITION OF OBSERVER_____

LINE C: DIRECTION OF ATTACK FROM OBSERVER_____

LINE D: DATE-TIME GROUP OF DETONATION_____

LINE F: LOCATION OF AREA ATTACKED_____

LINE G: MEANS OF DELIVERY_____

LINE H: TYPE OF BURST_____

LINE J: FLASH TO BANG TIME_____

LINE L: CLOUD WIDTH AT H+5 (MINUTES) IN MILS OR DEGREES (STATE WHICH)

_____

LINE M: CLOUD TOP/BOTTOM, HEIGHT/ANGLE AT H+10 (MINUTES)_____

LINE ZB: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

NOTE: Lines 1, B, D, H, 2 and either C or F should always be reported; other line items may be used if the information is known.

WHITE 2

TITLE: NBC-2, EVALUATED DATA REPORT
WHEN SUBMITTED: WHEN EVALUATED DATA IS AVAILABLE
PRECEDENCE: IMMEDIATE

LINE 1: EVENT (TYPE OF ATTACK)__*"NUCLEAR"* or *"BIOLOGICAL"* or *"CHEMICAL"*

LINE A: STRIKE SERIAL NUMBER_____

LINE D: DTG OF DETONATION OR START OF ATTACK_____

LINE F: LOCATION OF ATTACK, ACTUAL OR ESTIMATE_____

LINE G: MEANS OF DELIVERY_____

LINE H: TYPE OF BURST, TYPE OF AGENT/HEIGHT OF BURST_____

LINE N: **NUCLEAR**: ESTIMATE YIELD_____

LINE Y: **NUCLEAR**: DIRECTION OF LEFT AND RIGHT RADIAL LINES_____

CHEM: DOWNWIND DIRECTION OF HAZARD AND WINDSPEED_____

LINE ZA: **CHEM**: SIGNIFICANT WEATHER PHENOMENA_____

LINE ZB: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

WHITE 3

TITLE: NBC-3, IMMEDIATE WARNING OF EXPECTED CONTAMINATION
WHEN SUBMITTED: AS WARNING OF POSSIBLE CONTAMINATION
PRECEDENCE: IMMEDIATE

LINE 1: EVENT (TYPE OF ATTACK)__*"NUCLEAR"* or *"BIOLOGICAL"* or *"CHEMICAL"*

LINE A: STRIKE SERIAL NUMBER_____

LINE D: **NUCLEAR**: DTG FOR DETONATION_____

CHEM: DTG FOR START OF ATTACK_____

LINE F: LOCATION OF AREA ATTACKED_____

LINE H: **NUCLEAR**: TYPE OF BURST_____

CHEM: TYPE OF AGENT/HEIGHT OF BURST_____

LINE N: **NUCLEAR**: ESTIMATED YIELD_____

LINE PA: **NUCLEAR**: COORDINATES OF EXTERNAL CONTOURS OF

RADIOACTIVE CLOUD_____

CHEM: PREDICTED HAZARD AREA_____

LINE PB: **NUCLEAR**: DOWNWIND DIRECTION OF RADIOACTIVE CLOUD_____

CHEM: DURATION OF HAZARD_____

LINE Y: **NUCLEAR**: DIRECTION OF LEFT AND RIGHT RADIAL LINES_____

CHEM: DOWNWIND DIRECTION OF HAZARD AND WINDSPEED_____

LINE Z: **NUCLEAR**: EFFECTIVE WIND SPEED (3 DIGITS); DOWNWIND

DISTANCE OF ZONE I (3 DIGITS); AND CLOUD RADIUS (3 DIGITS)_____

LINE ZA: SIGNIFICANT WEATHER PHENOMENA_____

LINE ZI: **NUCLEAR**: EFFECTIVE WIND SPEED (3 DIGITS); DOWNWIND DISTANCE OF ZONE I (4 DIGITS); DOWNWIND DISTANCE OF ZONE II (4 DIGITS); CLOUD RADIUS (3 DIGITS)_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

WHITE 4

TITLE: NBC-4, RECONNAISSANCE, MONITORING AND SURVEY RESULTS
WHEN SUBMITTED: WHEN NBC CONTAMINATION IS DETECTED
PRECEDENCE: IMMEDIATE

LINE 1: EVENT (TYPE OF ATTACK)__*"NUCLEAR"* or *"BIOLOGICAL"* or *"CHEMICAL"*

LINE H: TYPE OF AGENT/HEIGHT OF BURST_____

LINE Q: **NUCLEAR**: LOCATION OF READING_____

CHEMICAL: LOCATION OF SAMPLE AND TYPE OF SAMPLE_____

LINE R: **NUCLEAR**: DOSE RATE (cGy/hr)_____

LINE S: **NUCLEAR**: DTG OF READING_____

CHEMICAL: DTG CONTAMINATION DETECTED_____

LINE ZB: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

NOTE: In Line R, descriptive words such as `initial', `peak', `increasing', `decreasing', `special', `series', `verification', or `summary' may be added.

WHITE 5

TITLE: NBC-5, ACTUAL AREAS OF CONTAMINATION
WHEN SUBMITTED: WHEN NBC CONTAMINATION IS PLOTTED
PRECEDENCE: IMMEDIATE

LINE 1: EVENT (TYPE OF ATTACK)__*"NUCLEAR"* or *"BIOLOGICAL"* or *"CHEMICAL"*

LINE A: STRIKE SERIAL NUMBER_____

LINE D: **NUCLEAR**: DTG FOR DETONATION_____

CHEMICAL: DTG FOR START OF ATTACK_____

LINE H: TYPE OF AGENT/HEIGHT OF BURST_____

LINE S: **NUCLEAR**: DTG OF READING_____

CHEM: DTG CONTAMINATION DETECTED_____

LINE T: **NUCLEAR**: H+1 DTG_____

CHEM: DTG OF LATEST CONTAMINATION SURVEY OF AREA_____

LINE U: **NUCLEAR**: 1000-cGy/h CONTOUR LINE (plot in red)_____

LINE V: **NUCLEAR**: 300-cGy/h CONTOUR LINE (plot in green)_____

LINE W: **NUCLEAR**: 100-cGy/h CONTOUR LINE (plot in blue)_____

LINE X: **NUCLEAR**: 30-cGy/h CONTOUR LINE (plot in black)_____

CHEM: AREA OF ACTUAL CONTAMINATION (plot in yellow)_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

WHITE 6

TITLE: NBC 6, DETAILED INFORMATION ON CHEMICAL OR BIOLOGICAL ATTACKS
WHEN TRANSMITTED: WHEN DETAILED INFORMATION IS AVAILABLE AND REQUESTED
PRECEDENCE: IMMEDIATE

LINE 1: EVENT___*"CHEMICAL"* OR *"BIOLOGICAL"*_____

LINE ALPHA: STRIKE SERIAL NUMBER_____

LINE DELTA: DIRECTION OF ATTACK FROM OBSERVER_____

LINE ECHO: DTG FOR END OF ATTACK_____

LINE FOXTROT: LOCATION OF AREA ATTACKED_____

LINE GOLF: KIND OF ATTACK_____

LINE HOTEL: TYPE OF AGENT/HEIGHT OF BURST_____

LINE INDIA: NUMBER OF MUNITIONS OR AIRCRAFT_____

LINE KILO: DESCRIPTION OF TERRAIN AND VEGETATION_____

LINE MIKE: ENEMY ACTION BEFORE AND AFTER ATTACK AND EFFECT ON

TROOPS_____

LINE QUEBEC: LOCATION OF SAMPLING AND TYPE OF SAMPLE_____

LINE SIERRA: DTG CONTAMINATION DETECTED_____

LINE TANGO: DTG OF LATEST CONTAMINATION SURVEY OF THE AREA_____

LINE XRAY: AREA OF ACTUAL CONTAMINATION_____

LINE YANKEE: DOWNWIND DIRECTION OF HAZARD AND WINDSPEED_____

LINE ZULU BRAVO: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

WHITE 7

TITLE: CHEMICAL DOWNWIND MESSAGE
WHEN TRANSMITTED: WHEN CHEMICAL CONTAMINATION IS PREDICTED

LINE 1: DTG OF OBSERVATION_____

LINE 2: DTG OF BEGINNING OF THE FORECAST PERIOD_____

LINE 3: AREA OF VALIDITY_____

LINE WHISKEY: FORECAST VALUES FOR FIRST AND SECOND HOUR AFTER BEGINNING OF THE FORECAST PERIOD (*DDD-SSS-A-TT-H-C-W*)_____

LINE XRAY: FORECAST VALUES FOR THIRD AND FOURTH HOUR AFTER BEGINNING OF THE FORECAST PERIOD (*DDD-SSS-A-TT-H-C-W*)_____

LINE YANKEE: FORECAST VALUES FOR FIFTH AND SIXTH HOUR AFTER BEGINNING OF THE FORECAST PERIOD (*DDD-SSS-A-TT-H-C-W*)_____

LINE 4: REMARKS_____

LINE 5: SELF AUTHENTICATION IF REQUIRED_____

NOTE: Enter period of validity indicator (WHISKEY, XRAY, and YANKEE), wind direction in degrees (*DDD*), effective downwind speed in kilometers per hour (*SSS*), air stability (*A*), temperature in degrees Celsius (*TT*), humidity code (*H*), cloud cover (*C*), and significant weather phenomena (*W*). See GTA 3-6-3 (NBC Warning and Reporting System) or FM 3-3 (Contamination Avoidance) for more information.

Air Stability Code (*A*)
1=very unstable (U)
2=unstable (U)
3=slightly unstable (U)
4=neutral (N)
5=slightly stable (S)
6=stable (S)
7=very stable (S)

Significant Weather (*W*)
3=Blowing snow or sand
4=Fog, ice fog, or thick haze
5=Drizzle
6=Rain
7=Light rain or snow
8=Showers of rain, snow, hail, or a mixture
9= Thunderstorm

Humidity Code (*H*)
0= 0-09%
1=10-19%
2=20-29%
3=30-39%
4=40-49%
5=50-59%
6=60-65%
7=70-79%
8=80-89%
9=90-99%

Cloud Cover Code (*C*)
0=Sky less than half covered by clouds
1=Half the sky covered by clouds
2=More than half the sky covered by clouds

WHITE 8

TITLE: EFFECTIVE DOWNWIND MESSAGE
WHEN TRANSMITTED: WHEN NUCLEAR CONTAMINATION IS PREDICTED
PRECEDENCE: IMMEDIATE

LINE 1: DTG OF BEGINNING OF PERIOD COVERED_____

LINE 2: DTG OF ENDING OF PERIOD COVERED_____

LINE 3: SOURCE OF AREA OF VALIDITY_____

LINE ZULU: DTG WINDS WERE MEASURED_____

LINE ALPHA: 0-2KT (*dddsss*---):_____

LINE BRAVO: 2KT-5KT (*dddsss*---):_____

LINE CHARLIE: 5KT-30KT (*dddsss*---):_____

LINE DELTA: 3OK-100KT (*dddsss*---):_____

LINE ECHO: 100KT-300KT (*dddsss*---):_____

LINE FOXTROT: 300KT-lMT (*dddsss*---):_____

LINE GOLF: 1MT-3MT (*dddsss*---):_____

LINE 4: REMARKS_____

LINE 5: SELF AUTHENTICATION IF REQUIRED_____

NOTES: For lines ALPHA through GOLF:

1. The first three digits (*ddd*) give the effective wind direction, in degrees, from grid north.

2. The second three digits (*sss*) give the effective wind speed in kilometers per hour.

3. The last three digits (---) give the expanded angle in degrees.

WHITE 9

TITLE: CHEMICAL STRIKE WARNING (CHEMWARN)
WHEN TRANSMITTED: WHEN FRIENDLY CHEMICAL STRIKE IS FORECAST
PRECEDENCE: IMMEDIATE

LINE A: STRIKE SERIAL NUMBER_____

LINE D: DTG OF ATTACK_____

LINE F: LOCATION OF ATTACK_____

LINE G: DELIVERY MEANS_____

LINE H: TYPE OF AGENT_____

LINE PA: PREDICTED HAZARD AREA_____

LINE PB: DURATION OF HAZARD (in days)_____

LINE Y: DOWNWIND DIRECTION OF HAZARD (3 digits) AND WINDSPEED

(3 digits)_____

LINE ZB: REMARKS_____

LINE 2: SELF AUTHENTICATION IF REQUIRED_____

WHITE 10

TITLE: NUCLEAR STRIKE WARNING (STRIKEWARN)
WHEN TRANSMITTED: WHEN FRIENDLY NUCLEAR STRIKE(S) IS/ARE FORECAST
PRECEDENCE: IMMEDIATE

LINE ALPHA: STRIKE SERIAL NUMBER_____

LINE DELTA: DTG STRIKE START AND END_____

LINE FOXTROT 1: MINIMUM SAFE DISTANCE I (MSD 1) AND LOCATION OF SINGLE ATTACK_____

LINE FOXTROT 2: MSD 2_____

LINE FOXTROT 3: MSD 3_____

LINE HOTEL: TYPE AND NUMBER OF BURSTS_____

LINE INDIA: NUMBER OF BURSTS_____

LINE 1: REMARKS_____

LINE 2: WHETHER OR NOT ACKNOWLEDGEMENT IF REQUIRED_____

LINE 3: SELF-AUTHENTICATION IF REQUIRED_____

WHITE 11

TITLE: NBC SUMMARY REPORT
WHEN TRANSMITTED: COMPANY/BATTERY'S TO BATTALIONS AT 1300 DAILY (AS OF 1200); BATTALIONS/SEPARATE COMPANIES TO BRIGADE AT 1400 DAILY (AS OF 1200)

LINE 1: UNIT DESIGNATION_____AS OF DTG_____

LINE 2: MOPP LEVEL_____ RES_____ IPE READINESS CODE_____
CDE READINESS CODE_____

LINE 3: EQUIPMENT LOG STATUS

SYSTEM	AUTH	AVAIL	READINESS CODE	SHORTAGES
A: DECON SYSTEM	____	_____	_____	_____
B: SMOKE SYSTEM	____	_____	_____	_____
C: RECON SS	_____		_____	_____
D: PERSONNEL	____	_____	_____	_____
E: DS2	____	_____	_____	_____
F: MOPP GEAR	____	_____	_____	_____
G: FOG OIL	____	_____	_____	_____
H: MOGAS	____	_____	_____	_____

LINE 4: NBC MEDICAL ITEMS

ITEM	AUTH	AVAIL	READINESS CODE	SHORTAGES
A: NAAK	_____	_____	_____	_____
B: CANA	_____	_____	_____	_____
C: PB TABS	_____	_____	_____	_____

LINE 5: CDR'S ASSESSMENT_____

LINE 6: SUMMARY OF NBC ATTACKS

	A NUCLEAR	**B** BIOLOGICAL	**C** CHEMICAL
LINE 7: LAST 6 HRS	_____	_____	_____
LINE 8: TOTAL TO DATE	_____	_____	
LINE 9: REMARKS	_____	_____	_____

Note: All NBC reports will follow standard reporting and warning system requirements IAW GTA 3-6-3 NBC reports. **Units will report nuclear bursts over command nets to higher HQ.**

LINE 10: DTG SENT HIGHER_____

WHITE 12

TITLE: DECONTAMINATION REQUEST
WHEN TRANSMITTED: WHEN UNIT REQUIRES DECONTAMINATION SUPPORT FROM CHEMICAL COMPANY/PLATOON

LINE 1: SUPPORTED UNIT

LINE 2: TYPE AND NUMBER OF PIECES OF EQUIPMENT CONTAMINATED

LINE 2a: NUMBER OF PERSONNEL CONTAMINATED

LINE 3: TYPE OF AGENT (IF KNOWN)

LINE 4: LOCATION OF DECON SITE

LINE 5: TIME THAT OPERATIONS WILL START

LINE 6: PRE-COORDINATION LINK-UP POINT AND TIME

LINE 7: KEY TERRAIN/FACILITIES REQUEST:
A: SIZE OF AREA (FOR MSR, LENGTH OF ROAD)
B: TYPE OF SURFACE (PAVEMENT, GRAVEL, DIRT)
C: TYPE OF BUILDINGS (CONCRETE, BRICK, WOOD)
D: LOCATION
F: TIME THAT OPERATIONS WILL START
G: PRE-COORDINATION LINK-UP POINT AND TIME

LINE 7 IS ONLY USED FOR TERRAIN/BUILDINGS.

WHITE 13

TITLE: SMOKE SUPPORT REQUEST
WHEN TRANSMITTED: WHEN UNIT REQUIRES SMOKE SUPPORT FROM CHEMICAL COMPANY/PLATOON

LINE 1: GRID COORDINATES (TARGET LOCATION)

LINE 2: TYPE OF SMOKE MISSION

LINE 3: START DATE/TIME/EVENT

LINE 4: STOP DATE /TIME/EVENT

LINE 5: ON STATION TIME FOR SMOKE UNIT

LINE 6: OFF STATION TIME FOR SMOKE UNIT

LINE 7: SMOKE CONTROL POINT

LINE 8: TYPE OF VISIBILITY: BLANKET (LESS THAN 50 M) HAZE (50-150 M)

LINE 9: SENSOR WINDOWS: MMW: GSR Y/N ADA Y/N LONGBOW Y/N
IR: LRF Y/N THERMALS Y/N GLLVD Y/N TOW Y/N DRAGON Y/N
VISUAL: SIGHTS Y/N TV Y/N

LINE 10: ENEMY LOCATION/ACTIVITY

LINE 11: SUPPORTED UNIT'S FREQUENCY/CALLSIGN:
A: PRIMARY:_____
B: ALTERNATE:_____
C: CALL SIGN:_____

LINE 12: SUPPORTING UNIT'S FREQUENCY/CALL SIGN:
A: PRIMARY:_____
B: ALTERNATE:_____
C: CALL SIGN:_____

WHITE 14

TITLE: HERBICIDE/RCA REQUEST
WHEN TRANSMITTED: WHEN UNIT REQUIRES HERBICIDE / RIOT CONTROL AGENT RELEASE FOR OPERATIONS

LINE 1: REASON FOR REQUEST (OBJECTIVE TO INCLUDE EFFECTS DESIRED)

LINE 2: TYPE OF AGENT TO BE EMPLOYED

LINE 3: ANTICIPATED EFFECTS ON FUTURE OPERATIONS

LINE 4: ANTICIPATED EFFECTS ON CURRENT OPERATIONS

LINE 5: TYPE OF TARGET

LINE 6: LOCATION OF TARGET

LINE 7: ANTICIPATED EFFECTS ON CIVILIAN POPULATION

REQUEST IS SUBJECT TO APPROVAL OF DIVISION/CORPS COMMANDER.

9 – Line MEDEVAC

Line	Item Description	Example
1	The Pick up Zone Location (PZ) include grid zone designation	Line one: Bravo Hotel; one two three four five six
2	Your Radio Frequency & Call Sign at the PZ	Line two one two point four five; break; one two hotel three four
3	Number of Casualties by Precedence A - # Urgent - red ribbon/chemlight B - #Urgent – Surgical - red ribbon/chemlight C - #Priority - green ribbon/chemlight D - #Routine - blue ribbon/chemlight E - #Convenience - blue ribbon/chemlight	Line three bravo two; break; charlie one; break; delta one Note: see below for explanation

on

4	Special Equipment Needed A – None B – Hoist C – Extraction Equipment D – Ventilator	Line four bravo
5	Number of Litter & Ambulatory Casualties L - #Litter CAX A - #Ambulatory CAX	Line five lima two; break; alpha one
6	PZ Security **(wartime)** N – No enemy in area P – Possible Enemy in area E – Enemy in area X – Gunship escort required Number & Type of wound, Injury or Illness **(peacetime)**	Line six papa Line six shrapnel wound; break; serious bleeding; break; blood type bravo positive
7	PZ markings A – Panels B – Pyrotechnic Signal C – Smoke Signal D – None E – Other	Line seven charlie; break; red
8	Casualty's Nationality & Status A - #US Military B - #US Civilian C - #Non-US Military D - #Non-US Civilian E - #EPW	Line eight alpha three; break; delta one
9	NBC Contamination **(wartime)** N – Nuclear contamination B – Biological contamination C – Chemical contamination Terrain Description **(peacetime)**	Line nine charlie Line nine clear area two hundred meters west of hill one one seven

.3
Categories of Precedence

Category	Explanation
Urgent red ribbon/ chemlight	Assigned to emergency cases that need to be evacuated as soon as possible (in no more than two hours) to save, live, limb or eyesight, to prevent complications of serious illness; or to avoid permanent disability.
Urgent-Surgical red ribbon/chemlight.	Assigned to patients who must receive far forward surgical intervention to save live and stabilize for further evacuation.
Priority green ribbon/ chemlight	Used when the patient should be evacuated within four hours or his medical condition will deteriorate to such a degree that he will become an URGENT precedence, or whose requirements for special treatment are not available.
Routine blue ribbon/ chemlight	Requires evacuation, but condition is not expected to deteriorate significantly within the next 24 hours.
Convenience blue ribbon/ chemlight	Assigned to patients for whom evacuation by medical asset is a matter of medical convenience rather than necessity.

Gold 1 – Scatterable Mine Warning

Line:	Information
A	DTG of report
B	Emplacing system (Volcano, Arty, MOPMS, etc)
C	# AT mines
D	# AP mines
E	Number of aiming/corner points
F	Aiming/corner points of minefield and size of safety zone
F1	Grid 1
F2	Grid 2
F3	Grid 3
F4	Grid 4
F5	Safety zone
G	Attitude
H	Emplacing unit
I	Observing unit
J	Overwatching unit
K	Duration (4, 48 hr, etc)
L	Approval authority
M	Obstacle/target number
N	Intent (Disrupt, Fix, Turn, Block)
O	Trigger*Additional line when authority to emplace is being requested*
P	Requested DTG of execution*Additional line when executed*
Q	DTG of execution - DTG of self destruct
Q1	DTG of execution
Q2	DTG of self destruct

Gold 2 – Engineer Status Report

Line:	Information
A	HQ location
B	Sub-unit1
B1	Location
B2	Mission # and status
C	Sub-unit 2
C1	Location
C2	Mission # and status
D	Sub-unit 3
D1	Location
D2	Mission # and status
E	Sub-unit 4
E1	Location
E2	Mission # and status
F	ESV slant (Auth/OnHand/FMC)
G	Plow slant
H	Roller slant
I	MICLIC slant
J	Volcano slant
K	SEE/IHMEE slant
L	DEUCE slant
M	Bridge slant
N	Additional EN equipment
O	Additional EN equipment
P	Additional EN equipment

Gold 3 – Engineer Mission Status

Line:	Information
A	DTG of report
B	Supported Unit
C	M/C/S/G
D	Mission #
E	Description
F	Location
F1	Grid 1
F2	Grid 2
F3	Grid 3
F4	Grid 4
G	Start DTG
H	Status (%)
I	End DTG
J	Remarks

Gold 4 – Route Status

Line:	Information
A	Route name
B	Responsible unit
C	Trafficability status (B, R, A, G)
D	Threat status (B, R, A, G)
E	As Of DTG
F	Start Point
G	End Point
H	Remarks

Trafficability definitions:

Green – All traffic capable

Amber – All traffic one-way only

Red – Not stryker capable/ MLC < 20 one-way

Black – Impassable w/o ENG effort / Not reconnoitered

Threat:

Green – no mines or UXOs, confirmed clear < 6 hours

Amber – Easy bypass, Mines/UXOs reported, confirmed, breached and marked

Red – Difficult bypass, Mines/UXOs reported, confirmed, not breached or marked

Black – Bypass impossible, Mines/UXOs reported but not confirmed

Gold 5 – Engineer Status Report

Line:	Information
A	DTG of report
B	Reporting Unit
C	Location
C1	Grid 1
C2	Grid 2
C3	Grid 3
C4	Grid 4
D	Intent
E	Breach location
F	Bypass location
G	Composition
H	Remarks

4 Day Recoil

Day 0	Recoil Tasks	1st PLT	2nd PLT	3rd PLT	HQ PLT
	Conduct "Shakedown" for ammunition, brass, and residue *(in the field)*				
	Account for all sensitive items by serial number *(in the field)*				
	Turn in all ammunition				
	Initial cleaning of weapons (No rust or dirt, Heavy coat of oil on inside and out) *(in the field)*				
	Off-load and initial cleaning of vehicles and trailers				
	Sweep out/remove trash from vehicle's interior				
	"Z" out all communications equipment (wheeled radios secured w/lock)				
	Turn in all COMSEC equipment				
	Conduct operator PMCS and complete 5988-Es on equipment IAW TMs				
	Refuel vehicles to full				
	Close out dispatches (with miles/kms, fuel, and oil totals annotated).				
	Commander, Executive Officer, or First Sergeant turns in closure report to the Squadron S3 or XO				
	Secure equipment in vehicles (parked in designated locations), MP, TRICONs, TRP/CO areas, and/or barracks				
	E-7 or above. Sensitive Items Inventory of Arms Room equipment.				
	Inspect Troop area, barracks and parking lots for vandalism				
	Platoons conduct After Action Reviews				

Day 1	Recoil Tasks	1st PLT	2nd PLT	3rd PLT	HQ PLT
	Complete Cleaning of Vehicles (exteriors washed with all mud removed)				
	Perform after operations and weekly operator/crew level PMCS and turned into PSGs				
	vehicles				
	commo equipment				
	crew served weapons				
	Repair NMC major end items or parts ordered or work order requirements identified				
	Submit Round-count to Troop/Company Executive Officer (Units fwd to SQDN Ops SGM).				
	Complete initial cleaning of all crew served weapons, NVG's, DAGR's and **turn in to arms rooms.**				
	Remove batteries from equipment				
	Leaders write performance awards and performance counseling (if required) (TRP/CO CDR recommend impact award to SCO, if desired)				
	Recovery Status to SXO & Staff Duty				

Day 2	Recoil Tasks	1st PLT	2nd PLT	3rd PLT	HQ PLT
	Complete crew and organizational level maintenance actions				
	Re-inspect vehicles as necessary				
	Complete update of 5988-E (turn into PSG)				
	Lube vehicles IAW Lubrication Orders				
	Complete cleaning of vehicle interiors				
	Clean all BII and ASL equipment				
	Drain & clean water cans				
	Turn in all packaged POL products (or replenish stock IAW unit SOP)				
	Erected, clean, and repack all tents and nets (weather permitting)				
	Re-load vehicles IAW load plans				
	Clean Motor Pool areas of responsibility and place vehicles on line				
	2nd cleaning of weapons				
	Clean CBRN equipment. Protective masks dipped and 5988-Es turned in to NBC Room				
	Recovery Status to SXO & Staff Duty				

NLT Day 3	Recoil Tasks	1st PLT	2nd PLT	3rd PLT	HQ PLT
	Troop/Company XO reviews 5988-Es				
	Repair, inventory, inspect, and secure all OCIE & individual equipment. (DX at CIF or make appointment)				
	Clean and inventory CLS bags				
	Final cleaning of weapons for inspection				
	Clean MILES equipment (if required)				
	Field ration information turned in to company OPNS. OPNS consolidates field ration information, submits to CDR for review, and turns into S1.				
	Inventory equipment for losses, damages, and deficiencies. Capture and annotate deficiencies.				
	Submit field loss memo to Commander				
	Hand receipt holders update supply hand receipts and initiate adjustment documents				
	Order shortages				
	Repaint administrative (bumper) numbers and names (if needed)				
	Recovery Status to SXO & Staff Duty				

NLT Day 4	Recoil Tasks	1st PLT	2nd PLT	3rd PLT	HQ PLT
	Individual maintenance. (Soldier's personal appearance and personal affairs)				
	Turn in cleaned training aids (if used)				
	Awards submissions to Squadron S1 complete				
	Commander's inspection. Schedule inspection with Squadron.				
	Conduct Platoon Rollout per Squadron guidance.				
	Commander updates admin paperwork with latest training certification and battle task proficiency ratings				
	Submit Troop AAR to S3				
	Commander reports recovery complete to the SCO				