



**PLATOON  
COMMANDERS  
TACTICAL  
NOTEBOOK**

**August 2003**



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## WARNING ORDER

**A. SITUATION:**

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**B. MISSION:**

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**C. GENERAL INSTRUCTIONS:**

NAME	CHAIN OF CMD	GEN. ORG (ELMTS)	SPEC. ORG (TEAMS)	DUTIES	ARMS, EQUIP, AMMO	COMMON GEAR	TIME SCHEDULE			
							WHEN	WHAT	WHERE	WHO
						UTILITIES, UNSTARCHED				
						SOFT COVERS				
						BOOTS				
						GLOVES, BLACK				
						CAMO PAINT				
						ID TAGS, TAPED				
						MILITARY ID				
						EQUIPMENT BELT				
						AMMO POUCHES				
						CANTEEN CUP				
						CANTEEN COVERS				
						FIRST AID POUCH				
						PONCHO				
						NOTEBOOK, PENCIL				
						LAMINATED MAP				
						MAP PENS				
						EXTRA SOCKS				
						EXTRA BOOTLACES				
						COMPASS				
						ALICE PACK				
						RIFLE, CLEANING GEAR				

**SPECIFIC INSTRUCTIONS:**

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Task Organization				
HQ	1 <sup>st</sup> Platoon	2 <sup>nd</sup> Platoon	3 <sup>rd</sup> Platoon	Weapons Platoon
<div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div>	<div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div>	<div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div>	<div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div>	<div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div> <div style="border: 1px solid black; width: 80px; height: 30px; margin: 0 auto; margin-top: 10px;"></div>
<b><u>1A. ENEMY</u></b>				
Disposition				
Composition				
Strength/Capabilities				

<p>MPCOA:</p> <p>Decisive to his operation is:</p> <p>He will accomplish this by:</p> <p>Main effort will:</p> <p>SE1 will:</p> <p>SE2 will:</p> <p>SE3 will:</p> <p>Purpose of fires:</p>	<p>Why?</p>          <p>Purpose of engineers:</p>
<p>MDCOA:</p>	

<p><b><u>1B. FRIENDLY</u></b></p>			
<p>Higher Task:</p>  <p>Purpose:</p>		<p>Commander's Intent</p>	
<p>Unit Left</p>	<p>Unit Right</p>	<p>Unit Front</p>	<p>Unit Rear</p>
<p>Task:</p> <p>Purpose:</p>	<p>Task:</p> <p>Purpose:</p>	<p>Task:</p> <p>Purpose:</p>	<p>Task:</p> <p>Purpose:</p>

CONCEPT SKETCH

**2. MISSION**

**3A. COMMANDER'S INTENT**

Purpose:

Method:

End State:

**3B. CONCEPT OF OPERATIONS**

Decisive to this operation is:

It is decisive because:

We will accomplish this by:

One platoon (ME) will: IOT:

One platoon (SE1) will: IOT:

One platoon (SE2) will: IOT:

One element (SE3) will: IOT:

Purpose of fires:

Purpose of engineers:

**3C. TASKS**

EVENT					
Unit					
ME					
SE1					
SE2					
SE3					

Mortars	POF:	POF:	POF:	POF:	POF:
	Pri Tgt:				
Arty	POF:	POF:	POF:	POF:	POF:
	Pri Tgt				
CAS					
CSS					
Cmd & Control					
Risk					

### 3D. COORDINATING INSTRUCTIONS

Time	Event	Mopp Level R, O, 1, 2, 3, 4	C&P DTG Primary / Alternate
		Order of Movement:  Rehearsal Priorities: 1. Actions on the Objective 2. Actions on Contact 3. Crossing Danger Areas 4. Hasty Breach 5. Medevac 6. Call for Fire 7. Actions on Air Attack 8. NBC	1) 2) 3) 4)  Obj. _____ :  Obj. _____ :  Obj. _____ :
		Movement Formation:	Movement Technique:

NOTES

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**4. ADMINISTRATION AND LOGISTICS**

Class I  Class III  Class V  Transportation  Personnel  Company Trains Location                      BN Log Train Location	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"></td> <td style="width: 50%; text-align: right;">Casevac</td> </tr> <tr> <td>CCP:</td> <td></td> </tr> <tr> <td>Self Aid, Buddy Aid, Corpsman Aid</td> <td></td> </tr> <tr> <td>Casualty Marking:</td> <td></td> </tr> <tr> <td></td> <td style="text-align: right;">EPWS</td> </tr> <tr> <td>Handled in accordance with 5S's and a T</td> <td></td> </tr> <tr> <td>EPW collection point:</td> <td></td> </tr> </table>		Casevac	CCP:		Self Aid, Buddy Aid, Corpsman Aid		Casualty Marking:			EPWS	Handled in accordance with 5S's and a T		EPW collection point:	
	Casevac														
CCP:															
Self Aid, Buddy Aid, Corpsman Aid															
Casualty Marking:															
	EPWS														
Handled in accordance with 5S's and a T															
EPW collection point:															

**5. Command** **Signal**

	Primary	Alternate
Succession of Command: CO/XO/next senior officer  Company Commander Location:  XO Location:  Company Gysgt Location:  Company CP location:  Battalion CP Location:	Shift Fires Cease Fires FPF Initiate Fires  BN TAC 1 _____ BN TAC 2 _____ Co. TAC _____ TAD _____ 81 COF _____ ARTY COF _____ SSP _____ TACP Lcl _____	OTHER:

## THREAT WEAPONS AND CAPABILITIES

UNIT	Main Weapon	Ranges	100%	90%	80%	70%	60%	50%
<b>MRR (BTR)</b>								
<b>Tank Bn (1)</b>	64A-125mm/AT-8	2000m/4000m	31	28	25	22	19	16
	72 125mm/AT-11	2000m/5000m	31	28	25	22	19	16
	80 125mm/AT-8	2000m/4000m	31	28	25	22	19	16
	90 125mm/AT-11	2000m/5000m	31	28	25	22	19	16
<b>BTR Bn (3)</b>	60 14.5mm	2000m	33	30	26	23	20	17
	70 14.5mm	2000m	33	30	26	23	20	17
	80 14.5mm	2000m	33	30	26	23	20	17
	90 30mm/AT-5	1500m/5000m	33	30	26	23	20	17
<b>ARTY Bn</b>	2S1-122mm (SP)	15300m	18	16	14	13	11	9
<b>ADA Bn</b>	2S6	8000m	6	5	5	4	4	3
	SA-13	7000m	6	5	5	4	4	3
	SA-16	6000m	18	16	14	13	11	9
<b>AT Bn</b>	AT-5	5000m	12	11	10	8	7	6
	MT-12-100mm Can fire AT-10	2500m 4000m	6	5	5	4	4	3
<b>RECON Co</b>	BTR		4	4	3	3	2	2
	RPG 7/22	800m/1000m	7/11	6/10	6/9	5/8	4/7	4/6
<b>MRB (BTR)</b>								
<b>Tank Co (1)</b>	64A/72/80/90		10	9	8	7	6	5
<b>BTR Co (3)</b>	60/70/80/90		11	10	9	8	7	6
<b>Mortar Btry</b>	2B11-120mm or 2B9- 82mm	7200m 5000m	6	5	5	4	4	3
<b>Recon Plt</b>	BTR AT-4/RPG22or26	2500m/1000m	3 / 6,3	3/ 5,3	2/ 5,2	2/ 4,2	2/ 4,2	2/ 3,1
<b>ADA Plt</b>	BTR /SA-16s	6000m	3/9	3/8	2/7	2/6	2/5	1/4
<b>AT Plt</b>	BTR / AT-4/SPG-9s	2500m/1000m	5 / 6,3	4/ 5,3	4/ 5,2	3/ 4,2	3/ 4,2	2/ 3,1
<b>AGS-17 Plt</b>	BTR /AGS 17	1250m	3/6	3/5	2/5	2/4	2/4	1/3
<b>MRC (BTR)</b>								
<b>Tanks</b>	T-64A/72/80/90	See above	3	3	2	2	2	1
<b>BTR</b>	60/70/80/90	See above	11	10	9	8	7	6
<b>AT Sec</b>	BTR /AT-7	1000m	1/3	1/ 3	1/2	1/2	0/2	0/1
<b>MRP (BTR)</b>								
<b>Tanks</b>	T-64A/72/80/90	See above	1	1	1	0	0	0
<b>BTR</b>	60/70/80/90	See above	3	3	2	2	2	1
<b>DIBS/Sqd</b>			7	6	5-6	5	4	3-4
<b>RPG/RPK</b>		800m/800m	3/3	3/3	3/3	3/3	3/3	3/3

UNIT	Main Weapon	Ranges	100%	90%	80%	70%	60%	50%
<b>MRR (BMP)</b>								
<b>Tank Bn (1)</b>	64A-125mm/AT-8	2000m/4000m	31	28	25	22	19	16
	72 125mm/AT-11	2000m/5000m	31	28	25	22	19	16
	80 125mm/AT-8	2000m/4000m	31	28	25	22	19	16
	90 125mm/AT-11	2000m/5000m	31	28	25	22	19	16
<b>BMP Bn (3)</b>	1-73mm /AT-4	1000m/2500m	33	30	26	23	20	17
	2-30mm/AT-5	1000m/5000m	33	30	26	23	20	17
	3-100mm 30mm (coax) AT-10	1500m 1000m 4000m	33	30	26	23	20	17
<b>ARTY Bn</b>	2S1-122mm (SP)	15300m	18	16	14	13	11	9
<b>ADA Bn</b>	2S6	8000m	6	5	5	4	4	3
	SA-13	7000m	6	5	5	4	4	3
	SA-16	6000m	18	16	14	13	11	9
<b>AT Bn</b>	AT-5	5000m	12	11	10	8	7	6
	MT-12-100mm AT-10	2500m 4000m	6	5	5	4	4	3
<b>RECON Co</b>	BMP		4	4	3	3	2	2
	RPG 7/22	800m/1000m	7/11	6/10	6/9	5/8	4/7	4/6
<b>MRB (BMP)</b>								
<b>Tank Co (1)</b>	64A/72/80/90		10	9	8	7	6	5
<b>BMP Co (3)</b>	1/2/3		10	9	8	7	6	5
<b>Mortar Btry</b>	2B11-120mm or 2B9- 82mm	7200m 5000m	6	5	5	4	4	3
<b>Recon Plt</b>	BMP		3	3	2	2	2	1
<b>ADA Plt</b>	BMP/SA-16s	6000m	3/9	3/8	2/7	2/6	2/5	1/4
<b>AT Plt</b>	BMP AT-4/RPG22or26	2000m/1000m	3 / 6,3	3/ 5,3	2/ 5,2	2/ 4,2	2/ 4,2	2/ 3,1
<b>AGS-17 Plt</b>	BMP/AGS 17	1250m	3/6	3/5	2/5	2/4	2/4	1/3
<b>MRC (BMP)</b>								
<b>Tanks</b>	T-64A/72/80/90		3	3	2	2	2	1
<b>BMP</b>	1/2/3		10	9	8	7	6	5
<b>MRP (BMP)</b>								
<b>Tanks</b>	T-64A/72/80/90		1	1	1	0	0	0
<b>BMP</b>	1/2/3		3	3	2	2	2	1
<b>DIBS/Sqd</b>			7	6	5-6	5	4	3-4
<b>RPG/RPK</b>			3/3	3/3	3/3	3/3	3/3	3/3

# FST BOARD

<b>FRIENDLY LOCATION:</b> Front Unit _____ Left Unit _____      Right Unit _____ Rear Unit _____	<b>ENEMY LOCATION/DESCRIPTION:</b> (1) _____ (2) _____ (3) _____									
<b>DISTANCE TO TARGET:</b> (1) _____ (2) _____ (3) _____	<b>DIRECTION TO TARGET:</b> (1) _____ (2) _____ (3) _____									
81mm MORTAR POS: _____ AOF _____  60mm MORTAR POS: _____ AOF _____	<b>BATTERY LOC:</b> _____ AOF _____									
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; border-right: 1px solid black; padding: 5px;">ARTY</td> <td style="border-bottom: 1px solid black; text-align: center; padding: 5px;">   </td> <td style="text-align: center; padding: 5px;">TOT</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;">81s</td> <td style="border-bottom: 1px solid black; text-align: center; padding: 5px;">   </td> <td style="text-align: center; padding: 5px;">TOT</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;">CAS</td> <td style="border-bottom: 1px solid black; text-align: center; padding: 5px;">   </td> <td style="text-align: center; padding: 5px;">TOT</td> </tr> </table>	ARTY		TOT	81s		TOT	CAS		TOT	<b>F/W CAS:</b> TOT _____ DIR _____ OFFSET _____ IP _____ FAH _____ ALT RES _____ REATTK _____  <b>R/W CAS:</b> TOT _____ BP _____ DIR _____
ARTY		TOT								
81s		TOT								
CAS		TOT								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center; padding: 5px;">NFAs</td> <td style="width: 50%; text-align: center; padding: 5px;">RFAs</td> </tr> <tr> <td style="text-align: center; padding: 5px;">_____</td> <td style="text-align: center; padding: 5px;">_____</td> </tr> <tr> <td style="text-align: center; padding: 5px;">_____</td> <td style="text-align: center; padding: 5px;">_____</td> </tr> <tr> <td style="text-align: center; padding: 5px;">_____</td> <td style="text-align: center; padding: 5px;">_____</td> </tr> </table>	NFAs	RFAs	_____	_____	_____	_____	_____	_____	<b>SCOUT SNIPER / RECON LOCATIONS:</b> _____ _____ _____ _____	
NFAs	RFAs									
_____	_____									
_____	_____									
_____	_____									







# CALL FOR FIRE

## **CORRECTIONS**

After the initial round is fired, the FO transmits subsequent corrections until the mission is terminated. The following list is in the order that subsequent corrections are transmitted:

- |                  |                    |                         |
|------------------|--------------------|-------------------------|
| (1) Direction    | (6) Projectile     | (11) Height of Burst    |
| (2) Danger Close | (7) Fuze           | (12) Target Description |
| (3) Trajectory   | (8) Volume of Fire | (13) Change in Type     |

Mission/Control

- |                    |               |             |
|--------------------|---------------|-------------|
| (4) Method of Fire | (9) Deviation | (14) Splash |
| (5) Distribution   | (10) Range    | (15) Repeat |

## **DEVIATION CORRECTIONS**

1. The left or right deviation correction, in meters, is determined by multiplying the deviation in mils between the impact and the target (the deviation spotting) by the OT Factor. Deviation corrections are expressed to the nearest 10 meters.
2. Left or right deviation correction in meters = deviation spotting (to nearest 5 mils) x OT Factor.
3. A deviation correction less than 30 meters is considered minor and is ignored during the mission.
4. The OT Factor = expressed distance to the target (OT Dist), divided by a thousand.
  - a. If OT distance is greater than 1000 meters, express the distance to the nearest thousand meters.
  - b. If OT distance is less than 1000 meters, express the distance to the nearest hundred meters.

Examples: (1) Given: OT distance = 1500 meters    Deviation spotting = L 45 mils

(a) OT dist = 1500 meters which is expressed as 2000 meters. OT Factor =  $2000 = 2$

(b) Deviation correction =  $45 \times 2 = 90$  meters. The deviation correction is R 90.

(2) Given: OT distance = 650 meters    Deviation spotting = R 60 mils

(a) OT dist = 650 meters which is expressed as 600 meters. OT Factor =  $600 = .6$

(b) Deviation correction =  $60 \times .6 = 36$  meters, which is expressed to 40 meters  
Deviation spotting = L 40 mils

## **RANGE CORRECTIONS**

Range corrections consist of the commands "ADD" (move burst away from observer) and "DROP" (move burst closer to the observer). Range corrections are transmitted in multiples of 100 meters. The 50-meter corrections method may be used when entering fire for effect. Range correction methods are as follows:

- (1) Successive Bracketing
- (2) Hasty Bracketing
- (3) One-round Adjustment
- (4) Creeping Fire (Used during DANGER CLOSE missions; no corrections > 100 meters)

## **MINIMUM BRACKETING GUIDE**

<u>If estimated distance to the target (OT distance) is:</u>	<u>THEN</u>	<u>Initial Bracket is:</u>
0 to 1000 meters		100 meters
1000 to 2000 meters		200 meters
2000 meters and beyond		400 meters

## **PROJECTILES**

HE – High Explosives  
HEAA – High Explosive, Anti-Armor  
HEAT – High Explosive, Anti-Tank  
HEDP – High Explosive, Dual Purpose  
HE-1 – High Explosive, Incendiary  
HEP – High Explosive, Plastic  
AP – Armor Piercing  
AP-DS – Armor Piercing Discarding Sabot  
APERS – Anti Personnel  
AP-I – Armor Piercing, Incendiary  
API-T – Armor Piercing, Incendiary Tracer  
ICM – Improved Conventional Munition  
ILLUM – Illumination  
CS – Tactical Riot Control Agent  
SMK – Smoke  
WP – White Phosphorous  
WSP – White Star Parachute  
WSC – White Star Cluster  
CLGP – Cannon Launched Guided Projectile  
ADAM – Area Denial Artillery Munition  
RAAM – Remote Anti Armor Mine System  
NUC – Nuclear  
HD – Blister  
GB, VX – Nerve  
TP – Target, Practice  
TPT – Target, Practice Trainer  
COMM (NGF) – Common (Artillery equivalent HEAT)  
HC (NGF) – High Capacity (Artillery equivalent HEAT)  
AAC (NGF) – Anti Aircraft Artillery equivalent

## **FUZES**

Q – Quick  
D – Delay  
VT – Variable Time  
TI – Mechanical Time  
BD (NGF) – Base Detonating  
PD (NGF) – Point Detonating  
MTSQ (NGF) – Mechanical Time  
CP – Concrete Piercing

## Target Numbering System

First Letter: The CINC, joint, or the command commander to Army and Marine Forces assigns the first letter of the target number to Army Corps and the MEF/MAGTF. The national identifying letters for NATO and ABCA armies are American, British, Canadian, and Australian. Nations with corresponding first letters follow:

Belgium/Luxemburg - B   Denmark - D   Greece - E   Norway - N   Spain - S   United Kingdom - J/U/X  
 Canada - C/Z   France - F   Germany - G   Portugal - P   Turkey - I/O/T   United States - A/K/Y/W  
 Others - V   Italy - I   Netherlands - H

I Marine Expeditionary Force	A
1st MarDiv	B
1st Marine Infantry Regiment	C
5th Marine Infantry Regiment	D
7th Marine Infantry Regiment	E
11th Marine Artillery Regiment	F
II Marine Expeditionary Force	G
2nd MarDiv	H
2nd Marine Infantry Regiment	I
6th Marine Infantry Regiment	J
8th Marine Infantry Regiment	K
10th Marine Artillery Regiment	L
III Marine Expeditionary Force	M
3rd MarDiv	N
3rd Marine Infantry Regiment	O
4th Marine Infantry Regiment	P
12th Marine Artillery Regiment	Q
Marine Forces Reserve	R
4th MarDiv	S
23rd Marine Infantry Regiment	T
24th Marine Infantry Regiment	U
25th Marine Infantry Regiment	V
14th Marine Artillery Regiment	W
Unassigned	X, Y, Z

Number Assgn - MEF Cmd Elements	
0000-0999	MEF FFCC
1000-1999	MEB Command Elements
2000-2999	Lowest Numbered MEU Command Element
3000-3999	Second Lowest Numbered MEU Command Element
4000-4999	Third Lowest Numbered MEU Command Element
5000-5999	MAW
6000-6999	FSSG/RAOC
7000-7999	Force Reconnaissance Company
8000-8999	Unassigned
9000-9999	Weapons of Mass Destruction

Number Assgn - Marine Divisions	
0000-0999	Division FSCC
1000-1999	Tank Battalion
2000-2999	LAR Battalion
3000-3999	Reconnaissance Battalion
4000-4999	Unassigned

Number Assgn - Marine Infantry Regiments	
0000-1999	Infantry Regiment FSCC
2000-2999	Lowest Numbered Infantry Battalion
3000-3999	Second Lowest Numbered Infantry Battalion
4000-4999	Third Lowest Numbered Infantry Battalion
5000-5999	Attached Battalion
6000-6999	Attached Battalion
7000-7999	Unassigned

Number Assgn - Marine Artillery Regiments	
0000-0999	Regimental Fire Direction Center
1000-1999	Lowest Numbered Artillery Battalion
2000-2999	Second Lowest Numbered Artillery Battalion
3000-3999	Third Lowest Numbered Artillery Battalion
4000-4999	Attached Artillery Battalion
5000-5999	Attached Artillery Battalion
6000-6999	Counterfire
7000-7999	Unassigned

Number Assgn - Marine Infantry Battalions	
0000-0199	Infantry Battalion FSCC
0200-0299	Lowest Numbered Infantry Company
0300-0399	Second Lowest Lettered Infantry Company
0400-0499	Third Lowest Lettered Infantry Company
0500-0599	Weapons Company
0600-0699	Scout Sniper Platoon
0700-0799	81mm Mortar Platoon
0800-0899	Attachment
0900-0999	Attachment

Number Assgn - Marine Artillery Battalions	
0000-0199	Artillery Battalion FDC
0200-0299	Lowest Lettered Artillery Battery
0300-0399	Second Lowest Lettered Artillery Battery
0400-0499	Third Lowest Lettered Artillery Battery
0500-0599	Attachment
0600-0699	Attachment

**CLOSE AIR SUPPORT  
9 – LINE BRIEF**

MSN # \_\_\_\_\_ AIRCRAFT CALL SIGN \_\_\_\_\_

AIRCRAFT TYPE/# \_\_\_\_\_ ORDNANCE \_\_\_\_\_

MSN CODES:           CONTINUE                           CHANGE  
                          CANCEL                                    ABORT

CONTACT POINT: \_\_\_\_\_

CONTROLLER (FAC) CALL SIGN \_\_\_\_\_ /FREQ \_\_\_\_\_

1. IP/BP \_\_\_\_\_

2. HDNG \_\_\_\_\_ DEG MAG   OFFSET: L   R

3. DISTANCE \_\_\_\_\_ (NM FOR FW/METERS FOR RW)

4. TGT ELEVATION \_\_\_\_\_ FEET MSL \_\_\_\_\_

5. TGT DESC \_\_\_\_\_

6. TGT LOCATION \_\_\_\_\_

7. MARK \_\_\_\_\_ LASER CODE \_\_\_\_\_

8. FRIENDLIES \_\_\_\_\_

9. EGRESS \_\_\_\_\_

REMARKS:  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

TOT/TTT: \_\_\_\_\_ (MIN) "HACK"

- 
- Line 1. Use Initial Points (IP) for fixed-wing, Use BP for rotary wing
  - 2. Heading in degrees magnetic from IP/BP to target
  - 3. Distance in nautical miles for fixed-wing, meters for rotary-wing
  - 4. Feet MSL
  - 5. Number, type of target, degree of protection
  - 6. Six digit grid coordinate
  - 7. Mark type – WP, Illum on deck, tracers, for LASER include 4 digit code

**CLOSE AIR SUPPORT AIRCRAFT CAPABILITIES**

AIRCRAFT	ORDNANCE TYPES	MAX LOAD	GUN TYPE	TIME ON STATION
AV-8B	All conventional unguided, laser guided, Maverick	8000 lbs	25mm, 399 rds	20 min
F/A-18	All conventional unguided, laser guided, Maverick	13500 lbs	20mm 580 rds	35 min
AH-1W	Rockets, TOW, Hellfire	2000 lbs	20mm, 750 rds	1 hr + 30 min
A-10	All conventional unguided, laser guided, Maverick	5100 lbs	30mm, 1174 rds	
F-14	GP (MK 80s) and cluster munitions	8000 lbs	20mm, 515 rds	
F-15	All conventional unguided, laser guided, Maverick, Walleye	6000 lbs	20mm, 512 rds	
F-16	All conventional unguided, laser guided, Maverick, Walleye	6000 lbs	20mm, 515 rds	

CAS times on station (TOS) reflect 30 min transit to/from target areas, without aerial refuel.

<b>Conventional Unguided Munitions</b>		
<b>Munition</b>	<b>Description</b>	<b>Suitable Targets</b>
MK 82	500 lb bomb	Bunkers, vehicles, troops, arty pos
MK 83	1000 lb bomb	Bunkers, vehicles, troops, arty pos
MK 84	2000 lb bomb	Bunkers, vehicles, troops, arty pos
MK 20 Rockeye	DPICM w/247 bomblets	Troops, tanks, POL site, arty pos
CBU 59 APAM	DPICM w/717 bomblets	Troops, med tanks, POL site, arty pos
CBU 72 FAE	Fuel air explosive	Troops, POL site, bldgs, arty pos
MK 77 Napalm	Firebomb	Troops, POL site, vehicles
Rockets 2.75"/5.00"	Pod launched are fire weapon	Troops, vehicles, POL site

### WEAPONS CAPABILITIES

Weapons	Maximum Effective Range (meters)	Ammunition	Rates of Fire RDS/MIM		Effective Casualty Radius (meters)	Remarks
			Rapid	Sust.		
HAND GRENADES FRAGMENTATION M67	40	HE	N/A	N/A	15	4-5 sec fuze delay
WHITE PHOSPOROUS M34	30	WP	N/A	N/A	35	4-5 sec fuze delay
RIOT CONTROL M7A2	40	CS	N/A	N/A	25	2 sec fuze delay; functions for 20-60 sec
RIOT CONTROL M25A2	50	CS	N/A	N/A	5	1.3-4 sec fuze delay
INCENDIARY AN-M14	N/A	THERMITE	N/A	N/A	Will burn through ½ in. of steel	2 sec fuze delay; burns for 40 sec at 4,000 def. F
ILLUM MK1	40	ILLUM	N/A	N/A	Illuminates 200 meters	7 sec fuze delay
SMOKE COLORED M18	35	YELLOW, RED, GREEN	N/A	N/A	N/A	2 sec fuze delay
PISTOL 9mm	50	BALL	N/A	N/A	N/A	
RIFLE 5.56 M16A2	550	BALL, TRACER	45 rds/min semi 90 rds/min burst	12-15	N/A	May be fired semi-automatic or three round burst
GRENADE LAUNCHER 40mm M203	150 PT TGT 350 AREA TGT	HE, WC, WSP, HEDP, CS MULTIPROJECTILE, HE BOUNDING, RIOT CONTROL	Max effective 7-9 rds/min		5 m	M203 is mounted under the M16
SQUAD AUTOMATIC WEAPON (SAW) 5.56 M249	1000	BALL ANDTRACER 4 + 1 LINK	200	85	N/A	Can fire from a linked belt of M16 mag. Grazing fire 600m 3/5 rd burst
MACHINE GUN 7.62 M240G	1800	SAME	200	100	N/A	Grazing fire 600m 6/8 rd burst
MACHINE GUN .50 cal M2	1830	BALL, TRACER, AP, AP-I	40+	40 rd or less	2 in of steel at 90 degrees	Grazing fire 1000m designed to be fired in 3-5 rd burst
MK-19 40mm AUTOMATIC GRENADE LAUNCHER	1500	HE, HEDP, TP, Dummy Rds	60	40	15m 2" steel	Max Range 2212m Min safe: Combat 75 m Training 310 m
ASSAULT ROCKET LAUNCHER 83MMARL SMAW	400 AREA / POINT 250 HEDP 500 HEAA	HEDP, HEAA, PRACTICE, 9mm Tracer	N/A	N/A	7 ½ ft reinforced sandbags 8 in concrete 12 in. brick 1 in. armor	9mm spotting rifle and rocket launcher are ballistically matched

### WEAPONS CAPABILITIES

Weapons	Maximum Effective Range (meters)	Ammunition	Rates of Fire RDS/MIM		Effective Casualty Radius (meters)	Remarks
			Rapid	Sust.		
MORTAR 60mm M224	M720 HE 3500 M772 WP 3500 M721 ILLUM 3200	HE, WP, ILLUM	30 RPM / 4 min	20	HE 27.5 WP 10m Illum 500m rad for 40 sec	FPF for section 30 x 90
MORTAR 81mm M252	M889 HE 5700 M375 WP 4500 M853A1 ILLUM 5100	HE, WP, RP, ILLUM IR, ILLUM	30 RPM / 4 min	15	HE 35 WP 15 Illum 500m for 60 sec IR Illum 74 sec	M532 proximity fuze is available. The fuze will function 3-30 ft above ground FPF for Sec 140x35 FPF for Plt 280 x 35
HOWITZER 155mm M198 (towed)	Chg 7 14,700 Chg 7 18,100 (red) RAP 30,000	HE, ILLUM, WP, SMK, ICM, ADAM, RAAM, NUC, HD, GB, VX, CLGP FUZES: Q, D, Ti, VT, CP	4	2	50	FPF for btry 300 x 50
5"/54	21,887	HC, ILLUM, HE, WP, FUZES: PD, MTSQ, VT, DEL	20	16	45	
AT-4	300	HEAT	N/A	N/A	In excess of 17 in of steel	Min range 10 m
JAVELIN M98A1	2,500	HEAT	N/A	N/A	600+ mm of steel	Min range 65 m Soft launched
TOW M220E4	3,750	HEAT	N/A	N/A	In excess of 25 in of steel	Min range 65 m
LAV-25mm	2,000	HE-I, AP-DS, TPT	200	100	Will penetrate a BMP at 2200 meters	
M1A1 120mm	2200	HEAT, HEP, AP-DS, WP, APERS	Crew dep	Crew dep	HEAT/AP- DS is effective against all types of armor at 2200m	



**HELICOPTER DATA**  
**CARRY CAPACITY**

	<u>UH-1</u>	<u>CH-46E</u>	<u>CH-53D</u>	<u>CH-53E</u>
NORMAL TROOP CAPACITY (PEACETIME)	6	12	18 (2)	18 (2)
NORMAL TROOP CAPACITY (COMBAT)	6	15-20	30	30
MAXIMUM TROOP SEATING CAPACITY	12	25	37 55 (1)	37 55(1)
LITTER CAPACITY	6	15	24	24
CLASSIFICATION	UTILITY LIGHT	MEDIUM	HEAVY	HEAVY

(1) – Up to 55 with centerline seats installed

(2) – Normal FMF operations are two sticks of 12 for a total of 24 paxs

## ASSAULT SUPPORT LOAD WEIGHTS

CARGO	WEIGHTS (lbs)
Ammunition (per box)	
5.56 ball.....	7lbs/200 rnds
7.62 link .....	7lbs/100 rnds
.50 cal .....	105lbs/300 rnds
40mm HEDP .....	124lbs/96 rnds
SMAW rocket.....	12.5
AT-4.....	14.8
60mm .....	5
81mm .....	15
Crew-Served Weapons	
M249 SAW .....	17
SMAW w/out rocket .....	16.92
w/rocket .....	29.42
M240G 7.62 .....	45.6
M2 .50 cal .....	128
MK-19.....	140.6
M224 60mm Mortar .....	46.5
M252 81mm Mortar.....	89
M98A1 Javelin CLU.....	14.5
w/missile.....	49.6
M220E4 TOW Missile w/out missile.....	265.5
w/missile.....	314.5
Communications Equipment	
AN/PRC-119F.....	7.8
AN/PRC-119 .....	15.4
AN/PRC-104.....	24
AN/PRC-113.....	17
Marine Fully Equipped (w/ammo).....	275
without gear.....	175
Meal Ready to Eat (MRE) (box/pallet).....	16/800
MULE, AN/PAQ-3.....	220
5 gallon water jug (full).....	45





## REPORTS

**1. POSREP** Due: As directed Net: Co TAC

Precedence: Priority

- a. Unit
- b. Location (6 digits)
- c. Direction of movement/ speed of movement
- d. Remarks

**2. Co PERSTATREP** Due: Daily Net: Co TAC

Precedence: Routine

- a. Marine Officer
- b. Marine SNCO
- c. Marine Enlisted
- d. Navy. If Navy officers are present, report as two separate numbers
- e. Explanations of differences from previous report  
Example: "8,3 PERSTATREP, L"  
"1,1,23, 1, break"  
"Smith, SSN, medevaced today, L"

**3. Co Re-supply Request** Due: as required Net: Co TAC

Precedence: Routine

- a. No specified format
- b. Submit consolidated requests; do not piecemeal items  
Example: "7,3 Resupply Request, L"  
"128 meals, 15 gallons water, and a trash pickup, L"

**4. Serious Incident Report (SIR)** Due: As Required Net: Co TAC

Precedence: Priority

- a. Description of incident
- b. Individuals involved (name, rank, SSN, MOS, Squad)
- c. Unit
- d. Time of incident
- e. Location (6 digit grid)
- f. Command Action
- g. Initial, second, or final report
- h. POC
- i. Remarks

**5. Co CASREP** Due: as required Net: Co TAC

Precedence: Routine

CASREP is an administrative report which is passed after the casualty is medevaced. MEDEVAC reports evacuate the casualty and have time priority IAW Bn SOP.

- a. Name, grade, SSN, platoon
- b. Time of incident
- c. Location of incident
- d. Type of wound
- e. Part of body affected
- f. Status
- g. Medevac (Y/N)
- h. Activity that Marine was engaged in.

<u>Type of Wound</u>	<u>Portion of Body</u>	<u>Status</u>
A – Gunshot	1 – Head	A – KIA
B – Shrapnel	2 – Face	B – MIA
C – Concussion	3 – Chest	C – WIA (evac)
D – Burn	4 – Abdomen	D – WIA (non-evac)
E – Other	5 – Rt Arm	
	6 – Lt Arm	
	7 – Rt Leg	
	8 – Lt Leg	
	9 – Rt Shoulder	
	10 – Lt Shoulder	
	11 – Rt Foot	
	12 – Lt Foot	
	13 – Back	
	14 – Buttocks	

#### 6. Salute Report

Due: As Required

Net: Co TAC

Precedence: Immediate

- a. Size of enemy unit
- b. Activity of enemy
- c. Location of enemy
- d. Unit (enemy)
- e. Time
- f. Equipment
- g. Remarks

#### 7. Contact Report

Due: As Required

Net: Co TAC

Precedence: Immediate

- a. Friendly Location
- b. Enemy Location
- c. Estimated enemy strength
- d. Need of assistance (Y/N)
- e. Remarks

#### 8. Situation Report (Sitrep)

Due: 1500 Daily

Net: Co TAC

Precedence: Routine

1. Period covered (DTG to DTG)
2. Enemy
  - a. unit in contact
  - b. enemy reserves which can affect situation
  - c. description of enemy unit
  - d. estimate of enemy strength, material, morale and MPCOA
  - e. conclusions
3. Own situation
  - a. location of forward elements
  - b. location of platoon
  - c. location of adjacent and supporting elements
  - d. description and results of operations during period of report.
  - e. non-effective units
4. Logistical situation
5. Commander's Evaluation

**9. Spot Report (Spotrep)**

Due: As required

Net: Co TAC

Precedence: Priority

- a. Reporting unit
- b. Time (DTG of incident)
- c. Location (enemy grid)
- d. Incident Description
  - (1) Target description
  - (2) Vulnerability
  - (3) Accuracy of location
  - (4) Size, shape, and orientation
  - (5) Associated equipment or units
- e. Actions taken
- f. Friendly casualties (KIA, WIA, MIA)
- g. Enemy Casualties (KIA, WIA, MIA)
- h. Enemy Casualties (KIA, WIA, EPW)
- i. Enemy weapons/equip/ documents captured
- j. Friendly weapons/equip damaged/destroyed/lost
- k. Remarks

**10. Obstacle Report**

Due: As Required

Net: Co TAC

Precedence: Immediate

- a. Type of obstacle (minefield, tank ditch, wire, etc)
- b. Location of obstacle
- c. Actions contemplated (hasty breach, bypass, deliberate breach)
- d. Additional support required
- e. Remarks

**11. Enemy Minefield Report**

Due: As required

Net: Co TAC

Precedence: Priority

- a. Map sheet
- b. DTG of information
- c. Type of minefield
- d. Grids of corners
- e. Depth of minefield
- f. Enemy weapons/surveillance bearing on minefield
- g. Routes to bypass minefield
- h. Grid to lane of entry
- i. Grid to lane of exit

**12. Medevac**

Due: As Required

Net: Co TAC

Precedence: Priority

- a. Precedence (urgent, priority, routine)
- b. Number KIA/WIA
- c. Nature of wounds
- d. Grid coordinate of evac point
- e. Medical assistance required
- f. LZ secure/not secure
- g. Marking of LZ
- h. Best approach direction
- i. Remarks

URGENT: Casualties require immediate life sustaining actions.

PRIORITY: Casualties have injuries where treatment can be delayed for a short period.

ROUTINE: Casualties have minor injuries or such severe injuries that they are not expected to survive.

**13. Fire Capability Report**

Due: within 5 min. firecap

Net: Co TAC

Precedence: Priority

- a. Firing unit
- b. Location
- c. Direction of fire
- d. Number of tubes
- e. Round count
- f. Remarks

**NBC REPORTS**

**NBC 1 – OBSERVER’S REPORT** (Details of an attk) “PRECEDENCE FLASH”

- |   |   |
|---|---|
| A. Strike Serial Numbers                      | J. Flash to Bang Time                                       |
| B. Position of Observer                       | K. Crater Diameter  |
| C. Direction of Attk from Observer            | L. Nuke Burst Cloud Angle Width<br>(5 min after burst only) |
| D. Date-Time Group of Attk                    | M. Cloud top of Bottom angle or HT                          |
| E. Illumination time or Length of Attk        | O. Reference Date/Time                                      |
| F. Location of Attk                           | S. Date/Time of Reading/Contam                              |
| G. Means of Delivery                          | X. Location of Contamination                                |
| H. Type of Burst or Agent/<br>Height of Burst |   |
| I. Type and Number of Munitions/Aircraft      |   |

**NBC 2 – EVALUATED DATA REPORT** “PRECEDENCE IMMEDIATE”

- |                          |                      |
|--------------------------|----------------------|
| A. Strike Serial Number  | G. Means of Delivery |
| D. Date/Time of the Attk | H. Type of Burst     |
| F. Location of Attk      | N. Estimated Yield   |

**NBC 3 – IMMEDIATE WARNING OF EXPECTED CONTAMINATION REPORT** “PRECEDENCE IMMEDIATE”

- |                                   |                        |
|-----------------------------------|------------------------|
| D. Date/Time of Attk              | Y. Direction of Grid   |
| F. Location of Attk               | Z. Effective Windspeed |
| P. Area of Expected Contamination |                        |

**NBC 4 – MONITORING AND SURVEY RESULTS REPORT** “PRECEDENCE IMMEDIATE”

- Q. Location of Reading
- R. Dose Rate
- S. Date/Time of Reading

**NBC 5 – AREA OF ACTUAL CONTAMINATION REPORT** (Radiological) “PRECEDENCE IMMEDIATE”

- |                               |  |
|-------------------------------|--|
| A. Strike Serial Number       | T. H+1 Date/Time                         |
| O. Reference Date/Time        | U. 1,000 RAD/HR contour line coordinates |
| S. Date/Time of Contamination |  |

## TACTICAL TASKS

### TACTICAL TASKS

<u>ENEMY</u>		<u>TERRAIN</u>	<u>FRIENDLY</u>
Assault	Interdict	Clear	Follow and Support
Block	Neutralize	Retain	Displace
Bypass	Pursue	Secure	Guard
Canalize	Penetrate	Seize	Exfiltrate
Contain	Suppress	Recon	Infiltrate
Demonstrate	Attack by Fire	Occupy	
Destroy	Recon	Overwatch	
Exploit	Rupture	Screen	
Feint	Fix	Breach	
		Support by Fire	

### PURPOSE In order to....

Prevent	Open	Draw	Allow
Envelope	Create	Enable	Surprise
Influence	Deceive	Cause	Support
Divert	Deny		

### TYPES OF OPERATIONS

Attack	Counterattack	Defend
Movement to Contact	Retrograde	Mobility
Countermobility	Surviveability	River Crossing
Relief in place	Raid	Pursuit
Exploitation	Breakout	

### CONTROL MEASURES/TECHNIQUES/PROCEDURES

Strong Point Battle Position	Sector	Ambush
Battle Handover	Passage of Lines	Passage Point
Objective	Axis	Direction of Attack

**ASSAULT** - Those forces charged with passing through a breach in an enemy fortified position or strong point and seizing an objective or completing the destruction of the enemy.

**ATTACK BY FIRE** - A task assigned to a unit requiring a continuous and consistent rate of direct fire aimed at an enemy position or moving enemy force. The tasked unit uses its superior weapons standoff vs. the enemy's to destroy him.

**BLOCK** - A task assigned to a unit that requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction. It may be for a specified time. Units assigned this task may have to retain terrain and accept decisive engagement. A unit so tasked has great freedom of action to achieve the desired result, but the tasker must indicate whether the enemy is to be denied access to a given area or a specified direction. Additionally, the enemy may be clocked for a specified period of time.

**BREACH** - The employment of any means available to break through or secure passage through an enemy defense, obstacle, minefield, or fortification. The intent is to create a passage for a force or element through an obstacle.

**In-Stride Breach** - A breach conducted by a commander (can be at the Co/Tm level) using only his organic assets. This commander is responsible for all aspects of SOSR.

**Deliberate Breach** - A breach conducted by the higher commander (TF or above) when the obstacles are too complex for an in-stride breach. Subordinate commanders are each tasked to perform support team, breach team, or assault team missions.

**Assault Breach** - A breach conducted on an enemy's protective (not tactical) obstacles. Characterized by decentralized C<sup>2</sup>.

**Covert Breach** - A breach conducted under conditions of limited visibility that breaches obstacles without the enemy's knowledge.

**BYPASS** - This is the physical bypass of an obstacle or enemy/friendly force on a route.

**CANALIZE** - Channel the enemy in a particular direction. The desired direction must be stated in the tasking.

**CLEAR** - A task that anticipates and requires the destruction of an enemy forces seizure of key terrain, and the reduction of obstacles, all of which would collectively delay or preclude the movement of follow-on forces. A forward passage of lines is inherent in the tasking. Additionally, a unit so tasked requires engineer and/or infantry to clear an area, route, road etc.

**CONTAIN** - To restrict enemy movement by stopping, holding, or surrounding his forces or causing them to center their activity on a given front to prevent the movement of any part of his forces for use elsewhere. The limits of the Containment may be expressed in terms of geography or time. A task that restricts an enemy's freedom of action within a defined area. As in "block" it may be for only a specified period of time.

**DESTROY** - To physically disable the majority of enemy vehicles to a point where the enemy can neither observe nor engage the unit by direct fire.

**DEMONSTRATE** - When given to a TF level unit, this tasking requires the unit to be observed by the enemy beyond the range of his direct fire weapons. This is not a common task except in terrain which provides virtually unobstructed observation. With current weapons and indirect fire capabilities of the enemy, this is a rather daring requirement. This is not a demonstration.

**DISENGAGE** - To break contact with the enemy and move to a point where the enemy can neither observe nor engage the unit by direct fire.

**DISPLACE** - A unit displaces when it is not engaging an enemy force, otherwise it must be first disengaged.

**EXFILTRATE** - To move from an enemy area with maximum stealth. A task that can be very time consuming.

**EXPLOIT** - Not an exploitation, rather a task focusing a force on the development of enemy actions, or development of a friendly situation to achieve a higher commander's goal or intent. Exploit is the most unrestricted task an element may receive. Normally, it is issued in a FRAGO during execution committing a reserve. The commander so tasked must be able to act independently, guided only by his higher commander's intent and his own assessment of what can be accomplished as a result of the current situation.

**FEINT** - Task intended to draw the enemy's attention away from the area of the main attack, which induces the enemy to move his reserve or shift his fire support in reaction to the feint. Feints must appear real, so some contact with the enemy is required.

**FIX** - Actions taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding them or surrounding them to prevent their withdrawal for use elsewhere. Generally a task given to one element to allow another friendly element to move to a position of advantage in relation to the fixed enemy force, or to prohibit the fixed force from interfering and/or moving to fire on another friendly force.

**FOLLOW AND SUPPORT** - Such a force is not a reserve, but is committed to accomplish any or all of these tasks: destroy bypassed units; relieve in place and direct pressure or encircling forces, which have halted to contain the enemy; block the movements of reinforcements; secure lines of communication; guard prisoner, key areas, or installation; secure key terrain; or control refugees.

**GUARD** - Accomplishes all of the tasks included in screen. Additionally prevents enemy recon. Attacks, defends, and delays as necessary to accomplish its mission. Normally operates within the range of the main force's indirect fire weapons. A security task in which the tasked element has an obligation to fight to protect the force that it is securing.

**INFILTRATE** - To move into an enemy area with maximum stealth - a time consuming process. The level of infiltration may be controlled by limiting infiltration by size of unit, time, or both.

**INTERDICT** - The purpose must clearly state what the interdiction must achieve. Is it to isolate or seal off an area? Is it to prevent, hinder, or delay the use of an area or route by enemy forces? The purpose can not be ambiguous.

**NEUTRALIZE** - When so tasked a unit must clearly understand what must be neutralized. To state "neutralize enemy security forces" is ambiguous.

**OCCUPY** - To task a unit to move and physically position itself in a specified area. The command issuing the task does not envision the unit having to fight to accomplish the task.

**OVERWATCH** - A task issued during the movement prior to enemy contact. Sometimes confused with "support by fire" which the unit may have to do if enemy contact is made.

**PENETRATE** - To gain or force physical entry into an enemy's defensive position or area. This requires the force to physically enter the enemy's area or position.

**PURSUE** - Not a pursuit. To task a unit to maintain contact with an enemy force. A limitation can be given as to how or where it can accomplish contact.

**RECON** - A task undertaken to obtain information by visual observation or other detection methods about the activities and resources of an enemy, or about the meteorological, hydrographic, or geographic characteristics of a particular area.

**RETAIN** - A task orienting a friendly force on specific terrain, usually key or decisive, with the desire to preclude enemy occupation and use of the terrain. This task assists in shaping the battlefield, protecting flanks, or as a position through which a counterattack may be launched. The purpose of the retention is key in fulfilling this task. Directing units to retain battle position is incorrect. The battle position is merely a control measure which limits freedom of action of a unit to a specified area.

**RUPTURE** - To create a gap in enemy defensive position quickly. The tasked unit is operating as part of a force executing a breakout operation.

**SCREEN** - A task to provide early warning to the main body, impedes and harasses the enemy with supporting indirect fire, and destroys enemy recon elements within its capability. The force so tasked is not intended to engage/fight the enemy except in self-defense. Its freedom of action is limited in its physical proximity to friendly forces it is securing.

**SECURE** - The command issuing the task does not expect the tasked unit to have to fight to gain the terrain to be secured. The terrain is not yet in possession of the friendly forces or controlled by the enemy. After securing the area the unit may then have to fight. The task offers more freedom of action than does "retain."

**SEIZE** - A task which is intended to take control of an area or take terrain from an enemy force. The enemy must be destroyed, or so it is envisioned, to seize terrain. Although consolidation is accomplished, "seize" anticipates other taskings in addition to merely seizing the objective area.

**SUPPORT BY FIRE** - A description of how a unit is limited in producing specific results (suppress, fix, destroy) by fire only from a general area. The specific results must be clearly stated.

**SUPPRESS** - A unit so tasked must bring its organic direct fires, supporting indirect fires, and smoke to bear on enemy personnel, equipment, or weapons to prevent effective fire on friendly forces.

## CONVERSION FACTORS

Multiply	By	To Obtain	Multiply	By	To Obtain
Acres	4.047	Square Meters	Kilograms per meter	9.302 x 1000	BTU
Atmospheres	14.7	Pounds per sq inch	Kilograms per sq meter	9.678 x 10,000,000	Atmospheres
Centimeters	0.3937	Inches	Kilometers	3281	Feet
Centimeters of mercury	0.01316	Atmospheres	Meters	3.2808	Feet
Centimeters of mercury	0.1934	Pounds per sq inch	Miles	1.6093	Kilometers
Cubic Feet	7.481	Gallons	Miles per hour	1.467	Feet per sec
Cubit meters	264.2	Gallons	Millimeters	0.03937	Inches
Degrees (angle)	0.01745	Radians	Nautical Miles	1.152	Miles
Feet	0.3048	Meters	Ounces	28.35	Grams
Feet per min	0.508	Centimeters per sec	Ounces	0.0625	Pounds
Feet per min	0.01136	Miles per hour	Radians	57.3	Degrees
Feet per sec	1.097	Kilometers per hour	Pounds per sq inch	0.06804	Atmospheres
Gallons	3.785 x 1000	Cubic Meters	Square centimeters	0.155	Square inches
Grams	0.03527	Ounces	Square Feet	0.0929	Square meters
Grams	2.205 x 1000	Pounds	Square Meters	10.764	Square Feet
Grams-calories	3.968 x 1000	BTUs	Temp (degs C) + 273	1	Abs temp (degs C)
Horsepower	42.44	BTUs per min	Square miles	2.59	Square kilometers
Horsepower	745.7	Watts	Temp (degs C) + 17.8	1.8	Temp (degs F)
Inches	2.54	Centimeters	Temp (degs F) + 460	1	Ams temp (degs F)
Inches of Water	0.002458	Atmospheres	Temp (degs F) - 32	5/9	Temp (degs C)
Joules	9.486 x 10,000	BTUs	Tons (short)	907.2	Kilograms
Kilograms	2.2046	Pounds	Tons (short)	2000	Pounds
Kilograms	1.102 x 1000	Tons (short)	Watts	0.05692	BTUs per min
Kilogram-calories	3.968	BTUs	Weeks	168	Hours
			Yards	0.9144	Meters

METERS	FEET	MILES
1	3.281	
50	164.043	
100	328.087	
200	656.1	0.12
300	984.3	0.19
400	1312.3	0.25
500	1640.4	0.31
1,000	3280.9	0.62
2,000	6561.7	1.24
3,000	9842.6	1.86
4,000	13123.5	2.49
5,000	16404.3	3.11
6,000	19,686	3.73
7,000	22,967	4.35
8,000	26,248	4.97
9,000	29,529	5.59
10,000	32,810	6.21

## **FORCE PROTECTION CONSIDERATIONS/PROCEDURES CHECKLIST**

- Conduct threat assessment - continually review and revise
- Conduct anti-terrorism/force protection briefs for all-hands
- Ascertain security responsibilities/make liaison with higher

*Is the battalion solely responsible for its security or is security provided in conjunction with another command? If the later is the case determine requirements for –*

- Guard augments
- Reaction/back-up force
- Make liaison with civil/host nation authorities
- Develop plans to protect key facilities/likely terrorist targets
  - Armories
  - Ammunition storage points
  - Command, control, & communications sites
  - Motor pools
  - Bulk fuel storage sites
  - Facilities catering to personal needs (mess halls, clubs, etc.)
  - Warehouse/supply dumps
  - Postal facilities
- Establish delivery screening/security policy
- Establish training policy
  - No-Go areas
  - Comm plan (training unit to battalion)
  - Recall plan
  - Security ammo required?
  - Armed escort for troop movement required?
  - Civil/host nation escort of training units required?
  - Civil/host nation liaison officer attachments to training units required?

### **Review training policy with each change in the FPCON**

- Establish leave and liberty policy
  - Off limits locations & areas
  - Recall procedures

### **Review leave and liberty policy with each change in the FPCON**

## **FORCE PROTECTION CONDITIONS (FPCONs)**

When any of the following FPCONs are set corresponding security measures will be taken:

### **FPCON Alpha (Low)**

(General possibility of terrorist activity exists)

- Alert all-hands to be alert for strangers (especially carrying suitcases/containers), unidentified vehicles, and abandoned parcels/suitcases
- Ensure duty personnel available to evacuate and seal off areas in the event of a terrorist attack
- Place key personnel on-call to implement security plans
- Implement spot checks of persons and vehicles entering area of responsibility
- Limit access points for vehicles and personnel

### **FPCON Bravo (Medium)**

(Increased/more predictable threat of terrorist activity without a specific threat having been identified)

- Warn all-hands of increased alert status and brief forms of attack which could be used
- Place all-hands involved in implementing antiterrorist contingency plans on-call
- Review plans for implementing measures mandated by FPCON Charlie
- Move cars and other objects at least 25 meters away from buildings and key facilities – consider centralized parking
- Regularly inspect the interior and exterior of all buildings for suspicious packages
- Thoroughly examine mail for letter/parcel bombs
- Increase surveillance of domestic accommodations (school, messes, clubs, etc.)
- Keep all-hands informed to prevent unnecessary alarm
- Inform local civil/host nation authorities of security measures being implemented and why
- Physically inspect visitors and check their belongings
- Conduct random patrols to check vehicles, people, and buildings
- Provide for the protection of military personnel and transport ashore
- Brief all-hands who may augment the guard force on deadly force
- Conduct random searches of vehicles entering a military installation

### **FPCON Charlie (High)**

(A terrorist attack has occurred or is imminent)

- Keep personnel responsible for implementing anti-terrorist plans on duty
- Limit access points to the absolute minimum
- Strictly enforce control of entry and search all vehicles
- Implement centralized parking away from key facilities
- Issue weapons to guards (ammo also if in accordance with local orders)
- Increase patrolling of the installation
- Protect all designated vulnerable points and give special attention to vulnerable points ashore
- Erect barriers and obstacles to control traffic flow

### **FPCON Delta (Imminent)**

(Terrorist attack has occurred in the immediate area or a terrorist attack on a specific location is likely)

- Augment guards
- Identify all vehicles aboard the installation within operational or mission support areas
- Search all vehicles entering the installation and their contents
- Control all access and implement positive identification of all personnel
- Search all briefcases, suitcases, and packages brought into the installation
- Check the exteriors of buildings and parking areas often
- Minimize administrative journeys and visits
- Consult civil/host nation authorities about closing roads and facilities which may render key facilities more vulnerable to terrorist attack

**EPW/DOCUMENT CAPTIVE TAG**

**CAPTIVE TAG**

TAG NUMBER \_\_\_\_\_

DATE/TIME OF CAPTURE  
\_\_\_\_\_

PLACE OF CAPTURE (coordinates)  
\_\_\_\_\_

CIRCUMSTANCES OF CAPTURE  
\_\_\_\_\_

WEAPONS  NO  YES (TYPE) \_\_\_\_\_

DOCUMENT  NO  YES (if yes, complete lower half of tag)

CAPTURING UNIT  
\_\_\_\_\_

**DO NOT REMOVE TAG FROM CAPTIVE**

**DOCUMENT TAG**

TAG NUMBER \_\_\_\_\_

DATE/TIME OF CAPTURE  
\_\_\_\_\_

PLACE OF CAPTURE (coordinates)  
\_\_\_\_\_

DOCUMENT FOUND ON:

CAPTIVE

OTHER (describe)  
\_\_\_\_\_  
\_\_\_\_\_

CAPTURING UNIT  
\_\_\_\_\_

**DO NOT REMOVE FROM DOCUMENT**

**INSTRUCTIONS (Captive Tag)**

1. Complete upper half of tag for each captive
2. If captive has document, check yes. Complete and detach lower half of tag.
3. Securely affix tag to captive.

*Additional Information*  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

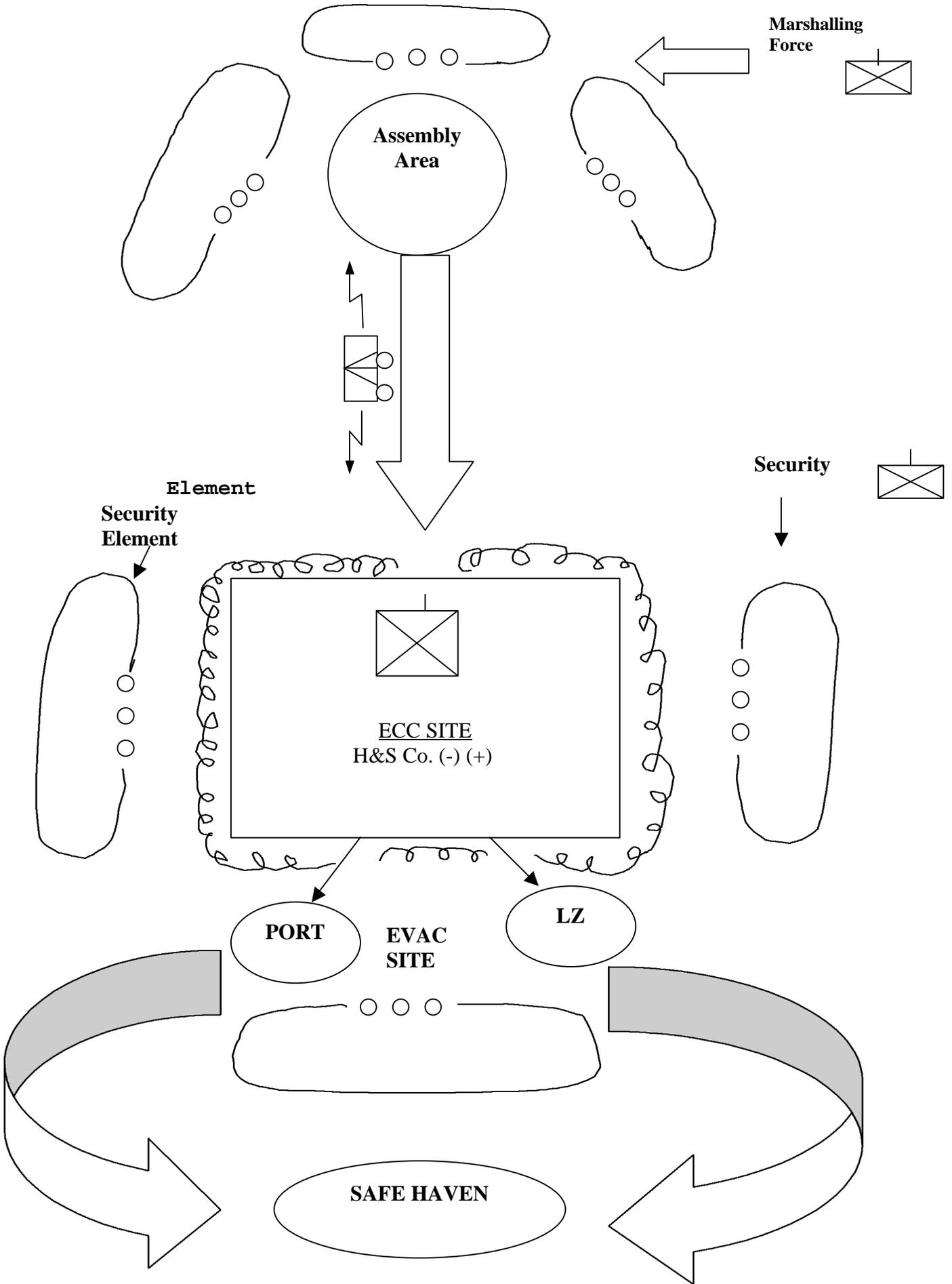
INTG SN:  
\_\_\_\_\_

**INSTRUCTIONS (Document Tag)**

1. Complete lower half of tag for each document or group of documents captured from one individual or location.
2. Wrap document to prevent loss or damage.
3. Securely affix tag to document.
4. If captured from an individual, evacuate the guard.
5. If captured from other than an individual, evacuate through intelligence channels.

*Additional Information:*  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**DELIBERATE NEO DIAGRAM**





<b>DODIC</b>	<b>NOMENCLATURE</b>	<b>DODIC</b>	<b>NOMENCLATURE</b>	<b>DODIC</b>	<b>NOMENCLATURE</b>
A011	SHOTGUN "00"	C869	81MM HE	M039	CRATER CHG 40LB
A059	5.56 BALL	C870	81MM SMK RP	M130	BLAST CAP ELEC
A062	5.56 BALL LINK	C871	81MM ILLUM	M131	BLAST CAP NON ELEC
A063	5.56 TRACER	C875	81MM TP	M327	COUPLING BASE
A064	5.56 LINK (4+1)	C995	AT4	M420	SHAPE CHG 15 LB
A075	5.56 LINK BLNK	G878	GREN FUZE PRAC	M421	SHAPE CHG 40 LB
A080	5.56 BLNK	G881	GREN FRAG	M456	DET CORD
A111	7.62 LINK BLNK	G895	GREN ILLUM	M627	FIRING DEVICE
A131	7.62 LINK 4+1	G900	GREN INCIND	M670	TIME FUSE
A143	7.62 LINK BALL	G924	GREN CS CNSTR	M757	SATCHEL CHG
A358	9MM TRACER AT4	G930	GREN HC SMK	M766	IGNITER TIME FUZE
A363	9MM BALL	G940	GREN G SMK	ML03	FIRING DEVICE M143
A555	50 CAL LINK BALL	G945	GREN Y SMK	PB97	TOW MISSLE HEAT
A576	50 CAL LINK 4+1	G963	GREN CS BALL	PB99	TOW MISSLE PRAC
A598	50 CAL LINK BLNK	HX05	SMAW HEAT		
A606	50 CAL RAFUS	HX07	SMAW PRAC		
AX11	9MM SMAW SPOTTING	K143	CLAYMORE		
AA11	7.62 SPECIAL BALL	K765	CS CAPSULE		
AA12	9MM BLUE PAINT (SIMUNITIONS)	K367	SMK POT		
AA21	9MM RED PAINT (SIMUNITIONS)	L275	SIG SMK ILLUM		
B504	40MM GSC	L307	SIG ILLUM WSC		
B505	40MM RSP	L312	SIG ILLUM WSP		
B506	RED SMOKE 40MM	L314	SIG ILLUM GSC		
B508	40MM GREEN SMK	L323	RED SMOKE PARA		
B509	40MM YELLOW SMK	L324	SIG ILLUM G SMK		
B519	40 MM TP/M203	L367	SIM LAUNCH AT		
B534	MULT PROJ 40MM	L495	TRIP FLARE M-47		
B535	40MM WSP	L592	SIM BLAST ASSM		
B542	40MM LINK HEDP (Mk19)	L596	ARTY SIM		
B546	40MM HEDP/M203	L598	BOOBY TRP FLSH		
B584	40MM LINK TP	L599	BOOBY TRP ILLUM		
B634	60MM TP	LX21	SMAW SIM		
B643	60MM HE	M028	BANGALORE		
B646	60MM SMK WP	M030	TNT 1/4 LB		
B647	60MM ILLUM	M032	TNT 1 LB		

## RSO/OIC BRIEF

1. Everyone is a safety officer.
2. Review concept for training, schemes of maneuver, etc.
3. Review signals and situations for calling a cease-fire.
4. Uniform for firing.
5. Orient Marines to range.
6. Review weapons conditions and when appropriate.

**Condition 1:** A round must be in position to be fired and safety is on.

**Condition 2:** Does not apply to the: M2, M9, M16A2, Mk19, M240G, or M249.

**Condition 3:** Ammo is in the position to be chambered, the chamber is empty, the action is closed, and the safety is on.

**Condition 4:** All ammo is removed, the chamber is empty, the action is closed, and the safety is on.

7. Explain the “Hand Rule” and appropriate targets to be engaged.
8. Stress muzzle awareness and the “five” safety rules.
  - a. Treat every weapon as if it were loaded.
  - b. Never point a weapon at anything you do not intend to shoot.
  - c. Keep finger off the trigger until you are ready to fire.
  - d. Keep weapon on safe until you intend to fire.
  - e. Be aware of your target, its background and foreground (i.e. what is between you and the target and what is beyond the target).
9. Night firing procedures (if applicable).
10. Procedures if separated during live fire and movement (if applicable).
11. Ammo shakedown/turn in procedures.
12. Any questions?
13. Safety NCOs review/rehearse misfire procedures and immediate action.

## LIVE FIRE CHECKLIST

<b>1. Range Characteristics</b>					
Static	Maneuver	LLL / RLL	MVR Box Dimensions		
<b>2. Weapons and Ordnance Available</b>					
Direct Fire	Indirect Fire	Rockets	Grenades	Air	Mech
Illumination	Pyro	HE or TP	Tracers	Demo	
<b>3. Communications</b>					
PRC-119	PRC-113	PRC-104	Handheld	Cell Phone	Land Line
OE-254	Retrans?	Frequencies to Monitor:			Batteries
Comm Between RSO & OIC:			Comm Between PSOs and RSO:		
<b>4. Safety</b>					
Corpsman w/ unit 1, spineboard, and C-collar				Safety Vehicle(s):	
Primary Medevac:		Alternate Medevac:		Nearest Medical Facility	
Freq / Callsign / Brevity Code for Air:			Mark in zone:		
OIC:	RSO	PSO(s)	ORM Completed		
<b>5. Scheme of Maneuver</b>					
Static:	Relays	# Firing Pts	Ready Area	Ammo Issue	Clear Area
Maneuver:	Element Size		Supporting Arms		
	Lanes or Maneuver Box		SDZs		
			Overhead Fire		
			Lateral Separation		
			Time Separation		
Fire Control Measures			Other Control Measures		
	Initiate:		Assembly Area		
	Shift:		Line of Departure		
	Lift:		Release Point		
	Cease:		Assault Position		
			Phase Lines		
			Limit of Advance		
<b>6. Planning Considerations</b>					
Weapons: LTI/PFI		Ammo Request: # / Type / Date / Transport Requirements			
		Guard requirement / pallets / wire			
Vehicles: Safety / Logistical / Drivers / Request					
Range Materials		Targetry: Silhouettes / PITS / Array / Balloons / Plates			
		Night ID / Colors for identification			
Obstacles: Wire / Tents / Doors / Windows					
FCM Marking: Chemlights / Engineer Tape / Air Panels / IR Strobes / Terrain					
<b>7. Logistics:</b>					
Water Cans	Chow	Tarps/Poncho	Wire / Pallet / Extinguisher for Ammo		
Batteries	Terrain Model	Range Can			

**RISK MANAGEMENT WORKSHEET**

<b>Mission/Task:</b>	<b>DTG of Event:</b>	<b>DTG Prepared:</b>
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<b>Identify Hazard</b>	<b>Assess Hazard</b>	<b>Develop Controls</b>	<b>Residual Risk</b>	<b>How to Implement</b>	<b>How to Supervise</b>

Determine overall risk level after controls are implemented. (Circle one)

Low                     
  Moderate                     
  High                     
  Extremely High

Approval (Rank, Last Name, Duty Station, Signature)	
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NOMENCLATURE			
M16A2			
BAYONET			
M9 PISTOL			
K-BAR			
M203 40MM GL			
M249 SAW			
M240G			
M122 TRIPOD			
AN/PVS-7B NVG			
AN/PVS-7D			
AN/PVS-14			
AN/PVS-4			
TEST SET ELEC			
AN/PEQ-2A			
LASER BORESIGHT			
AN/GVS-5 LRF			
M-22 BINOS			
LENS COMPASS			
LMD STROBE			
MACHETTE			
M252 81MM MORTAR			
M3 BASEPLATE			
M177 BIPOD			
M64A1 SIGHT			
STAKE BAG			
A-BAG			
M45 BORESIGHT			
M16 PLOTTING BOARD			
M2A2 AIM CIRCLE			
M2 COMPASS			
MBC			
M225 60MM MORTAR			
M170 BIPOD ASSEMBLY			
M7 BASEPLATE			
M8 BASEPLATE			
M2 .50 CAL			
.50 CAL SPARE BARREL			
.50 CAL BFA			
MK-19 40MM			
MK-19 RD EXT			
MK-64 MOUNT			
VEHICLE MOUNT			
AMMO TRAYS			
M3 TRIPOD			
M1A1 QUADRANT			
AN/TVS-5			
MK-19 GUN COVER			
.50 CAL GUN COVER			
M98A1 CLU			
JAVELIN BCU			
AN/TAS-5			
SU-36P TRK			
JAVELIN MSR			
DEMO KIT			
PP-7382			
M40A1			
M82A3			
M49 TELESCOPE			
TELESCOPE TRIPOD			

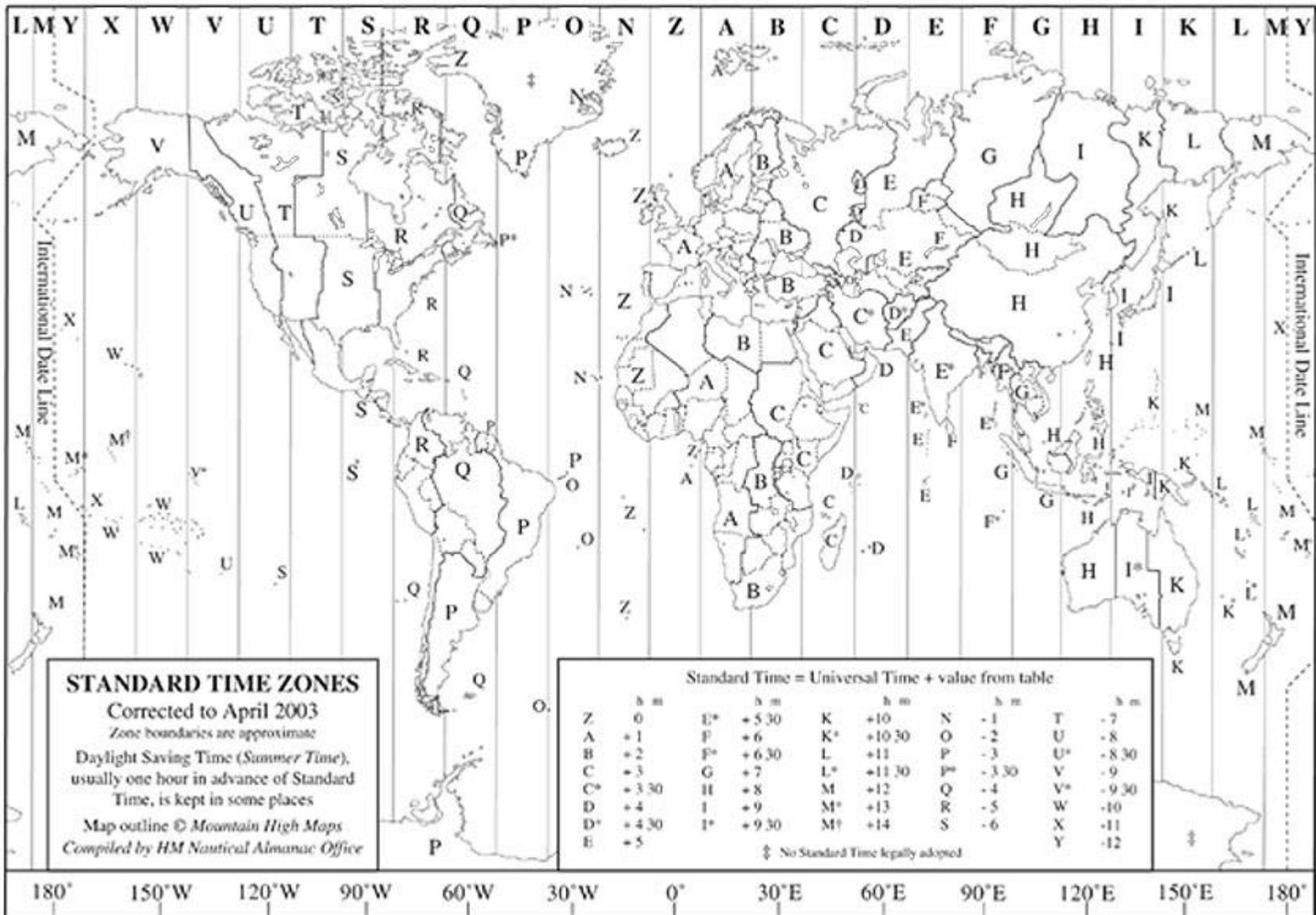
NOMENCLATURE			
M.G.S. AN/TSQ-136			
TRIPOD M159E1			
TRAVERSING UNIT M83			
LAUNCH TUBE XM22			
OP-SIGHT M9155/TSQ			
BATTERY BB-287			
TOW VEH PWR CON			
AN/TAS-4C W/OSF			
BOR COMM SU-93/TAS			
NIGHT SIGHT BPC			
NIGHT SIGHT VPC			
SPARE BATT. BOX			

NOMENCLATURE			
OE-254			
AS-2259			
AN/PSC-2			
PP-7333			
PSN-11			
AN/MRC-138			
AN/MRC-145			
AN/PRC-68			
AN/PRC-104			
AN/PRC-113			
AN/PRC-119			
AN/VRC-88			
AN/VRC-89			
AN/VRC-83			
AN/VRC-90			
AN/GRA-39			
SABER			
SRCU			
KYK-12			
KOI-18			
KYX-15			
KY-65			
KY-57			
KY-99			
HYX-57			
HYP-57			
KL-43C			
H-161			
CVC HELMENT			
FREQ			
HOP SET			
VEHICLE			
TYPE			
SER #			
ISR			

PERSONNEL			
ATTACHMENTS			
DETACHMENTS			
ON HAND			
REAR			
TOTAL(S)			

TIME \_\_\_\_\_ DATE \_\_\_\_\_

WORLD MAP OF TIME ZONES



**STANDARD TIME ZONES**  
 Corrected to April 2003  
 Zone boundaries are approximate  
 Daylight Saving Time (Summer Time), usually one hour in advance of Standard Time, is kept in some places  
 Map outline © Mountain High Maps  
 Compiled by HM Nautical Almanac Office

Standard Time = Universal Time + value from table

Letter	h m	Letter	h m	Letter	h m	Letter	h m
Z	0	E*	+5.30	K	+10	N	-1
A	+1	F*	+6	K*	+10.30	O	-2
B	+2	F*	+6.30	L	+11	P	-3
C	+3	G	+7	L*	+11.30	P*	-3.30
C*	+3.30	H	+8	M	+12	Q	-4
D	+4	I	+9	M*	+13	R	-5
D*	+4.30	I*	+9.30	M†	+14	S	-6
E	+5					T	-7
						U	-8
						U*	-8.30
						V	-9
						V*	-9.30
						W	-10
						X	-11
						Y	-12

‡ No Standard Time legally adopted