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MILITARY POLICE BATTLEFIELD CIRCULATION CONTROL, AREA SECURITY, AND ENEMY PRISONER OF WAR OPERATIONS

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* This publication supersedes FM 19-4, 23 May 1984.

Preface

This manual addresses Military Police (MP) battlefield circulation control (BCC), area security (AS), and enemy prisoner of war (EPW) operations in combat. It is intended for MP leaders at all levels. It emphasizes the diversity of actions and options available to MP leaders for use in MP combat and combat support operations. It addresses operational employment considerations and planning factors. And it provides tactics, techniques, and procedures (ITPs) for MP small tactical elements.

Although this manual presents Military Police BCC, AS, and EPW operations in the context and operational environment of an AirLand battlefield, the purpose and nature of MP functions makes these operations applicable in any operational environment. Users of this manual should select and apply the TTP and levels of force that best suit the operational environment in which they are employed. Users of this manual should also select and/or modify the book's general guidance on the use of weapons and equipment to fit the weapons and equipment present in their particular units.

This manual is the first of two companion volumes that will consolidate MP warfighting TTP information. The information appropriate to combat and combat support operations has been consolidated in this volume. The information appropriate to MP law and order (L&O) operations and MP operations in low-intensity conflicts and situations short of war will be addressed in the second of the two volumes. Should information in this publication conflict with information presented in FMs 19-25, 19-30, 19-35, or 19-40, the information in this publication will apply.

This publication implements the following international standardization agreements (ISAs):

STANAG Number	TITLE	Edition Number
1001	Standardized System of Designating Days and Hours in Relation to an Operation or Exercise	5
1059	National Distinguishing Letters for Use by NATO Forces	5
2010	Military Load Classification Markings	5
2014	Operation Orders, Warning Orders and Administrative/Logistics Orders	5
2019	Military Symbols for Land Based Systems	3
2035	Signing of Headquarters and Installations	5
2041	Operation Orders, Tables and Graphs for Road Movement	4
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2103	Reporting Nuclear Detonations, Biological and Chemical Attacks, and Predicting and Warning of Associated Hazards and Hazard Areas	6
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Unless otherwise stated, whenever the masculine gender is used both men and women are included.

PART ONE

MP ON THE BATTLEFIELD

On the intensive modern battlefield, extensive combat action in every area of the battlefield is likely. Soldiers and leaders at every level must face the challenge of combat with leadership,initiative, and skill. MP can meet this challenge with sucess.

You are trained and experienced in–

- Exercising leadership and good judgment.
- Sizing up a situation quickly.
- Knowing what is important.
- Knowing how to do what needs to be done.

You are technically skilled to carry out your MP missions. You are tactically skilled for survival.

You are responsive to the needs of those you support. You set your priority of operations to best support the echelon commander's intent. You respond readily and ably to changing mission needs and to changing tactical situations. You exercise initiative, reacting to changes with fast, independent decisions based on broad guidance and mission orders. Leading a light, mobile force based on self-aligning, sustainable, 100-percent-mobile, three-man teams, you accomplish your missions and carry out your operations with the smallest force needed to do the job.

You are responsive to the needs of those you lead. You act to ensure MP can support, survive, and win in combat.

You provide sound leadership. Wherever possible, you offset the effects of battle on your soldiers and your unit.

You develop competent and courageous soldiers. You ensure cohesive, well-trained units. You promote training and teamwork to maintain combat effectiveness.

You motivate your soldiers. Understanding that war is basically a contest of will fought by men, not machines, you enhance the morale and confidence of your soldiers.

Knowing that good leadership makes the vital difference in the staying power and effectiveness of a unit, you foster your subordinates' initiative. You encourage subordinates to focus their operations on the broad overall mission. You give them the freedom and responsibility to develop ways to carry out their mission more effectively. You ensure everyone understands the commander's intent and also the assumptions on which it is based. Then, allowing decision authority at the lowest practical level, you foster maximum freedom of action within the scope of the commander's intent. Willing and able to take decision-making risks yourself, you nurture that willingness and ability in your subordinates.

CHAPTER 1

SOLDIERING

Your basic soldiering skills – your skilled use of individual and crew-served weapons and of vehicles and equipment, and your knowledgeable use of communications methods and equipment – are the cornerstones of your tactical and technical proficiency. They enable you to fight, survive, and win in combat.

USING WEAPONS, VEHICLES, AND SURVIVABILITY-ENHANCING EQUIPMENT

The weapons, vehicles, and equipment "organic" to your unit are crucial to your accomplishment of your missions and to your survival. Each MP team has–

- A vehicle.
- A crew-served weapon as well as individual weapons.
- A secure-voice vehicle-mounted radio.
- Devices for night vision and for detecting nuclear, biological, and chemical (NBC) contamination.

In addition, each squad has a field telephone, a man-portable radio for dismounted operations, and a cargo trailer. You have access to mine detectors. And each platoon has platoon early warning systems (PEWS), a cargo trailer, and equipment for secure communication with its squads.

WEAPONS

Your weapons provide firepower while allowing you to remain highly mobile and to maneuver freely on the battlefield. MP individual and crew-served weapons can deliver accurate, decisive direct and indirect fire against enemy soldiers in the open and in lightly armored vehicles. Organic machine guns (MGs), grenade machine guns (GMGs), and heavy-barrel (HB) MGs provide firepower for teams during mounted operations. Squad automatic weapons (SAWS), MGs, and HB MGs provide teams with suppressive fire and a high volume of close and continuous assault fire during dismounted operations. High explosive and light antitank weapons (LAWS) can defeat lightly armored vehicles. And, if your unit's TOE has the Stinger guided missile system, you can successfully engage attacking aircraft.

VEHICLES

MP teams are fully mobile: Your specific vehicle depends on your mission and your unit's TOE. Among the variety of trucks and cargo trailers is the high-mobility multipurpose wheeled vehicle called HMMWV (pronounced "Hum-V").

The HMMWV its radio, and its crew-served weapon make up a system that can move, shoot, and communicate in a variety of modes. The HMMWV enhances MP mobility and sustainment on the battlefield. And it can be used as a command and control vehicle as well as a weapons carrier. The HMMWV provides a stable weapons platform. The vehicle has a ballistic kit that offers limited protection. Its large cargo area holds equipment and ammunition for the weapon.

The all-road, all-weather HMMWV is especially suit-able for rough terrain because of its–

- 16-inch ground clearance.
- Large tires.
- Strong suspension system.
- Wide dimensions.

Features promoting operating efficiency and decreasing driver fatigue include–

- Automatic transmission.
- Full-time four-wheel drive.
- Inboard power disc brakes.
- Power steering.

SURVIVABILITY-ENHANCING EQUIPMENT

You must be prepared to operate in a turbulent environment of limited visibility and the effects of NBC hazards. You must be able to overcome–

- Reduced ability to find targets.
- Difficulty in navigating.
- Difficulty in controlling men and weapons.
- Difficulty in telling enemy from friendly troops.
- Attempted neutralization of surveillance, target acquisition, and night observation devices.

Skillful use of your equipment can extend your ability to see and hear, and even to function in an NBC en–vironment.

NIGHT-VISION DEVICES

Traditionally, all armies try to limit the ability of their enemies to see in battle. Limited visibility helps to–

- Conceal troops and their movements.
- Achieve surprise.
- Reduce the ability of an enemy to aim well.

On any battlefield, darkness and other limiting conditions hamper success. The dust and smoke of combat often obscure parts of the battlefield. So, too, do rain, fog, snow, and natural dust.

At night, with artificial light, you can fight using daylight tactics and techniques. Binoculars aid your vision, both in daytime and at night when moderate light from moonlight, flares, and headlights exists. Night-vision devices can magnify even the smallest amount of light. They help you–

- Locate and observe the enemy.
- Fire weapons at the enemy.
- Detect enemy use of infrared light.

MP have two night-vision sights that you use like you use a telescope. And you have face-mounted night-vision goggles that leave your hands free for —

- Operating vehicles and equipment.
- Dismounted movement.
- Administering first aid.
- Performing maintenance.
- Other similar tasks.

For general use, night-vision devices enhance available light. In this passive mode they do not put out a light signal. Their ranges depend on the available light levels. Extremely low light levels, rain, fog, smoke, and dust reduce their usefulness. In clear air you can increase their usefulness with flares or other artificial light. But the devices also have a battery-operated built-in infrared light source you can turn on to enhance their use in close-up viewing.

You must avoid looking directly at a visible light **source** when using night-vision devices. This causes the device to shut off. And night-vision devices can cause you to develop eye fatigue and lose night vision temporarily. When using the devices you need 5 to 10-minute breaks every 30 minutes to prevent fatigue. It is best to alternate operators every 30 minutes. Operators should not operate night-vision devices for more than six hours.

PLATOON EARLY WARNING SYSTEM

Remote sensors like the PEWS are critical to your defense on the modern battlefield. PEWS sensors detect objects in motion. You can set a PEWS beyond the limits of your sight and hearing to extend your range of control. Use PEWS to help establish local security. Set the sensors in dead spaces or gaps forward of or between MP elements. The PEWS is ideal for monitoring avenues of approach masked by terrain or by poor visibility. When you place sensors parallel to an avenue of approach, the devices can help you approximate the number and rate of a passing movement of troops or vehicles. With practice, you will even be able to tell troops from vehicles.

The PEWS has a limited sensor-to-target range. Position sensors with care. Each sensor can detect movement up to 15 meters from the sensor location. Its signal can be transmitted 1,500 meters. *See Appendix A* ***for information on metric-English conversion.***

No one type of sensory-enhancing device can fill all needs. Use of several types can help you–

- Locate friendly and enemy units and note their movements.
- Detect the use of devices by an enemy.

A mix might include PEWS sensors for out-of-sight areas and dead spaces and night-vision devices for close ranges. A mix of devices is best because it–

- Extends the spectrum of conditions in which you can operate.
- Permits overlapping sectors and more coverage.
- Allows the capabilities of one type of device to compensate for the limitations of another.

NBC EQUIPMENT

MP like all soldiers on the battlefield, are prepared to detect and monitor contamination levels and to carry out operations in or around NBC-contaminated areas. Each MP team has equipment for dealing with NBC hazards:

- Radiacmeter to detect radiation.
- Dosimeter to monitor the total radiation dose the team has received.
- Chemical agent alarm system to detect chemical hazards.
- Chemical agent detection paper and chemical detection kit to locate chemical hazards.
- NBC contamination marking signs to mark contaminated areas.
- Decon apparatus.

For more detailed information about MP weapons, vehicles, and equipment see Appendixes B and C.

COMMUNICATING

On the battlefield you must be able to communicate. You must be able to control your elements, to call for fire, to request support, and to respond to orders. Your communication procedures are usually set by your unit's standing operating procedure (SOP) and signal operation instructions (S01). Your communication means are usually determined by mission, enemy, terrain, troops, and time available (METT-T) and battlefield circumstances. Plan to use more than one means of communication. If only one is planned and it does not work, the mission may not be accomplished. You can use any combination:

- Sight and sound.
- Messenger.
- Wire.
- Radio.

SIGHT AND SOUND SIGNALS

Visual signals are useful for sending prearranged messages over short distances. They are also useful during radio silence or when jamming interferes with radio transmissions. Quick visual signals may be sent by arm and hand, flashlight, and pyrotechnics. But visual signals have some disadvantages. They—

- Are less effective when visibility is limited.
- May be seen and intercepted or imitated by the enemy.
- May be masked by terrain features, reducing the chance of a message being received.
- Are easy to misunderstand. (To overcome this last disadvantage, each man in the unit must be able to send, receive, and understand messages using visual signals.)

Although arm and hand and light signals are fairly standard throughout the Army, the meaning of pyrotechnic signals must be set in the command and control portion of operations orders (OPORDs) and in the SOI. To be sure a pyrotechnic message was correctly received you should confirm the message by some other means as soon as possible. *For more information or for a more detailed discussion on visual signals, see FM 21-60.*

Sound signals, like visual signals, work well only for short distances. You can use simple devices like whistles, horns, gongs, and explosives. Sound signals can be used to—

- Attract attention.
- Transmit prearranged messages.
- Spread alarms.

A well-known sound signal is the use of metal-on-metal sound to indicate an NBC hazard or attack.

When you use sound signals, be aware that battlefield noise may blend with or override your signal, causing confusion and misunderstanding. Sound signals—

- Must be simple to be understood.
- May be restricted for security reasons.
- Can be intercepted by the enemy.

MESSENGERS

Using messengers is the most secure way to communicate long messages and documents. However, it is also the slowest. And messengers are vulnerable to enemy action. When you use a messenger—

- Put the message in writing.
- Make the text clear, concise, and complete.
- Choose the most expedient transportation on hand.
- Encode the message (using the operational code in the SOI) if there is a risk that the messenger might be captured.
- Send a second messenger by a different route if a backup message is needed.

WIRE AND RADIO COMMUNICATION

Often, "wire" is more useful than radio. It is hard to jam, and, unlike radio, more than one person can talk at one time. It is used most often for communicating with static posts. But communications by wire can be cut by the enemy. When a wire line has to be checked, send soldiers out in pairs. (One hunts for the cut. The other provides overwatch security.) The enemy can take prisoners by cutting a line and capturing the soldier who goes to repair it.

Use **radio** to communicate with mobile or distant elements. Secure-voice radio is best. The enemy can intercept messages on unsecure radio. Regardless of radio type, if your transmission is heard, the enemy may be able to detect the radio location or learn what your unit is doing. Keep your transmissions short. Know and use signal security and electronic counter-countermeasures. To deny the enemy information from friendly telecommunications, follow your SOI to keep transmissions secure:

- Authenticate your transmissions.
- Use only authorized codes.
- Use secure voice transmissions.
- Use encoded messages.

To keep the enemy from disrupting radio communications and to protect friendly emitters from enemy detection, location, and identification—

- Set radios at low power.
- Place antennas where terrain blocks enemy interception.
- Remote radios and antennas.
- Use directional antennas.
- Use wire whenever possible.
- Observe listening silence.
- Use short transmissions.
- Use a random transmission schedule.
- **Transmit only** when you need to do so.

A variety of wire and radio equipment is found in MP units. Your unit's particular TOE shows exactly what is authorized. But newly available for MP use is the Army's mobile subscriber equipment. This new communication system will provide you with a secure means of communicating throughout the battlefield, regardless of location, in either a static or mobile situation. The system provides telephone-like services. It interfaces with other systems, including net radio. And it features "call forwarding" and "conferencing." The system can signifIcantly reduce the need to install great quantities of wire and cable when setting up command posts (CPs).

USING ORDERS AND REPORTS

As a leader you must translate your thoughts, evaluations, and decisions into understandable reports and orders. Battlefield communication requires standardized, streamlined procedures. Despite personal exhaustion or confusion of battle, you must be able to rapidly report information or issue instructions that are simple, clear, and brief.

ORDERS

Combat orders are written or oral communications giving details of tactical operations and administration. The four most common types of combat orders at company level and below are—

- Warning orders.
- OPORDs.
- Fragmentary orders (FRAGOs).
- SOPs.

Warning orders and OPORDs generally have set formats. This helps ensure the receiver understands the intent of the message. It helps ensure that all needed information is provided. And standardization helps save time in the writing as well as the interpreting of the orders. *For detailed information on orders and reports, see Appendix D.*

REPORTS

Your reports to higher HQ provide information on which plans, decisions, and orders can be based. The information you include in your reports must be accurate, timely, and complete. "Negative" information ("There is no enemy at.") is often as important as positive information. Reports are the main record of operational events. The three broad categories of reports are—

- Administrative.
- Operational.
- Intelligence.

The format of many of these reports is set by STANAGs. Commanders may, however, specify added report formats in their local tactical SOP. Most friendly information, including administrative reports, is classified, or at least treated as sensitive in nature, to keep information from falling into enemy hands.

Essential Elements of a Warning Order

WARNING ORDER: Always begin this way for easy identification.

MISSION: Tell the soldiers what is planned in enough detail to allow them to begin preparation for the operation.

TIME OF THE OPERATION: Tell the soldiers when the operation will take place; state this as precisely as possible to allow them to plan their preparation time.

TIME AND PLACE OF ISSUANCE OF OPORD: Tell the soldiers exactly when and where to go to receive the entire order.

CHAPTER 2

BEING TACTICALLY PROFICIENT

This chapter implements STANAGs 2044, 2088, and 2875

Being technically skilled ensures you know how to do your mission. Being tactically skilled enables you to survive to get it done. On the battlefield you must be able to–

- Suit your actions to the tactical situation.
- Move in combat in a way that reduces exposure to enemy observation and fire.
- React to encounters with the enemy and survive.
- Bring fire on the enemy.
- Defend against air and armor attacks.
- Call for and adjust fire.

PREPARING FOR COMBAT

To achieve what the commander intends for you to achieve, you must—

- Understand the commander's intent.
- Have a plan for attaining your objective.
- Be well prepared to carry out the plan.

USING TROOP-LEADING STEPS

Troop-leading steps help you–

- Develop and test your tactical plan.
- Make good use of your preparation time.

STEP 1. **Receive the mission** by oral or written OPORD or FRAGO. First instructions are likely to be in the form of a warning order. The warning order gives enough information to allow the unit to prepare. When you receive an order—

- Analyze the mission.
- Consider operations underway.
- Consider time needed to plan and carry out the new mission. Will sleep plans be needed to ensure all teams are on a similar rest posture?
- Plan the use of available time. Your most critical resource may be time, especially daylight hours.
- Make a timetable, using reverse planning
  - —Identify what must be done.
  - —Work backward from the time you want your men ready, allowing them time to do each task.
- Use no more than one-third of your time for planning. Your unit needs the remaining time to make preparations. *See also the discussion of tactical and operational planning in Chapter 16.*

If time is too short to do the rest of your troop-leading steps in detail, at least do a fast mental review and–

- Make a quick map recon while sending for the subordinate leaders, depending on the level of the mission.
- Have the minimum control measures needed posted on their maps.
- Give an abbreviated order.
- Cite enemy and friendly situations.
- Give the mission of the team, squad, or platoon and the concept of the operation.

When you do not have enough time to do even these actions, have the unit move out. Then issue a FRAGO by radio or at the next scheduled halt. Continue your planning as you move.

Example of a Reverse Planning Timetable

2230	hours:	Execute the operation
2130- 2215	hours:	Conduct inspection
1845 – 2130	hours:	Conduct rehearsals
1815 – 1845	hours:	Issue the OPORD
1745 – 1815	hours:	Complete the plan
1715- 1745	hours:	Conduct leader's recon
1630- 1715	hours:	Issue tentative plan
1630	hours:	Issue warning order
1600	hours:	Receive the OPORD

STEP 2. **Issue an oral warning order** to your subordinate leaders as soon as possible. Give enough information for the unit to begin preparing for the mission. If need be, issue several warning orders to keep your subordinates informed.

Your unit SOP should detail what actions to take when a warning order is received. Such actions may include drawing ammunition, rations, water, and communications gear and checking vehicles and equipment. Keep all personnel informed of what they are to do and why they are to do it.

STEP 3. **Make a tentative plan.** You–

- Develop your plan based on the factors of METT-T (using the OPORD format and the higher HQ order). The order may be specific about the tasks the unit is to do. The time available may be limited. Even the scheme of maneuver may be dictated. But you still must evaluate the mission in terms of METT-T to see how your element can best carry out the commander's order.
- Consider each factor and compare courses of action to form a base for your plan.
- Include your concepts for reconnaissance, coordination with adjacent and/or supporting units, and the movement of your unit.
- Issue the plan, when firm, as an order.

STEP 4. **Instruct your soldiers to start moving** to the operations site. Allow subordinate leaders enough time for their actions if the element has to move and reorganize for the mission.

STEP 5. **Ensure that the terrain where your unit will operate is reconnoitered.** At the least conduct a map recon. (A map recon is the easiest but least reliable recon. It usually is only a supplement to other types of recon.) Study the map for terrain features, natural barriers, and other characteristics. Have your soldiers help identify key terrain features. *See FM 21-26 for map reading skills.* Follow up with a visual recon of the area to be used and the terrain over which you will operate. A visual recon can be done on the ground or in the air:

- Ground recons take time but are the most reliable type of recon. You see terrain features up close and can note problems not easily seen using other recon methods. *See detailed discussion of recon patrols in Chapter 4.*
- Air recons cover terrain quickly. (To do an air recon, show the pilot, on a map, the terrain to be reconnoitered. Specify the type of information you will be gathering. Have one person in the plane track the patrol's route on a map. At critical points, if the aircraft can land, have part of the patrol dismount to make a ground recon while the rest of the patrol goes back into the air to provide overwatch security. If the aircraft cannot land, make a visual search for enemy activity or for the required information.)

Use what you learn on your recon to verify your plan or to change your plan. Adapt your tactics to the terrain and the abilities of your force. If you cannot finish your recon due to distance or enemy pressure, make your plans from what you have seen. Give instructions for later actions in general terms and confirm or change as you move over the terrain.

STEP 6. **Complete the plan.** You–

- Add details or makes changes to your tentative plan (as a result of the recon and of coordination with nearby and/or supporting agencies).
- Identify specific tasks for all your subordinate elements.

STEP 7. **Issue your OPORD or FRAGO.** You–

- Make sure your soldiers know the plan.
- State instructions clearly and concisely (using OPORD format). (Platoon and squad orders are usually issued orally. However, if time permits, they can be written. When the order is written, delete the service support and command and signal paragraphs if covered by SOP.)
- Have subordinate leaders back-brief the orders.
- When possible, give the order from a vantage point where your soldiers can see the area in which they will operate. This lets you point out terrain features on the ground as well as on a map. If this cannot be done, use a terrain model or a sketch to help explain the order.

STEP 8. **Supervise and refine the preparation** to be sure your soldiers are ready to do the job. To do this, you—

- Use the feedback received from your subordinates.
- Make sure every soldier knows the mission and understands the commander's intent for the operation. The unit must be able to carry out the mission in your absence.
- Do not stop preparing when you have completed the troop-leading steps.
- If there is enough time before an operation, have your soldiers rehearse their actions. Rehearsals build confidence and improve performance. They also allow faults in a plan to surface. If possible, rehearse on terrain and under conditions like those at the operation site. Actions to be taken in the objective area should be given priority. A rehearsal is especially helpful if you will 'be operating in reduced visibility.'

The Troop-Leading Steps

STEP 1.	RECEIVE THE MISSION.
STEP 2.	ISSUE A WARNING ORDER.
STEP 3.	MAKE A TENTATIVE PLAN.
STEP 4.	START NECESSARY MOVEMENT.
STEP 5.	RECONNOITER.
STEP 6.	COMPLETE THE PLAN.
STEP 7.	ISSUE THE COMPLETE ORDER.
STEP 8.	SUPERVISE.

METT-T Considerations

MISSION
- What is the mission?
- What specified and implied tasks must be done to accomplish that mission?
- What is the commander's/leader's intent?

ENEMY
- What is known about the enemy?
- Where is the enemy and how strong is he?
- What weapons does he have?
- What is he doing?
- What can he do in response to MP actions?
- What are his weaknesses and how can they be exploited? *For more information on Threat systems and tactics see FM 100-2-1 and FM 100-2-3.*

TERRAIN (and weather)
- How will the terrain and weather affect the operation? *To analyze the aspects of terrain see Setting Up Local Security [OCOKA] in Chapter 3.*
- How fast can movement be accomplished and how much space does the terrain and other unit formations take up?
- Will the weather affect the terrain or personnel?
- Has the weather already affected the terrain?

TROOPS
- What are the present conditions of vehicles and personnel?
- What is the status of ammunition, fuel, and supplies?
- Who is best able to do a specific task?
- How much sleep have MP had or can they get?
- What other assets are available to support the mission?
- How many teams/squads are available?
- What supplies and equipment are needed?
- What fire support is available and how can it be obtained?

TIME
- How much time is available to conduct planning?
- How long will it take to reach the objective?
- How long will it take to prepare the position?
- How much time do subordinates need?
- How long will it take the enemy to reposition forces?

INSPECTING

Your last action before an operation is inspecting. Allow ample time for your unit to correct problems. Inspect the men, checking their mental and physical readiness. Inspect their equipment, checking—

- Weapons.
- Ammunition.
- Individual uniforms and equipment.
- Mission-essential equipment.
- Water and rations.
- Communications equipment.
- Vehicles.
- Camouflage.

The equipment used during a mission is based on unit SOP and special considerations. The SOP should specify a combat load *(see also Chapter 3)* and a list of ammunition and equipment usually carried on missions. Changes from the SOP combat load are based on METT-T.

Ensure that your soldiers have everything they need for a mission. Be sure they—

- Know their duties.
- Have only the equipment they will need.
- Are wearing that equipment correctly and securely.

After an operation begins, ensure your plan is followed. But be ready to change your plan if the situation demands.

Useful Patrol Equipment

- Whistles
- Pyrotechnics
- Radios
- Batteries
- Luminous tape
- Explosives
- Binoculars
- Means for binding prisoners
- Maps
- Compasses
- Wire cutters

PREPARING FOR A PATROL

All patrols have similar basic considerations. When ordered to lead a patrol, start your troop-leading steps. Then—

- Decide what elements and teams are needed for the kind of patrol you will be leading.
- Select personnel for those elements and teams.
- Use your unit's normal organization and chain of command (squad leaders and platoon sergeant) to man the patrol. (The HQ dispatching the patrol may provide special troops, such as demolition specialists, interpreters, guides, military working dog [MWD] teams, and forward observers. The leader's company may provide aidmen and messengers.)
- Designate litter, search, or prisoner teams, as needed.
- Decide what weapons and ammunition are needed. Contrast the difficulty in carrying the weapons when dismounted against the benefits of the weapons to this mission.
- Select soldiers' load-bearing equipment (if not in SOP) and equipment to aid in control, to use in the objective area, and to use en route.
- Decide how much water and food is required based on duration of the patrol.
- Designate the combat load based on unit SOP and METT-T, paying close attention to the terrain (most patrols are conducted over a wide area). Patrols on sand and on unimproved roads may require a lightened load. Trailers are usually not taken on patrols. (The trailers are left with a stationary MP element at a rally point along the patrol route. This way extra water, food, and equipment can be picked up when needed.)

All patrols have similar basic actions and events that need to be planned. You must plan a scheme of maneuver. You must plan and select rally points and plan the actions to be taken there. You must plan communications and coordinate fire support. You must have a "recovery plan" if you will be returning with prisoners, equipment, or the like. And you must be certain that the location of the leaders is planned and known for all phases of the patrol, during movement, at danger areas, and at the objective.

SCHEME OF MANEUVER

Plan your scheme to suit a patrol moving dismounted as well as mounted. Tailor your scheme to accord with the factors of METT-T. Your scheme of maneuver coordinates your movement and fires (direct and indirect) to obtain the most combat power if and when you need it. Unless it is required by its mission, a patrol strives to avoid contact that would inform the enemy of the patrol's presence. If contact is made with the enemy, the patrol quickly breaks such contact and continues its mission. MP actions on contact with an enemy force are reporting and maintaining observation. Harassing fire from crew-served weapons takes place only if the patrol can do so without becoming decisively engaged. MP do not become decisively engaged unless ordered to do so by higher authority. To develop your scheme of maneuver—

- Select primary routes to and from the objective.
- Make the return route different from the route to the objective.
- Select an alternate route that maybe used either to or from the objective. You will use the alternate route if the patrol makes contact with the enemy on the primary route. Also use the alternate route if you know or suspect that the patrol has been detected.
- Establish control measures like rally points, checkpoints, phase lines, and routes of march.
- Determine the amount of time needed to reach the objective by considering the distance, terrain, anticipated speed of movement, friendly and enemy situation, and the time by which the mission must be completed.
- Determine the amount of time needed at the objective to complete the leader's recon and move elements into position, as well as the time needed to complete the mission.
- Base the times of departure and return on the amount of time needed to reach the objective, accomplish actions at the objective, and return to base camp. (The amount of time needed to return to base camp maybe difficult to determine because casualties, prisoners, or captured equipment may slow the patrol. And having a different return route can mean a difference in travel time.)
- Decide by what means you will move to the start point. If the patrol is not going to be mounted, then you must arrange for the security of equipment that will remain when the patrol departs. A platoon may want to use its walking wounded to secure the vehicles left behind. (Transport of the patrol can be by a variety of means, even aircraft.)
- Identify and coordinate radio frequencies and target reference points for indirect fires. Plan fires along the route of march to the objective, on the objective, to the flanks and rear of the objective, and on key terrain in the area of the objective. Fires can also be employed during withdrawal from the objective to keep an enemy from reinforcing its position, conducting a counterattack, or pursuing the patrol.

RALLY POINTS

Patrol members must know where to assemble if they become dispersed. Select rally points either during the patrol or by a map study prior to the patrol. Those selected from a map are tentative and remain so until confirmed on the ground. Look for rally points that—

- Are large enough for assembling the patrol.
- Are easily recognized.
- Have cover and concealment.
- Are defensible for a short time.

Plan, in detail, actions to be taken at rally points to—

- Set up security.
- Account for personnel.
- Establish chain of command.
- Decide to continue or abort mission.

You must ensure that the patrol can continue as long as there is a good chance of accomplishing the mission. The plan may call for persons assembled at the rally point to–

- Wait until a prescribed number of personnel arrive and then continue the mission under control of the senior person present.
- Wait for a prescribed period, after which the senior person present will decide whether or not to continue the patrol, based on troops and equipment present.

Brief the planned actions during the OPORD.

Select an initial rally point where the patrol can rally if it is dispersed before reaching an en route rally point. Select an objective rally point (ORP) where the patrol can halt to prepare for actions at its objective. The patrol also returns here after completing actions. The ORP—

- Must be near a patrol's objective, but there is no prescribed distance to it from the objective.
- Must be far enough from the objective so that—
  - The patrol's activities will not be detected by the enemy.
  - The ORP will not be overrun if patrol is forced off its objective.

- Should offer cover and concealment, be defensible, and be out of sight, sound, and small-arms range of the objective.

Typically, during a patrol, the leader selects and announces en route rally points as the patrol moves along its route, or he confirms points that earlier were selected from a map. If the patrol becomes dispersed between rally points en route, the patrol rallies at the last rally point passed.

The patrol halts as it nears the ORP. A recon element moves forward to see if the point is suitable as an ORP and if any enemy troops are near. When the leader is satisfied, two members are sent back to bring the rest of the patrol to the ORP. The patrol then sets up a perimeter for all-around security. When the ORP is secure, the leader, compass man, and element leaders go on a leader's reconnaissance to–

- Pinpoint the objective.
- Select or confirm positions for the patrol's elements.
- Obtain information to confirm or alter the plan.

Before the leader departs he tells the assistant leader the particulars about his absence. Use the memory device, "GO TWA, you and me," for this purpose.

- **G** - *Going*— where the leader is going.
- **O** - *Others*— who he is taking with him.
- **T** - *Time*— how long he will be gone.
- **W** - *What*— what to do if he does not return.
- **A** - *Actions*— actions to be taken on enemy contact by you and the patrol; actions to be taken by me.

When the leaders return from the recon to the ORP to complete plans and disseminate information, they often leave one or more persons behind to keep watch on the objective and report any changes. If the patrol moves out of the ORP as one element, the leader designates a release point where the patrol will separate. Each element then proceeds to its position by its own route.

COMMUNICATIONS AND SIGNALS

Plan communications. Be sure radio call signs, primary and alternate frequencies, time to report, and codes are known. Rehearse the signals to be used on the patrol. Signals may be needed to lift shift, or cease supporting fire, start an assault, order withdrawal from the objective, signal "all clear," and start and stop movement of the patrol. All signals must be known by all patrol members. Ensure the appropriate challenge and password is taken from the current SOI.

CAPTIVES

If your patrol is likely to take captives, you must be prepared to—

- Use the "five-s-and-t method" (search, silence, segregate, speed, safeguard, and tag) used by all capturing troops for handling captives until they are passed into the custody of MP operating an EPW collecting point. STANAG 2044 requires troops to tag EPWs they capture.
- Notify military intelligence (MI) or psychological operations (PSYOP) interrogators if you believe your prisoners may be of high intelligence value. EPWs of high intelligence value may be held briefly at division and corps HQ for interrogation by MI personnel. *See STANAG 2033 for discussion of categories of EPWs with intelligence value.*
- Be able to transport the prisoners and any captured materiel out of the objective area.

If air transport is used, prior coordination is essential. The aircraft may be stationed in the objective area or the recovery area. Stationing of aircraft in the objective area is based on the tactical situation, the nature of the operation, its duration, and the radius of action for the aircraft. The recovery pickup zone may be close to the objective for immediate evacuation. Or the patrol may divide into small groups to rendezvous with the aircraft at a predesignated pickup zone some distance from the objective. Plan primary and alternate recovery and rendezvous points.

Moving

Before moving to your next position, consider—

Where is your next position?

- Where is the position to be taken on your next movement?
- Where is your alternate position?
- If the position is unsuitable on arrival, where will you go next?

What is the best route?

- What is the exact route from here to the next position?
- Can you use low ground and/or take advantage of hedges, trees, and scrubs?
- What is your alternate route?

Where is the enemy?

- Where would the enemy hide to observe, fire, and escape?
- Which likely enemy positions will you give special attention during the move?
- What is the enemy's most likely withdrawal route?

What will you do if fired upon?

- What cover is available on the route chosen?
- Are you fully prepared to return fire immediately?
- Are you fully briefed on the actions expected of you?
- Who is covering the move? How can they help?
- Will smoke help? Who will deliver it?

MOVING IN COMBAT

Mission, terrain, and the likelihood of enemy contact dictate how you move. (Techniques are the same for teams, squads, or platoons.) Move in a way that reduces exposure to enemy observation and fire. Avoid skylining vehicles. Use concealment, deception, and camouflage whenever possible. Terrain is the best protection from enemy observation and enemy weapons. When **not** in contact with the enemy, most movement by MP on main supply routes (MSRs) is mounted. When in contact with the enemy, movement may be mounted or dismounted. Use hills, draws, depressions, woods, and other natural features to protect both mounted and dismounted elements.

When you are moving in the rear area, plan and carry out your actions so that if you meet the enemy, it can be on your terms and not on his. Use movement techniques that ensure your first contact with the enemy is made by your smallest possible force. This provides early warning and gives the remainder of the force time to react.

USING MOVEMENT TECHNIQUES

Movement techniques are geared to the likelihood of contact: *not likely possible,* and *expected.* You use the movement technique that best fits the likelihood of contact.

Likelihood of Contact	Movement Technique
Not Likely	Traveling
Possible	Traveling Overwatch
Expected	Bounding Overwatch

MP elements not in contact or not expecting contact with the enemy normally move mounted. In a squad movement, move teams on a column axis (one team behind the other) so only the lead team makes first contact with the enemy. This lets you adjust the distance between teams to support the lead team. The distance between the lead vehicle and the other vehicles depends on the likelihood of contact with the enemy. As likelihood increases, the lead team moves farther out, and the trailing teams prepare to maneuver in support of the lead team.

Combat Movement Principles

- Consider all movements as possible movements to contact.
- Enforce camouflage, noise, and light discipline.
- Have all-around security.
- Move on covered/concealed routes.
- Do not move directly from covered positions.
- Bypass likely ambush sites and danger areas.
- Ensure first contact, if it occurs, will be made with the smallest possible element.
- Organize your elements based on the terrain and the effectiveness of enemy fire.
- Choose a course of action that is most likely to help overcome an encounter with the enemy.
- Choose the course of action that ensures you can withdraw without becoming decisively engaged with a larger force. MP become decisively engaged only when ordered to do so by higher authority.

The distance between trailing elements is based on visibility and knowledge of the terrain. (Recommended distances between mounted elements are for use in flat, fairly open terrain. If you can maintain control and still support the lead element, increase distances. If the terrain becomes hilly or if the view of lead elements becomes blocked by buildings or trees, decrease distances.) In adverse weather—

- The lead team dismounts and checks the condition of the route for vehicle travel.
- The rest of the lead element provides overwatch security for the dismounted team.
- Subordinate leaders each stay in visual contact with the element to their front.
- One man in the last team of each element keeps visual contact with the lead team of the element to the rear. Movement is usually controlled by using arm and hand signals. *For a detailed discussion, see FM 7-8 for dismounted movements and FM 17-95 for mounted movements. See also MP Drills 1 and 2, Traveling and Bounding Overwatch, in ARTEP 19-100 10-DrilI.*

Key Points When Moving In Combat

Maximize the HMMWV's capabilities. Make use of the vehicle's mobility, speed, and firepower. The HMMWV's firepower can destroy enemy personnel and engage lightly armored vehicles from a defilade position. Fire the HMMWV's weapons and move the HMMWV as you would a weapon system.

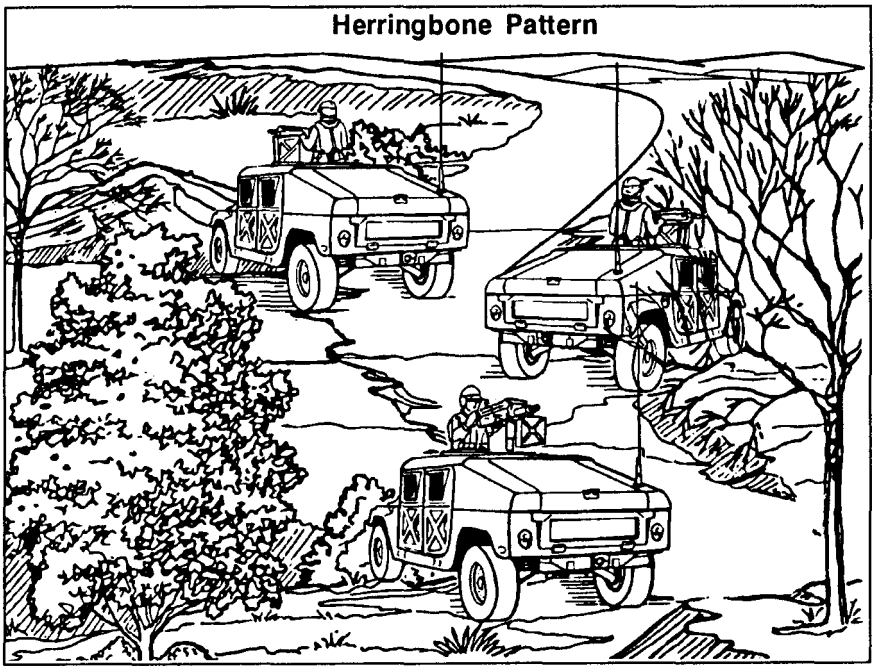
Make contact using the smallest force possible. It is best to have a small force in the lead and the remainder of the unit ready to react. A team leads a squad and a squad leads a platoon. One team leads another when two vehicles are moving. Making contact using the smallest possible force avoids having the entire unit pinned down by enemy fire. The unit retains flexibility to maneuver.

Use the Terrain. Terrain offers natural cover against enemy fire and conceals you from enemy observation. Using terrain to protect vehicles requires constant attention. Avoid skylining vehicles. Make use of all natural cover and concealment when moving or stopped. Stagger vehicles on the roadway when the column stops.

Control Subordinate Element. Control subordinate elements by issuing clear and complete orders. The OPORD should cite MP actions to be taken on enemy contact. And it should cite the immediate actions each team should accomplish. The OPORD also includes how you will direct your subordinates through the use of hand and arm signals, pyrotechnics, and other visual signals.

During movement each team has a primary area of responsibility. The team's weapons are oriented on this area. Gunners watch this area to give early warning of approaching enemy aircraft. *See Reacting* to *Air Attack, this chapter*. During temporary halts when MP teams move their vehicles to"alternate sides on or off the road (in a herringbone pattern that lets vehicles pass down the center of the column), the gunners remain with the mounted crew-served weapons, responsible for defending a given sector.

Meanwhile team leaders ensure communications are monitored. If the halt is going to be for an extended period, the team sets up a dismounted observation post/listening post (OP/LP).



MOVING WHILE IN CONTACT

The technique you use for moving while in contact with the enemy is to maneuver. Maneuver is two actions that occur at the same time. One element moves to a position where it can engage the enemy while another element supports that movement with a base of fire. You maneuver to move forward, either to close with the enemy or to gain a better position for firing at the enemy. You also can maneuver to find out more about the enemy, to help you locate their positions, and to determine their strength. And you use maneuver to move away and withdraw safely.

When maneuver begins, the MP leader most often goes with the base-of-fire element and controls its fire. The base-of-fire element covers the movement element by shooting at the enemy position. The movement element advances within the supporting range of the base-of-fire element, taking a position from which it can fire on the enemy. The movement element then becomes the base-of-fire element, and the former base-of-fire element begins moving. Depending on the distance to the enemy position and the amount of cover and concealment available, the base-of-fire element and the movement element alternate roles as needed to continue moving.

You can maneuver mounted, dismounted, or in a combination of the two. A fire element using the MK19 GMG will have difficulty moving dismounted. Maneuver mounted when you are protected from enemy fire by the terrain. Look for covered and concealed routes for mounted maneuvers.

When receiving direct fire, the movement element uses maneuver while the base-of-fire element suppresses enemy fire. If the movement element is not receiving direct fire, it either uses bounding overwatch or maneuvers internally.

Members of a dismounted movement element move based on the intensity of enemy fire. When facing intense enemy fire with little cover, you may be forced to crawl. Use either the low crawl or the high crawl depending on the situation, the need for speed, and the example set by the leader. Crawling is slow, but it reduces your exposure to enemy observation and fire. When not moving forward, place suppressive fires on the enemy. You may need to advance all the way into and through enemy positions by crawling.

You can use short rushes from one covered position to another when enemy fire allows brief exposure. To do this, you—

- Advance by short rushes to avoid enemy fire.
- Try to stay up no more than three to five seconds, so that the enemy does not have time to track you with weapons fire.
- Select your next covered position prior to beginning your rush.
- Rush from cover to cover.
- Do not hit the ground in the open just because three to five seconds are up.

Members of a mounted maneuver element move based on enemy fire and the terrain. When you move—

- Use the terrain to mask movement.
- Move quickly between protected positions so the enemy cannot bring fire on your vehicle.
- Dismount when the terrain no longer provides protection.

CROSSING DANGER AREAS

Planning a patrol's means of crossing "danger areas," those areas in which there is an increased risk of detection, can reduce the chances of a fight. Make specific plans for crossing each known danger area. Make general plans for crossing unexpected danger areas. Patrols should be able to quickly modify these plans to fit the tactical situation. Typical danger areas are—

- Known enemy positions.
- Roads and trails.
- Streams.
- Open areas.

When moving, be cautious at danger areas. Use bounding overwatch or variations of it to cross a danger area. Decide how the patrol will cross based on the amount of time available, the size of the patrol the size of the danger area, the fields of fire into the area, and the amount of security you can post. To cross a danger area, a patrol must–

- Designate near- and far-side rally points.
- Secure the near side.
- Secure the far side.
- Cross the danger area.

A small patrol may cross all at once, in pairs, or one element at a time. A large patrol normally crosses its elements one at a time. The leader positions security teams far enough out on both flanks and to the rear of the crossing point to give warning of approaching enemy and to overwatch the crossing element. Once flank and rear security is positioned, the danger area is crossed by a team. The team crosses quickly and reconnoiters and secures the far side of the danger area. The area on the far side must be large enough for full patrol employment. When the team leader is sure the far side is safe, he signals the rest of the patrol to cross. As each element crosses, it moves to an overwatch position or to the far side rally point until told to continue movement. When the patrol has crossed the danger area, the security teams cross and rejoin the patrol.

ENCOUNTERING THE ENEMY

Usually you will move to contact simply to find and gain information about the enemy. But you may not know exactly where the enemy is. Thus, unexpected (chance contact) encounters sometimes result.

If the patrol makes a chance contact with the enemy, freeze. You must react immediately, giving the arm-and-hand signal that tells the patrol to "freeze." Members halt in place and stop all movement. Do this whenever you or a member of the patrol sees the enemy or hears something suspicious. Patrol members hold the freeze until signaled to do something else.

If the patrol sees, but is not yet seen by approaching enemy troops, and has time to do other than freeze, all elements move on line (some left and some right as you direct) to take up the best available concealed firing positions. *See Ambush Patrols, Chapter 7.* Let the enemy pass if the patrol is not detected. If the patrol is detected, the first person aware of detection initiates fire.

If contact is made and **your patrol and the enemy element become aware of each other at the same time,** and at such close range that maneuver is not feasible, you may make an "immediate assault." The troops nearest the enemy open fire and shout, "contact, front (right, left, or rear)." The patrol moves swiftly into the assault. It stops the assault if the enemy withdraws and breaks contact. If the enemy fights, the assault is continued until you can break contact, the enemy can be destroyed, or the enemy breaks contact.

To break contact with the enemy without disorder, the "clock system" is used. It is used when the patrol and a larger enemy element see each other at the same time. The patrol must break contact or be destroyed. The direction the patrol is moving is always 12 o'clock. When contact is made, the leader shouts a direction and distance to move-for example, "4 o'clock, 300." This tells the patrol to move in the direction of 4 o'clock for 300 meters. If contact is broken, the patrol rallies at the designated distance and continues with the mission. If contact is not broken, then another direction and distance is given. This action continues until contact is broken. The leader can also use the clock system to shift/direct fire at a certain location.

If contact is made and **the patrol is seen by the enemy before the patrol sees them and comes under—**

- **Sniper fire,** the patrol returns fire in the direction of the sniper and conducts maneuver (fire and movement) to break contact with the sniper or destroy the sniper.
- **Indirect fire,** the patrol quickly gets out of the impact area. The patrol does not seek cover, as they may be pinned down by doing so. By continuing to move, the patrol is more difficult to hit. Use the clock system to break contact.
- **An ambush,** the patrol takes immediate action—
  - –Personnel in the kill zone return fire immediately and quickly move out of the kill zone.
  - –Elements not in the kill zone lay down a base of fire (and smoke if available) to support the withdrawal of the elements in the kill zone.
  - –The patrol breaks contact and reorganizes at the last rally point.
  - –The leader decides after or while the elements in the kill zone are being extracted whether to destroy the ambushers or break contact based on the situation and the mission. If no guidance is given, the patrol's immediate action is geared to breaking contact.

See also MP Drill 4 in ARTEP 19-100-10-Drill.

RETURNING FIRE

USING TECHNIQUES OF FIRE

Fire on the enemy is the key to forward maneuver. When you maneuver—

- The fire element tries to destroy or suppress the enemy.
- The fire element covers and protects the maneuver element as it advances.
- Whenever possible, the fire element moves into its firing position undetected. Fire from an unexpected direction has a greater effect than fire from a known position.

Firing on the move is less accurate than firing from a halt. However, to halt and fire takes more time and is more dangerous. A stationary vehicle is more likely to be hit than a moving vehicle. The team leader decides whether to fire while moving or to fire from a short halt based on how dangerous the target is.

Along with firing the familiar M60 MG, MP fire the MK19 and/or the .50-caliber MG crew-served weapons.

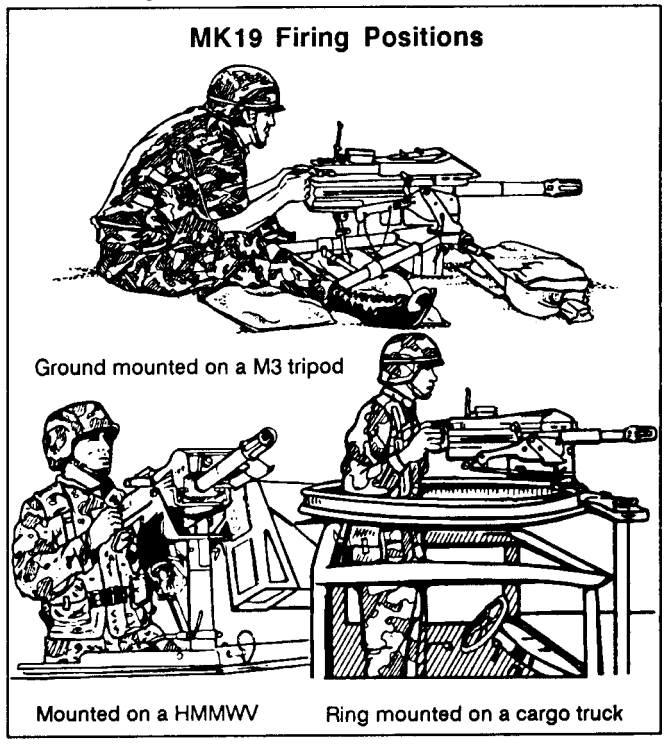
Firing the MK19

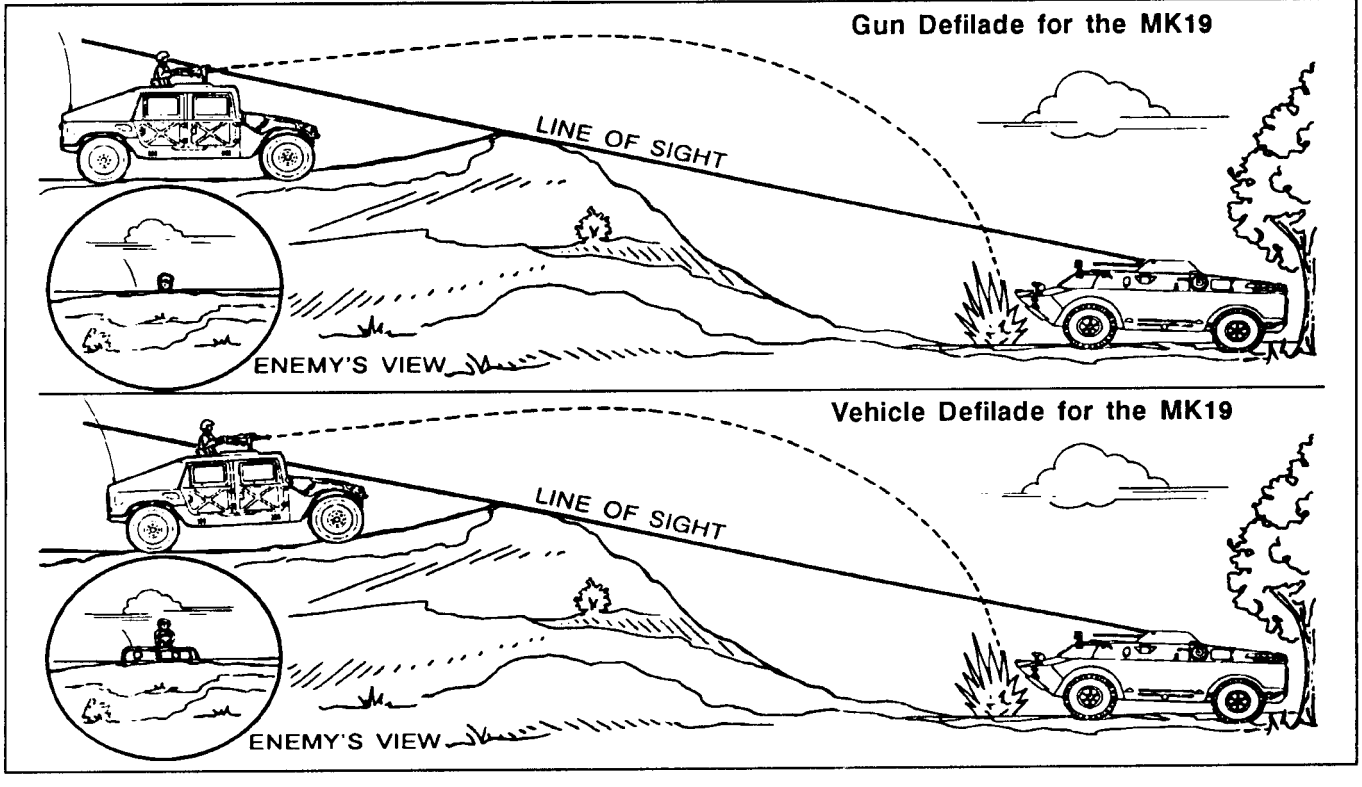
The MK19 can be fired on automatic between 0 degrees and 70 degrees elevation. The elevation depends on the mounting arrangement. And you can use the traversing and elevating (T&E) mechanism with the different mounts. The MK19 can be fired from—

- A dug-in fighting position.
- The sitting position when tripod mounted.
- The standindposition when vehicle mounted.

The MK19 can be fired—

- Ground mounted with the M3 tripod.
- Mounted on M151-series vehicles with the M4.
- Mounted on the HMMWV weapon platform.
- Mounted on 2 l/2-ton and 5-ton cargo trucks with the M66 ring mount.





The best firing position for you to use with a MK19 GMG is **gun defilade.** This position provides–

- Cover.
- Concealment.
- Survivability.
- Maximum fields of fire.
- Covered routes into and out of the position.

For gun defilade—

- Position the MK19 below the enemy's line of sight, but allow the gunner to be exposed so he can observe and fire.
- Remember, the weapon remains most often on the vehicle, so the gun defilade position must include the vehicle as well as the MK19. (While the MK19 cannot be seen by the enemy, the arcing trajectory of the rounds, especially at longer ranges, allows for effective fire.)
- Base your placement of the MK19 on the immediate terrain, target location, fields of fire, and the like.
- Be cautious about using positions within forested areas. (In forests aiming and firing accuracy is a must; the rounds might strike trees at close range and detonate, injuring friendly troops.)
- Ensure that when firing from gun defilade the driver stays ready to move to vehicle defilade or other firing positions as needed.

When you cannot achieve a gun defilade position or when the terrain prevents target engagement, the next best position is **vehicle defilade.** This position conceals and protects as much of the vehicle as possible but permits the MK19 GMG to engage targets requiring direct fire or low trajectory (for example, at closer ranges or shooting downhill). When engaging targets at closer ranges (for example, within range of the enemy weapons), the driver must be ready to move the vehicle to a protected position or alternate firing position if the enemy is beginning to bring effective fire on the position. The driver must also be ready to move the vehicle to a protected position when reloading. Whenever possible, the gunner directs movement of the vehicle. The gunner has better fields of observation and knows where the weapon needs to be located to bring effective fire on the target.

Firing the M2 HB (.50-Caliber)

The .50-caliber can be fired–

- Ground mounted with the M3 tripod.
- Mounted on the HMMWV weapon platform.
- Mounted on 2 l/2-ton and 5-ton cargo trucks with the M36 truck mount.

The .50-caliber provides single-shot or automatic fire. You must adjust the headspace and timing. You can fire from—

- A dug-in fighting position.
- The prone position when tripod mounted.
- The standing position when vehicle mounted.

Three techniques of fire may be used with the .50 caliber:

- Direct laying.
- Overhead fire.
- Gun defilade.

Direct laying is the simplest and most effective technique. For direct laying, align the sights of the gun on the target and fire.

Overhead fire is delivered over the heads of friendly troops. When firing overhead–

- Ensure all members of the gun crew are aware of the location of friendly troops.
- Make sure the range from gun to the target is between 350 and 850 meters.
- Be sure the rate of fire is 40 rounds per minute or less.
- Do not fire through trees.
- If possible, notify friendly troops that fire is to be delivered over them.

Gun defilade for the .50-caliber is the same as for the MK19. *See also MP Drills 5, 6, and 7 in ARTEP 19-100-10-Drill for dismounting and placing into action the M60 MG, the MK19, and the .50-caliber MG.*

Firing At One Target Or Many

Point fire is directed against a particular target like a machine gun position. All troops fire at the same target. Spreading out the base-of-fire element makes this type of fire particularly effective because the fire is directed from many sources. When the leader wants the fire element to engage a specific target, he either communicates directly or uses prearranged signals to let the rest of the unit know the target's location. He may use radio to direct the base-of-fire element, because radio offers immediate voice communication. Also, he can adjust fires from reference points or landmarks by radio. For example, he may say, "From the burning scout vehicle, northwest 50 meters,machine gun position." If portable radio equipment is not available, he uses prearranged visual signals, such as smoke or flares. Unless it is being used for some other purpose, a smoke round from a grenade launcher can be used as a signal. A smoke canister also can be used.

Area fire permits you to rapidly cover an entire area with fire even if you cannot see the enemy. This method is used without command. Area fire is the quickest and most effective way to bring all parts of a target under fire. To use area fire—

- Assign each element in the unit a portion of the target.

- Distribute fire in width and/or depth to keep all parts of the target under fire.
- Place fire on likely locations for enemy positions rather than into a general area. If the leader wants fire on a woodline, he may shoot tracers to mark the center of the target.

A rifleman fires his first shot on that part of the target that corresponds to his position. If he is left of the leader, he fires to the left of the leader's tracers. He then distributes his remaining shots over the part of the target extending a few meters right and left of his first shot. He covers the part of the target that he can hit without changing position.

A grenadier frees into the center of his team's target area. He then distributes his shots over the remaining target area from the center to each side and from front to rear.

A machine gunner covers part of the target depending on his position and how much of the target is in range. When possible, he covers the entire team target. When placing automatic suppressive fire on the enemy, the tendency is to shoot high. Therefore, he places first bursts low and works up to the target. The squad leader tells the machine gunners where to shoot by assigning sectors of fire.

A MK19 gunner engages area targets with traversing and searching fire after the leader designates the width and depth of the target. If one MK19 GMG is being fired, the gunner engages the area target by adjusting his fire on the center of mass, then traverses and searches to either flank. Upon reaching the flank, he reverses direction and traverses and searches in the opposite direction. If two MK19 GMGs are being fired as a pair, the point of initial lay and adjustment for both guns is on the midpoint of the target. After adjusting fire on the center of mass, fire is distributed by applying direction and elevation changes that give the most effective coverage of the target area. Usually, the right gun (number 1) fires on the right half, and the left gun (number 2) fires on the left half.

Firing From A Halt

When the fire element is in position, it lays a heavy volume of fire on the enemy to suppress them. When the enemy is suppressed, the fire element can reduce its rate of fire as long as it keeps the enemy suppressed. As the movement element nears its objective, the fire element increases the rate of fire to keep the enemy down. (Gunners providing suppressive fire, however, must remember that the combat minimum safe range for the MK19 GMG is 75 meters, so shifting of fires is more critical and must be done earlier for the MK19 GMG than for other machine guns.) This lets the movement element close with and assault the enemy before the enemy can react. When the assault begins, or on a signal, the fire element stops firing, shifts its fire to another target, or "walks" its fire across the objective in front of the movement element, and then shifts or ceases fire.

Positions for fire elements are located so that their fires are not masked by movement of the maneuver element. For this reason, fire element positions are often higher and usually to the flank of the maneuver element. The maneuver element neither masks the fire of the fire element nor moves outside the protective umbrella provided by the fire. A platoon or squad can point fire at one target or an area of several targets. In both cases, the leader must control the fire. He must ensure the fire is directed on the enemy, not on the maneuver element.

Team Responsibilities When Firing While Moving

Team leader

- Directs the driver.
- Keeps the gunner oriented.
- Senses the impact of the rounds—long, short, left, or right of the target.
- Identifies additional targets.
- Assists the gunner with reloading if required.
- Observes the surrounding terrain.

Gunner

- Develops a "feel" for the moving vehicle.
- Tracks the position of the target with the MK19 GMG despite the movement of the vehicle.
- Remains alert to the sounds of the engine and transmission.(These sounds indicate the type of terrain over which the vehicle is traveling and help the gunner anticipate vehicle movements.)

Driver

- Tries to maintain a steady gun platform while the gunner engages targets.
- Attempts to time gear and direction changes so they occur immediately after firing and do not interfere with accuracy.
- Informs the gunner of obstacles in the vehicle's path that might affect gun accuracy.
- Announces "depression," "turn," and the like to warn the gunner of vehicle movements.
- Announces "steady" to let the gunner know when the vehicle is once again a stable platform. (The gunner must assume he has a stable platform unless the driver informs him otherwise.)

Firing On The Move

Accurate firing while moving is affected by–

- Terrain.
- Vehicle speed.
- The cooperation and ability of the team.

When sighting from a moving vehicle, or at a moving vehicle, or both, you must "lead" the target. The speed of the firing vehicle, time of flight, and the angle of engagement affect the amount of lead required. Time of flight is the time it takes the projectile to move from the firing vehicle to the target. The angle of engagement is the angle found between the center line of the vehicle and the gun when laid on target. When a round is fired from the flank of a moving vehicle, that round drifts in the same direction and at the same speed as the vehicle. The longer the flight time and the larger the angle of engagement, the greater the drift. Thus the gunner must apply more lead to the shot.

If a lead is required and the gunner is traversing left to keep on target, the gunner must lead left. If the gunner is traversing right to keep on target, the gunner must lead right. This is true whether the firing vehicle is moving or the target is moving or both are moving.

Crew-served weapons engage all targets on the move with "free gun" fire. To deliver this type of free, the gunner removes the T&E mechanism from the bottom of the receiver, allowing the gun to be moved freely in any direction.

REACTING TO AIR ATTACK

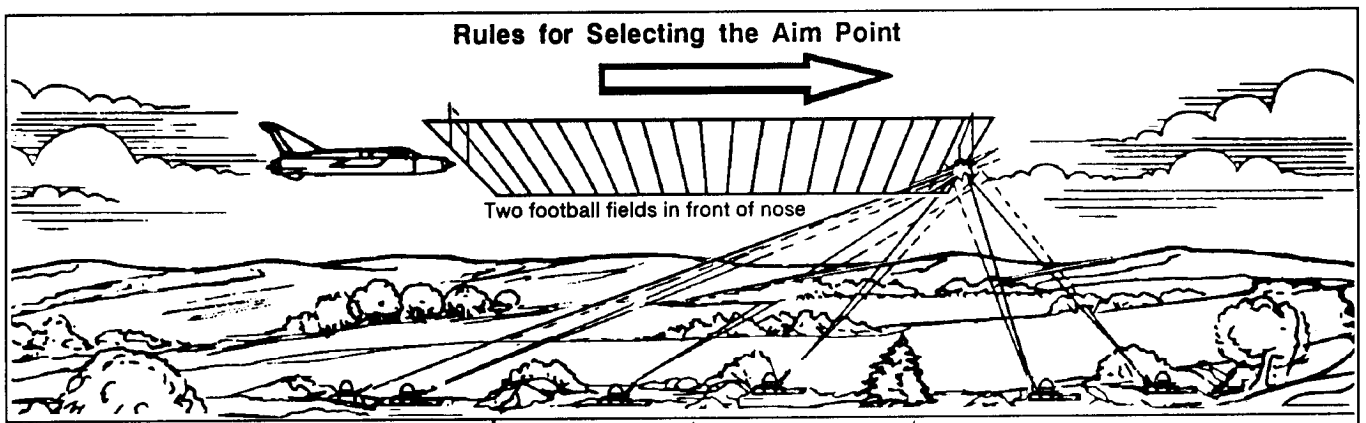
Enemy aircraft can attack and try to destroy any target they can see. MP use both passive and active air defense measures. To avoid sightings by enemy aircraft, MP use —

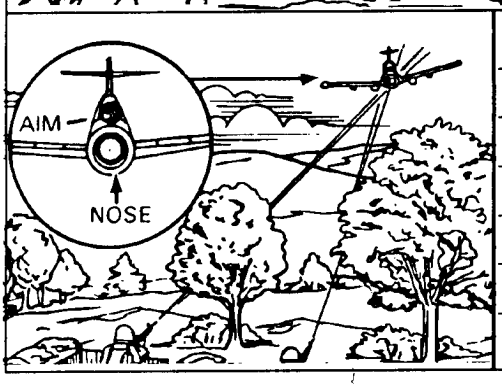
- Cover.
- Concealment.
- Camouflage.
- Dispersion.
- Early warning (quick recognition of enemy aircraft).

The best protection from air attack is concealment. Enemy aircraft attack ground troops whose locations have been discovered. Give concealment and camouflage a high priority at all times. A sighting of a few soldiers can disclose an entire unit's location, even if most troops are well concealed. *See also MP Drill 3, React to Indirect Fire, in ARTEP 19-100-10-Drill.*

Early warning gives you a chance to take cover. The warning may come through communications channels, from local OPs/LPs, or from convoy "air guards." A warning can be given by whistle, voice, radio, or any other method.

All OPs/LPs watch for enemy aircraft as a standard duty. In an air sighting, the first person to see an enemy aircraft shouts "aircraft," then "front (right, left, or rear)." In a convoy air guards are given sectors of sky to observe for enemy aircraft. When an enemy aircraft is spotted, the predetermined alarm is given until all vehicles are aware of the situation (could be a horn or hand signal).





TYPE AIRCRAFT	COURSE	AIM POINT
Jet	Crossing	Two football fields in front of nose
Jet	Overhead	Two football fields in front of nose
Jet	Directly at you	Slightly above aircraft nose
Helicopter	Crossing	One-half football field in front of nose
Helicopter	Hovering	Slightly above helicopter body
Helicopter	Directly at you	Slightly above helicopter body

When an alarm is given, all dismounted troops take cover at once. Go below ground level, if you can. If the aircraft is not firing, withhold fire to avoid disclosing your position. Allow the aircraft to pass. Stay concealed until the all clear is given. Report through your superior the sighting of hostile aircraft. Low-flying hostile aircraft may appear suddenly from behind low hills, trees, or haze. To gain surprise, aircraft may attack with the sun behind them. Before firing at enemy aircraft you must be able to positively identify the aircraft as hostile. *See FM 44-30.* If the aircraft is making a firing run on the patrol, take cover and return fire. However, commanders may restrict active air defense when friendly aircraft are in the area.

In convoys, drivers alternately pull their vehicles off the road to the extreme right and extreme left, seeking concealment from air observation. If the enemy aircraft is not attacking, take the same actions as stated earlier. If the aircraft is attacking, dismount and seek cover away from the vehicle (the vehicle may be the aircraft's target), Return fire. All personnel remain under cover until the command is given to regroup.

Small arms may be firied at attacking aircraft during or after the first attack. Fire to saturate the airspace through which the aircraft will fly. Do not try to "trap" the aircraft. *For arms firing techniques see FM 44-8.* When engaging hostile aircraft—

- Fire only on command unless under direct attack (being fired on by aircraft).
- Ensure that direction of fire does not place rounds on friendly personnel, equipment, or positions.
- Deliver a large volume of fire.
- Lead a slow-moving aircraft and adjust fire by observing the flight of the rounds, especially if tracer rounds become available, using the free-gun technique of fire.
- Aim center mass at a grounded or hovering helicopter and a helicopter that is coming directly at your position. Cease fire when the aircraft passes out of range.

Slow-moving rotary-winged aircraft that are on the ground, hovering taking off, or landing are most successfully engaged by the MK19. The MK19 GMG's 40-millimeter ammunition is fired at a relatively slow speed and has a high trajectory at long distance. Take into consideration that any rounds that do not hit the aircraft will detonate upon impact with the ground. And be aware at all times of the location of friendly elements within range of the weapon.

Some MP units have the Stinger man-portable air defense weapon. But MP do not have the accompanying identification friend or foe (IFF) equipment to electronically determine if the target is a friend or foe. Thus, as "nondedicated gunners" you can engage only those enemy aircraft that are attacking.

REACTING TO ARMOR

Because MP traverse so much of the battlefield, MP may well encounter enemy armor. Engage enemy armor targets only for self-defense or when total surprise can be achieved. Place antiarmor weapons on avenues of approach to defend against armor. After initial contact volley, relocate immediately. Enemy armor can move very fast to exert its firepower.

Methods of Engagement with LAW/AT4

METHOD	GUNNERS	FIRING SEQUENCE	PROBABILITY OF A HIT
Single firing	One	One gunner fires one LAW/AT4 at the target.	Low; use only at ranges up to 50 meters for LAWs, 200 meters for AT4s. (Regardless of the method used, the closer the target, the better the chances of a hit.)
Sequence firing	One	One gunner fires two or more LAWs/AT4s in turn. He prepares several weapons for firing before engaging the target. He gets weapon, estimates sight picture, and shoots each weapon in turn.	Good; if the first round misses, gunner adjusts the range and the lead of the succeeding rounds until he gets a hit. Then he fires until the target is destroyed.
Pair firing	Two or more	Each gunner fires one or more LAWs/ AT4s at a target one at a time. They prepare several weapons for firing before engaging the target.	Better; two or more gunners track the target at one time. It lets them get target hits sooner. They can be ready to shoot as soon as an earlier round hits. The first gunner sees a target, identifies it, and states the estimated range and lead he will use. For example, the gunner, on spotting a fast-moving scout recon vehicle, says, "BRDM 150 meters; fast target." He then fires at the target. If the first gunner misses, the second gunner gives a revised range and lead. This continues until one gets a hit. Once the correct range/lead have been found all gunners fire until the target is destroyed.
Volley firing	Two or more	Each gunner fires one or more LAWs/ AT4s on command or on a signal until the target is destroyed. They prepare several weapons for firing before engaging the target.	The best method of engagement for a LAW/AT4 because gunners shoot more rounds at a target at one time. They use this method only when the range and lead to the target have been determined. Range can be determined by map, by pacing, or by the results of pair firing after a target has been hit.

The LAW / AT4 provides antiarmor capability for MP teams. The LAW / AT4 is primarily employed against armored personnel carriers; however, it can be used against battle tanks (when fired at the side or rear). The LAW / AT4 is issued as ammunition rather than as an individual weapon. You carry and employ it in addition to your basic weapon.

The most stable firing positions for the LAW / AT4 are the standing supported, the prone, and the prone supported. Whenever possible, use a supported position. It is more stable and aids in aiming.

The best methods of engaging armor are **volley** and **pair.** Regardless of the method used, the closer the target, the better the chance for a first-round hit. Aim for the center mass of the target. Armored vehicles' most vulnerable spots are the top and the rear.

The sides of armored vehicles can also be penetrated. Armored vehicles are hard to destroy when firing at their front.

CALLING FOR FIRE

A call for fire is used to obtain fire support from other units. Fire support may be needed in the rear area if the enemy endangers key units or facilities. Fire support may come from mortars, artillery, Army aviation, and United States Air Force aircraft. All MP must know how to call for and adjust fire. To call for fire –

- The leader tells the radio-telephone operator (RATELO) a target has been seen.
- The RATELO starts the call for fire while the target location is being determined.
- The RATELO sends the information as it is determined instead of waiting until a complete call for fire has been prepared.

You may go directly to the fire direction center (FDC) of the firing unit for artillery fire support. Or communications may be relayed to MP leaders, the rear CP fire support element, or, when so directed, a tactical combat force (TCF).

OBTAINING ARTILLERY FIRE SUPPORT

Artillery fire support can provide the rear area with on-order fires to assist in countering Threat incursions. To obtain artillery or other fire support, use a standard call-for-fire message. No matter what method of target location is used, the call for fire consists of six elements transmitted in three parts. There is a break and a readback after each part.

In the first transmission, send–

– **Element 1:** Observer identification.

– **Element 2:** Warning order.

In the second transmission, send–

– **Element 3:** Target location.

In the third transmission, send–

– **Element 4:** Target description.

– **Element 5:** Method of engagement.

– **Element 6:** Method of fire and control.

At the very least, a call for fire must include the first four elements. "Untrained observers" need to use only the first four, and the FDC decides the methods of engagement, and fire and control. Every MP must know that to put indirect fire on a target, he has only to tell the FDC—

- Who he is.
- Where and what the target is.
- How close the target is to friendly troops.
- Where the target is in relation to his or other known positions.
- Direction from himself to the target.

If needed, FDC personnel will help in the call for fire and subsequent adjustments by asking leading questions to obtain all the information they need. **See** *also FM 6-30.*

Adjusting Fire

You adjust fire to move the center of impact to within 50 meters of the center of the target. Do this by sending the FDC subsequent corrections, which are deviation (lateral) and range corrections. The FDC can talk you through an adjustment if necessary. The burst is moved to, and kept on, the observer-target line in order to get positive range spottings. The observer-target line is the line of sight (an imaginary line) between you and the target. When the range spotting cannot be determined, request a lateral correction to place the burst on the observer-target line.

Make range corrections to bracket the target between two successive rounds. Use the "successive bracketing" technique. After the first definite range spotting is determined, send a correction to the FDC to establish a bracket of known distance around the target (for example, one round over the target and one round short of the target). Then successively split this bracket until you are within 50 meters of the target. Now call for "fire-f or-effect."

If the nature of the target dictates that effective fires are needed faster than the above can provide, "hastybracketing" should be used. Hasty bracketing depends on a thorough terrain analysis to give you an accurate initial target location. You obtain a bracket on your first correction in a manner like that used for successive bracketing. Once you have this initial bracket, use it as a yardstick to find your subsequent correction. Then send the FDC the correction to move the rounds to the target and call for fire-for-effect. Hasty bracketing improves with observer experience and judgment. Fire-for-effect consists of one or more rounds from each gun of the unit firing at the target.

Making a Call for Fire

	ESSENTIAL INFORMATION	EXAMPLES		
FIRST	Give your observer identification. First give the call signs of the FDC, then your code.	"W7Q57 this is D3W71"		
	Give the warning order. Tell what action you want carried out. Announce – "Fire for effect" the target location is accurate and the first volley will need little or no adjustment. "Adjust fire" if target location is questionable or in error. "Suppression" to rapidly bring fire on an on-call target that is not currently active. Immediate suppression" to engage a target, or "immediate smoke" to disengage from a target, that has taken friendly forces under fire.	(Using a grid) "Adjust fire over"	(Using a polar plot) "Adjust fire, polar, over"	(Using a shift from a known point) "Adjust fire, shift from known point #3, over"
SECOND	Give the target's location. Tell where to fire. Give the location of the target using the method you have selected (grid, polar plot, or shift from a known point).	"Grid NK317445, direction 1650, over"	"Direction 4720, distance 2100, over"	"Direction 0600, right 300, add 500, over"
THIRD	Give a description of the targets. Tell what the target is, what the target is doing, the degree of protection, and the target size and shape.	"Two BRDMs, stationary in the open, "		
	Tell the method of engagement. Tell what kind of fire. Announce "Illumination" or "Smoke" if you need other than engagement fire. Tell how long the firing is to last. Let the FDC decide what round is best. Shell HE is normally used in adjustments. See FM 6-30 for shell/fuze combinations. If friendly forces are within 600 meters of artillery or 400 meters for mortars. announce "Danger close."	"Danger close,"		
	Give the method of fire and control you want to use. Announce – "At my command" to control the timing of the rounds . "Time on target" to have rounds impact at a set time."Cannot observe" if you cannot actually see the target, but think the target location is accurate. "Continuous illumination" to have light until you order it stopped or "Coordinated illumination" to have light only while target is engaged. "Check firing" to temporarily stop the firing. "Cease loading" to stop the loading of rounds.	"At my command, over."		

Dispersion of the guns will cause the rounds to saturate the area with shell fragments. To end a fire mission, state, "End of mission," and report the results of the fire-for-effect; for example, "End of mission, three T-62s neutralized, estimate two casualties, over."

Illuminating The Battlefield

Battlefield illumination can provide MP enough light to aid in ground operations at night. Illumination can–

- Mark targets for close air support (CAS).
- Increase visibility in areas of suspected enemy activity.
- Furnish direction to patrol activity.

Illumination is called for and adjusted like other indirect fire. But the method of engagement and the method of fire and control (STANAGs 2088 and 2875) differ. You request illuminating shells. The method of fire and control differs in that the adjustment is based on how much visibility is needed in the target area. If you call for—

- Illumination," you will get one round from one gun.
- Illumination, two guns," you will get one round each from two guns. They will burst simultaneously.
- Illumination, range and lateral spread," you will get one round each from four guns. The rounds will burst simultaneously in a diamond pattern.

The request must include the following initial information:

- Date when illumination is needed, if illumination is preplanned.
- Purpose of illumination.
- Requested time and duration of illumination (for example, three minutes at 2150 hours or three minutes on call).
- Grid reference and, if needed, height of the points or areas to be illuminated.
- Method of control (any restriction in time and place before and during operation).

The Elements of a Call for Fire

OBSERVER IDENTIFICATION: Tells who you are.
Use call signs from the SOI.

WARNING ORDER: Alerts firing units.
Type of Mission:
1. Adjust Fire.
2. Fire for Effect.
3. Suppress.
4. Immediate Suppression.

Size of Element to Fire:
1. Omission indicates a request for one FA battery.
2. Larger units by stating size desired (battalion).

Method of Target Location:
1. Grid: No announcement.
2. Polar Plot: Announce the word "Polar."
3. Shift from a Known Point: Announce the word "Shift" followed immediately by the designation (target number) of the known point.

TARGET LOCATION: Enables the FDC to plot target.
Grid: Two character, six digit grid, such as NA123456.
Polar: Direction (grid azimuth)and distance (meters) to the target from observer's position.Give the difference in elevation if there is a vertical shift of over 35 m between observer and target.
Shift from a known point: Direction to the target (grid azimuth).
Lateral Shift (left/right) in meters.
Range Shift (add/drop) in meters.
Vertical Shift (up/down) over 35 m from known point and target

TARGET DESCRIPTION: Helps the FDC to select type and amount of ammunition.A word picture of the target (for example, the number and type of vehicles or personnel observed).

METHOD OF ENGAGEMENT: Tells the FDC how you want to attack the target.
Type Engagement:
Area fire is standard without request.
You request precision fire only to destroy a point target.
Trajectory:
1. Low Angle: Standard without request.
2. High Angle: At request of observer or when required due to masking terrain.

Danger Close: Announced when applicable.
Ammunition:
1. Type projectile desired in Fire for Effect phase.
2. Type of fuze action desired in Fire for Effect phase.
3. Volume of fire desired in Fire for Effect stated in rounds per howitzer.
4. Distribution: Type sheaf desired. Parallel is standard without request

METHOD OF FIRE AND CONTROL: Tells the FDC how you want to control the delivery and adjustment of the fire.
Method of Fire:
1. One weapon is standard for adjustment phase.
2. Platoon right/left on request.
3. Time interval.
(5 seconds is standard when (2.) above is used).

Method of Control:
1. Fire when ready: Standard - no request required.
2. At my command: Weapons fire at observer's command.
3. Cannot observe: Fire will not be observed.
4. Time on target: Rounds land at a specified time.
5. Continuous illumination: FDC will determine when to fire.
6. Coordinated illumination: Illumination rounds are fired only when target is engaged.
7. Cease loading: Use on missions with two or more rounds in effect. Causes the firing unit to stop loading rounds.
8. Check Firing: Temporary halt in firing.

DANGER CLOSE

The term DANGER CLOSE will be included in the Method of Engagement portion of the call for fire when the target is within 400 meters of any friendly troops for mortars and 600 meters for field artillery. When adjusting naval gun fire, the term DANGER CLOSE will be announced when the target is located within 750 meters when using 5-inch or smaller naval guns. For naval guns larger than 5-inch, DANGER CLOSE will be announced when the target is within 1,000 meters. The creeping method of adjustment will be used exclusively during DANGER CLOSE missions. The FO should make range changes by creeping the rounds to the target using corrections of less than 100 meters.

Plotting a Target Location

Select targeting method.Give directions in mils, degrees, or cardinal points of the compass (N, S, E, W).
Give deviation left or right and distance in meters.

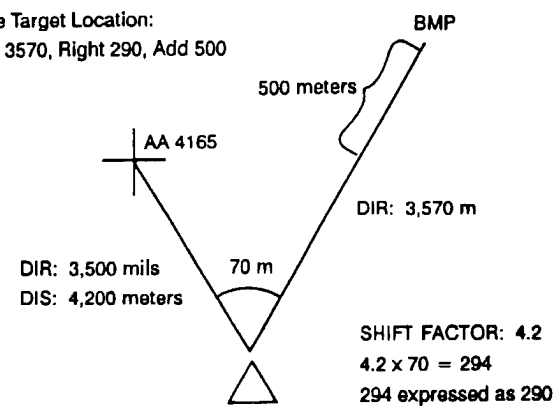
GRID:
1. Determine a two-character, six-digit grid for the target.
2. Determine a grid direction to the target, send after the call for fire and before any subsequent corrections.

POLAR:
1. Determine the grid direction to the target.
2. Determine the distance from the observer to the target.
3. Determine if any significant vertical interval exists.

SHIFT:
1. Determine the grid direction to the target.
2. Determine the lateral shift to the target from the known point. W = R times m (mil relation formula), when –
W = Width of lateral shift (the unknown)
R = Shift factor, the distance to the known point divided by 1,000 and expressed to one decimal place
m = Measured angle in mils from the known point to the target
3. Determine the range shift from the known point to the target.
4. Determine if any significant vertical interval exists.

Example of plotting a target location:

Complete Target Location:
Direction 3570, Right 290, Add 500



OBTAINING ARMY AVIATION FIRE SUPPORT

Army aviation provides the echelon commander with the ability to move combat resources across the breadth of the battlefield with little regard for terrain barriers. These units can provide surveillance or screen over a wide area in adverse weather and at night. Attack helicopter units provide the rear area with a highly maneuverable antiarmor firepower. They are ideally suited for situations in which rapid reaction time is critical.

Controlling Fire

While en route to a target area, the attack helicopter will contact the caller on the radio. For example, "1L22, this is 1X47, fire team arrives estimated target area in four minutes, over." At this time, transmit a call for fire consisting of–

- Target location and description.
- Proximity of friendly unit to target. The words "danger close" must be included when a friendly unit is 600 meters or less from the target. "Danger close" is required because some types of ordnance cannot be used in close proximity to friendly ground forces. When "danger close" is included, MP must mark the location of their unit. The method of marking should be one that least reveals their position to the enemy, such as using panels or mirrors.
- Protection of friendly units. Are MP in good fighting positions, hasty positions, or exposed?
- Direction of friendly unit from target (cardinal direction).
- Other friendly fire support considerations, including artillery/mortars firing in the area and tactical aircraft (attack direction/altitude).
- Dangers to flight. Report locations of known or suspected enemy antiaircraft weapons or other dangers to fight (wires in target area, enemy artillery fire impacting in the target area, or enemy aircraft).

When the helicopter arrives over the objective, the helicopter fire team contacts you. Mark the target and state the method of adjustment. You can use three methods to mark the target. You can give–

- A reference either to a prominent terrain feature that can be identified from the air or to a known point.
- A direction to the target from a reference point. State the direction in roils or degrees.
- A reference to friendly fire, such as smoke grenades, tracers, smoke streamers, mortars, artillery, marking rockets.

The three methods of adjustment used to adjust a fire team's fire are "impact observed," "impact sound," and "observer-target." The preferred method of adjustment for an attack helicopter in support of a ground force is either impact observed or impact sound. Once established, do not change the method of adjustment unless the situation so dictates. If the method of adjustment is changed, inform the fire team. When any adjustment is 50 meters or less, the observer transmits the adjustment and calls for fire-for-effect.

When using the **impact-observed method** of adjustment, the observer estimates direction to the target by using a cardinal heading. He estimates the distance from the point of impact to the target in meters.

When the observer cannot see the point of impact, he may use the **impact-sound method** of adjustment. For this method of adjustment, the observer transmits, "Adjust fire. Impact sound. Over." The impact-sound method differs from the impact-observed method in that the observer senses by sound, rather than sees, the direction of the impact and makes his corrections accordingly.

Determining Direction To A Target

Determining direction is an essential skill for the observer. Direction is an integral part of terrain-map association, adjustment of fire, and target location. Finding direction by –

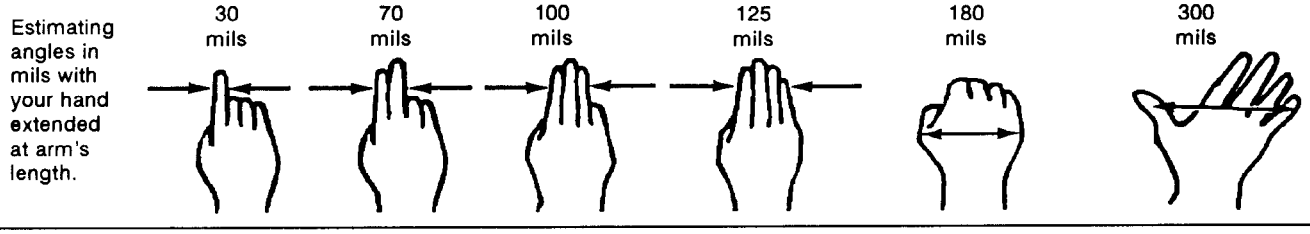
Using a Compass. Using an M2 or lensatic compass, the FO can measure direction. The FO will add/subtract the GM angle to determine the grid direction to send to the FDC.

Scaling from a Map. Using a protractor or an OF fan (observed fire fan), the FO can scale direction from a map to an accuracy of 10 mils.

Measuring from a Reference Point. Using a reference point with a known direction, the FO can measure the angle between the reference point and his target and add or subtract the measured angle to or from the known direction to determine the direction to the target. The angle between the reference point and the target can be measured with binoculars or with the hand measurement technique depicted below.

Estimating. With a thorough terrain-map analysis the FO can estimate direction by visualizing the eight cardinal directions (N, NE, E, SE, S, SW, W, NW).

The observer should try to be as accurate as possible and the use of mils is preferred. All measured directions sent to the FDC will be rounded to the nearest 10 mils.



Although the impact-observed method is preferred for adjusting the fire of attack helicopters, the observer-target method, which is less desirable, may be used. When using the observer-target method, the observer must mark his location. This may, however, compromise his location.

To use the **observer-target method,** the observer senses the direction, left or right, and the distance, in meters, from the impact to a point on the observer-target line. Then, he senses the position of the point on the observer-target line relative to the target, long or short, and the distance along the observer-target line to the target. The observer's sensing must be converted to corrections, such as right, left, add, and drop, and transmitted to the fire team. The chance of error for this method is greater than for the other methods.

An example of an exchange of information between an observer and a fire team using the observer-target method follows:

- **Observer:** "Left, five-zero. Add 100. Fire for effect. Over."
- **Fire team:** "Roger. Out" . (Team commits against target.)

When the target is suppressed or destroyed, the following transmission would occur:

- **Observer:** "End of mission. Target suppressed (destroyed). Over."
- **Fire team:** "End of mission. Out."

Unobserved rounds are handled the same as for the other methods.

Reference points visually locate the target. The pilot's eyes are led to the reference point and from the reference point to the target, sometimes through a series of decreasingly obvious reference points. It is much harder for a pilot to find a target than to keep that target in sight. Any reference point must stand out or contrast with its surroundings.

Adjusting Fire

Attack helicopter fire allows the pilot to observe the impact and effect of the ordnance on the target. This simplifies the adjustment procedure. However, you must still be prepared to adjust direct aerial fire. When adjusting aerial fire—

- Establish a reference point. The point of impact of the first round(s) is the recommended reference point.
- Adjust for target strike. Do not try to bracket the target. The helicopter crew has direct visual contact with the target and needs only specific directions to fix the location.
- Transmit corrections.

An example of a typical exchange of information between the observer and the fire team follows:

- **Observer:** "Adjust fire. Impact observed. Over."
- **Fire team:** "Impact observed. Out." (Team fires at target.)
- **Observer:** "Northwest, seven-five. Over."
- **Fire Team:** "Roger. Out." (Team fires at target.)
- **Observer:** "North, three-zero. Fire for effect. Over."

Directing the Pilot to the Target

WAYS OF DIRECTING THE PILOT		HOW USED
Ammunition	Smoke rounds	Mortars, artillery, grenade launchers. Phosphorous usually best because smoke cloud blossoms quickly and is highly visible.
	Ordnance	That already impacting on ground may be adequate reference point.
	Illumination rounds	Good for guiding strike aircraft to target at night, but will not pinpoint small target if flares function at usual height.
	Tracer fire	Used at night. Intersection of two streams of tracers or impact point of one stream marks target.
Fires	Grass or other	Sometimes used near target as night reference.
Recognizable Known Points	Terrain features/ landmarks	If clearly visible from air can help when used with another location method. Streams, roads, bridges, treelines, cultivated areas, prominent hills.
	Friendly positions	When clearly recognizable from air may be used day or night for locating close-in targets.

– **Fire team:** "Roger. Out" (Team commits against target.)
– **Observer:** "End of mission. Target suppressed (destroyed), Over."
– **Fire team:** "End of mission. Over."

If observer does not see the impact, the transmission would be as follows:

– **Observer:** "Unobserved. Over."
– **Fire team:** "Unobserved. Over." (Team fires at target.)

Adjustments continue until the mission is accomplished.

OBTAINING AIR FORCE TACTICAL AIRCRAFT FIRE SUPPORT

During major enemy incursions in the rear, fighter air-craft may be available to support ground operations by providing "immediate" CAS. Close air support consists of air attacks against enemy targets that are close to friendly forces. To be effective, CAS requires detailed coordination with the maneuver of ground forces. The coordination must be responsive, integrated, and controlled. Typical CAS targets are—

- Enemy troop concentrations.
- Fixed positions.
- Armored units of immediate concern to ground forces.

Close air support missions are flown at the request of ground forces. The missions can be initiated at any level of command. They are planned, directed, and controlled by the Air Force through the tactical air control system.

To direct the Air Force support, talk to a forward air controller who, in turn, talks to the pilots. The controller can be in an aircraft, but he may be operating on the ground. In most cases, the controller will come forward to a point where he can see the target. Once he has the target in sight, he can adjust the aircraft to the target. If the controller cannot see the target, you will have to tell him how it can be identified. Also make sure that the controller knows where all friendly elements close to the target are located.

If you are unable to talk to a forward air controller, contact a fire support team operating in your maneuver area. Fire support teams have the equipment to talk directly to pilots of aircraft and they are trained observers for CAS.

Marking Friendly Positions

Mark friendly positions during close air strikes if there is no danger of compromise to enemy observers. This may require only a message saying, "All friendlies are south of the target. Nearest are 500 meters." As a rule, a mark is usually necessary when friendly troops are closer to the target than 300 meters. Marks may be overt or covert. Any marking method that can be seen or heard by the enemy is overt.

Ways To Mark Friendly Positions

TYPES	DAY OR NIGHT USE	CHARACTERISTICS
Weapons fire	Day or night	Useful as signal if distinguishable from other types of fire. Tracers especially useful.
Smoke grenade	Day	Most commonly used overt mark. Usually available; quick to use. Red or white can be seen with most backgrounds, but some colors blend with background. Wind may move smoke far from source.
Signal mirrors	Day	Best ground-to-air attention devices during sunshine and when operator is proficient. Pilot can see from many miles.
Signal panels	Day	Good covert visual references.
Balloons	Day	Useful covert signal above thick forest canopy.
Flares	Day or night	Good at night; sometimes used during day. If fired in direction of aircraft may be mistaken for ground fire.
Strobe lights	Day or night	Good. Visible at night for 2 to 5 kilometers.
Vehicle lights	Night	Good. Unshielded headlights are visible to a pilot for several kilometers.

Selecting Attack Headings

A fighter aircraft is more likely to destroy its target if it attacks along the long axis of the target. Once he knows where all friendly units are and where the target is, the forward air controller will usually tell the fighter pilot which attack heading he should use. However, if the controller cannot see the target, you may have to recommend a direction of approach. Remember that fighters should not attack across friendly positions.

An attack toward friendly units is undesirable because of ordnance dispersal patterns. An attack from behind and over friendly lines is also undesirable for several reasons. Some fighters dump empty cartridges overboard as they strafe. An empty 20-millimeter case weighs 114 grams (4 ounces) and hits the ground at 167 kilometers per hour (100 miles per hour). An even greater hazard would be an inadvertent bomb release as the pilot repeatedly selects and arms his weapons systems while in the attack pattern.

For** more **detailed information on CAS, see FM 6-30.

CHAPTER 3

DEPLOYING FOR COMBAT

This chapter implements STANAGs 2155 and 2041

In combat you must be able to move rapidly to a new area of operations. You must be able to quickly set up your base and develop your local security.

MOVING TO A NEW AREA OF OPERATIONS

MP units relocate personnel, equipment, and vehicles to new AOs by mounted tactical road marches. To conduct a tactical road march you must—

- Ensure the area through which you will move is reconnoitered.
- Select a destination site if one has not been named.
- Choose and dispatch a quartering party.
- Consider and plan combat loading.
- Plan the tactical road march.
- Ensure the unit is in the proper mission-oriented protective posture (MOPP) level for the environment.
- Move to your new location.

PLANNING A TACTICAL ROAD MARCH

When you are readying for a tactical road march–

- Ensure a route recon is done.
- Use the recon information to–
  - – Choose sites for halts and release points.
  - – Spot problem areas along the route.
  - – Select bypasses or alternate routes.
- Have the recon cover the route from the unit's staging area to the start point. You must know how long it takes to get there. And you need to know what problems the unit may meet. *See also Route* ***Recon Patrols, Chapter 4.***
- Choose a start point, where the road march will begin.
- Choose a release point, where the road march will end. These points must be easy to recognize on the ground.
- Pick fairly secure locations for halts.
- Choose areas that provide cover and concealment.
- Avoid choosing highly populated areas, curves in the road, or other hard-to-secure areas.
- Plan your timing so your unit arrives at the start point just before your scheduled time for crossing it. (You will be given the time when your unit must cross the start point. As other units may be planning to use the route, each unit must cross the start point on time. Being too early or too late can cause a traffic jam at the start point.)
- Send the quartering party to look for and prepare the new operational site if you have not yet done so.

PLANNING AND MODIFYING YOUR COMBAT LOAD

To save time, you can combat load your vehicles while the quartering party is readying the new site. Combat loading ensures a unit is ready for combat even when it is on the move.

The principles of combat loading are standard. All equipment, ammunition, and gear is loaded on the vehicles in a logical order and put in preselected spots. Knowing where each item is lets you retrieve it quickly if you need it during the move. And combat loading helps you set up fast at your new site.

But the order of your loading and your choice of what equipment is loaded, however, is tailored to the purpose of each move. No one load plan can satisfy all situations. You must consider–

- METT-T.
- Vehicle and trailer capacities.
- Weight limits of unit vehicles and trailers. Do not overload vehicles and trailers.
- Whether or not the equipment will fit ("cube-out"). *For exact data on any piece of equipment, see the applicable technical manual (TM).*

Ready-made load plans (and their loading diagrams) can help you know if the cargo will fit. (Your unit's SOP should have load plans tailored for its various mission activities.) Having a choice of "tried-and-true" load plans for various deployments cuts trial–and–error time. Modify the load plans and diagrams for each operation to suit METT-T plus vehicle and trailer capacities. Show your modifications on your load diagram. You can load a HMMWV in many configurations.

You can–

- Load the basic equipment you need in the standard brackets that are mounted on the vehicle.
- Modify and move the brackets to meet mission or unit requirements.

Factors Influencing Your Combat Load

MISSION

- Needs of higher and lower elements.
- Type of mission. (How far, how fast, mounted, static, and the like? Are trailers appropriate?)
- Implied missions. (What commo equipment, personal gear, night-vision devices, and other equipment may be needed?)

ENEMY

- Strengths, abilities, and intentions. (How much ammunition will you need? Will you need MOPP garments or camouflage netting? Will you take additional ammo or extra fuel, water, and rations?).

TIME

- Time available (used to load mission essential equipment).
- Preplanned load diagram (shortens planning and loading time).

TROOPS

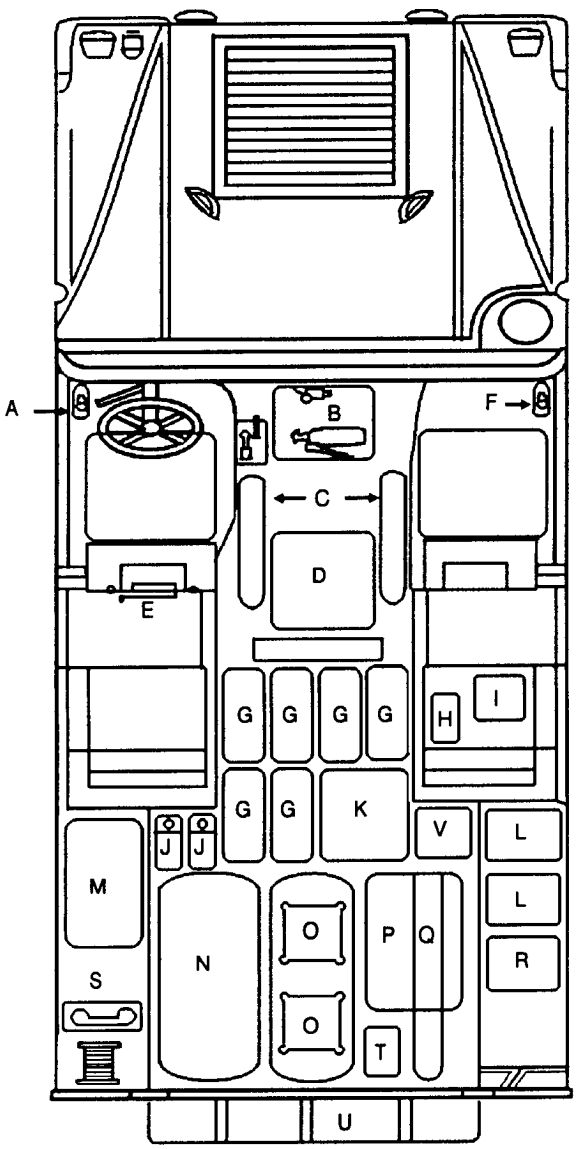
- Battle dress weight of soldier (200 lbs).
- Additional 35-75 lbs in equipment, ammo, weapons, water, and rations per individual.

TERRAIN & WEATHER

- Soft surfaces (increase chances of losing traction and getting stuck).
- Steep grades, slippery surfaces, and high winds (make trailer movement difficult).
- Hot, arid weather (requires 6 gal of water per soldier per day and extra water for vehicles).
- Cross-country (requires detail to securing and sheltering cargo).

VEHICLE & TRAILER CAPACITY

- Size and weight of cargo.
- Trade-offs on what is needed and what can be carried.
- Ammo, equipment, and supplies needed for mission (loaded IAW load plan).



Example of an Internal Load Plan for a HMMWV

A. M16/M203

B. Radio mount with all vehicular mounted communications equipment, fire extinguisher mounted underneath, and first aid kit.

C. LAWs

D. Gunner's platform

E. M11 Decon apparatus

F. M249 (SAW)

G. MK19 40-mm ammunition, stacked

H. Radiacmeter (under seat)

I. AN/PVS-5 night-vision goggles (under seat)

J. 5-gallon water/gas can(s)

K. AN/TVS-5 night-vision sight

L. SAW 5.56-mm ammo

M. 2 cases of MREs

N. 2 duffle bags, stacked

0. 2 ALICE packs stacked on duffle bag

P. ALICE pack

Q. M3 tripod

R. M16 5.56-mm ammo

S. TA-312 field phone w/ 1/2 mile rolled wire

T. M8A1 chemical detection unit

U. Camouflage screen and support system

V. 20 empty sand bags

COORDINATING AND DIRECTING THE MARCH

The march leader–

- Coordinates the road march, through his chain of command, with the local movement control unit.
- Finds out if the convoy needs a movement credit or a clearance to use its given route. If so, he submits a DD Form 1265 (STANAG 2155).
- Informs higher HQ and supported units of the dates and times that operations will stop at the old site and begin at the new site.
- Tasks subordinate leaders to come to a briefing to discuss unit readiness and load plans and to forecast support needs.
- Submits requests for support based on the forecast developed during the briefing. (Requests may include frees, refueling, vehicle recovery operations, and other support needed to complete the march.)
- Issues an OPORD for the movement.
- Directs HQ personnel to prepare a movement table (STANAG 2041). *See Appendix E, FM 55-10, for detailed information on movement tables.*
- Has unit personnel analyze the route recon information looking for likely enemy ambush sites.
- Ensures a strip map, which may be included as an annex to the OPORD, is prepared. (The strip map shows start points, release points, route numbers, place names, critical points, directional arrows, distances between points, scheduled halt locations, and petroleum, oils, and lubricants [POL] refill points.) Copies are given to unit drivers.
- Ensures an MP noncommissioned officer (NCO) briefs the drivers and assistant drivers. *See Preparing for convoy), Chapter 13.*
- Directs radio communication be kept to a minimum during movement.
- Tasks subordinates to ensure the road march plan is followed.

CONDUCTING THE MARCH

If the unit is to move at night, the march leader ensures personnel are aware of and abide by the set lighting conditions. The commander sets the conditions under which military traffic moves at night. More restricting conditions are sometimes imposed by the threat environment (air raids and the like). Lighting conditions might be normal lighting, reduced lighting, or blackout. When the situation warrants, travel by total blackout. (Use night-vision goggles.) More often travel is under partial blackout, using only enough light to see the road and be seen by other road users. Reduced lighting keeps to a minimum light that might be visible from the au. But it permits vehicles to–

- Travel as fast as possible compatible with safety.
- Brake in time.
- See the side of the road.

During a tactical road march, the march leader and the platoon sergeant travel in separate vehicles. This decreases the chance of a unit's top leaders being lost in one enemy action.

The convoy moves en route by closed or open column march, or by infiltration. In a closed column your elements are close together. Set and maintain a distance of 15 to 20 meters between vehicles. A closed column–

- Cuts the time it takes for the column to pass points on the route.
- Needs fewer guides, escorts, and markers for control than an open column does.
- Is used for moving through congested areas or over poorly marked routes.
- Is used for night moves during blackout conditions and/or radio silence.

In an **open column** the elements are widely spaced as a passive defense measure. Keep a distance of 75 to 100 meters between vehicles. Use an open column–

- When enemy contact is likely.
- For moves made during daylight.
- Over dusty roads. (Reducing dust is especially important when moving through areas contaminated by radioactive fallout.)

Infiltration is the best passive defense against enemy observation and attack. To move by infiltration, dispatch vehicles one at a time or in small groups at irregular intervals to keep traffic density low–

- When time and road space allow.
- When maximum security, deception, and dispersion are needed.
- Maintain security during the march. When the unit approaches likely danger areas, such as bridges, tunnels, and the like, have one or more teams dismount. They should check both sides of the road before having the convoy pass. This is critical if there was only time for a map recon before the move.

Bypass mined areas whenever possible. But–

- Consider how the delay will affect the outcome of the mission versus the safety of the unit movement.
- Be cautious. Mines can be used to force you to take an alternate route into an ambush site.
- Screen the bypass route, if possible, prior to diverting a convoy or other military traffic.

If you **must** cross a mined area when engineer assets are not available to breach the minefield, act quickly, but cautiously. Mined areas, like other obstacles, are often covered by enemy fire. Before crossing–

- Detonate the mines from a protected position.
- Detonate mine trip wires by rigging an object near the trip wire to fall on the wire.
- Use a hand grenade or direct fire to detonate mines.
- Detonate pressure-sensitive mines by rigging an A-frame over the mine and placing a heavy object, attached to a rope, over the mine. Take cover and allow the object to fall on the mine.
- Devise other methods to detonate detected mines.

Be sure to send a report to the next higher command when you have neutralized the mines. *See **Appendix E and FMs 20-32 and 21-75 for more on mines and countering mines.***

SETTING UP A NEW OPERATIONAL SITE

MP elements most often will collocate as part of an established base or base cluster. But on occasion MP may need to set up a base on their own. To set up at a new location, whether as part of an established base or base cluster, or separately as a company or a platoon base, you must–

- Reconnoiter new sites.
- Pick the most favorable site and its alternate. Choose a site that–
  - Is easily accessible.
  - Can accommodate all the unit's vehicles and equipment.
  - Has a firm, well-drained surface.
  - Has some natural cover and concealment.
  - Is relatively easy to defend.
- Prepare and secure the site.
- Complete the move.
- Establish local security to sustain survivability.

Leading a Quartering Party

A quartering party is needed whenever a unit relocates. While the unit loads for deployment, the quartering party moves to and readies the new site. Their job ends when the last vehicle in the main body arrives at the new site. The size of a quartering party is based on the–

- Tactical situation.
- Amount of work needed to prepare the site for occupancy.

A quartering party for a company is likely to have personnel from–

- Unit HQ.
- Each platoon.
- Maintenance and dining sections.
- Communications.

But the quartering party for a platoon relocation would be much smaller.

The quartering party leader–

- Ensures equipment and supplies are available to clear, secure, and set up the new site. A quartering party might need–
  - NBC detecting and monitoring equipment.
  - Mine detectors.
  - Saws or axes to clear wooded areas.
  - White engineer tape.
  - Portable route signing material.
- Gives tasks to each team based on the size of the quartering party, the work to be done, and METT-T.
- Ensures each team has the equipment needed to complete its particular tasks. *See **FM 7-10.***
- Ensures the teams are at the proper MOPP level if they are operating in an NBC environment.

At march halts, teams set up local security. If the vehicles can leave the road, the teams form a 360-degree perimeter around the convoy. If the vehicles cannot leave the road, they are parked at an angle so alternate vehicles face opposite sides of the road. *See also Moving in Combat, Chapter 2, and Providing Security for the Ammunition During Ground Movement, Chapter 13.* Each team is assigned a sector to observe. The sectors overlap between vehicles. Each team member has a specific area of responsibility. Troops remain alert, ready to take action on contact with the enemy. All personnel look for enemy aircraft. *See Reacting to Air Attack Chapter 2.*

When the quartering party reaches the site, it clears and then secures the site. One or more teams, after dismounting their vehicles, search the area for mines, booby traps, items of intelligence value, or other signs of enemy presence.

- If nuclear weapons have been used, at least one team using radiacmeters, monitors the site for radioactive contaminants. Because it is hard to detect the first use of chemical and biological agents, monitoring for these agents must be continuous. *See Detecting and Reporting NBC Hazards in Chapter 4.*
- In urban areas, team members clear buildings to be used by the unit. Team members may also clear structures outside the perimeter if there is a possibility of enemy presence. The priority of buildings to be cleared and the number of teams needed are based on METT-T. *See Attacking on Urban Terrain, Chapter 7. Also see FM 90-10-1.*

When the area is cleared, one or more teams set up–

- OPs/LPs.
- Defensive positions on likely enemy avenues of approach. These positions provide early warning and limited protection during occupation of the new site.

The next step is to ready the new site for the main body's arrival.

FOR A COMPANY MOVE

If the quartering party is setting up a company site, the quartering party–

- Chooses a tentative location for the company CP.
- Sets up the company CP where it can best control the company, be well defended, and have lines of communication to subelements.
- Uses buildings (in an urban area) to conceal the CP
- Considers defendability, cover, and concealment when choosing the CP location.
- Sets up the wire communications net. *See also Appendix F.*
- Marks those areas where other unit elements will be positioned, using signs or materials that cannot be easily seen by the enemy.
- Picks roads and trails that permit an easy flow of traffic.
- Chooses alternate exits and marks them for use as emergency exits.
- Designates parking areas for the heaviest, most awkward vehicles, such as 5-ton trucks.
- Makes use of natural cover and concealment when possible.
- Uses camouflage screens and man-made cover and concealment where needed.
- Selects a troop area and –
  - Marks the areas where latrines, garbage dumps, and tents will go. (For safety, unit personnel should sleep only in the troop area. Ground guides should be used for vehicle movement in areas where troops are sleeping.)
  - Chooses a structure (in an urban area) that protects the troops from natural elements and has adequate latrine facilities.

Locate –

- The food service section inside the perimeter, well away from interior roads to keep dust from contaminating the food. Locate the serving line to take advantage of cover and concealment. In urban areas use a building.
- The latrines away from the bivouac area. Place latrines–
  - At least 30 meters down slope from wells or other water sources.
  - At least 100 meters from the dining facility, downwind and down slope, if possible. In urban areas use existing latrines if they can serve at least 8 percent of the unit at one time.
- The maintenance section where vehicles can arrive easily from the main road through the site. Vehicles should be able to enter the maintenance tent at one end and exit at the other. In urban areas use existing garages for maintenance operations.
- The supply section to meet space, roadway access, and drainage needs. In urban areas use warehouse-type buildings for supply operations.
- The tactical communications section where it has space enough to support the whole operation. Usually it collocates with the maintenance section or the operations section.

When the main body arrives –

- Ensure the vehicles—
  – Rapidly clear the approach route.
  – Are guided into the new site and parked.
- Brief the leader of the main body on the situation and on the current status of operations.

If you are the main body leader –

- Inform higher HQ that the move has been completed.
- Report location coordinates for both the CP and the alternate CP by messenger or other secure means.
- Ensure the entire party immediately begins preparing fighting positions and other defense measures.

FOR A PLATOON RELOCATION

A quartering party in advance of a platoon relocation has the same considerations, scaled to size and need, as one in advance of a company. An MP platoon may collocate with a company HQ or an existing base. But more often a platoon base must be set up where platoon HQ can best —

- Command and control its squads.
- Communicate easily with its squads and higher HQ.
- Link squads, company CR and/or supported unit.

Platoon HQ can operate from a static base. But it also can operate from vehicles. If platoon elements are going to operate in one location (as they would for an EPW holding area), you would want to set up a static platoon HQ base. But if your platoon elements must operate dispersed over a large area, the platoon leader must remain mobile. In such cases a platoon leader could elect to set up a "temporary" platoon base as a rally point to report, resupply, and reorganize the platoon's resources.

All platoon bases are set up basically the same. The platoon sergeant picks a site that offers good cover and concealment. The site must be defendable and allow the HQ vehicle to be parked near the tent. A small tent houses the platoon HQ. A radio set control group can be used to remote communications into the tent. An antenna increases transmission distance. Locate the antenna based on OPSEC principles. *See also MP Drill 8, Assemble and Erect OE-254 /GRC Antenna System, in ARTEP 19-100-10-DrilL* Wire communications are limited to those platoons that can hook into an existing wire net.

CONDUCTING MP BASE SELF-DEFENSE

When you collocate with a base or base cluster you are integrated into that base's or base cluster's self-defense planning and operations. When you set up an MP base on its own, your base is responsible for its own security and protection.

COLLOCATED

When collocated, you coordinate with the base defense operation center (BDOC)/base cluster operation center (BCOC) to integrate your efforts with the base's/base cluster's efforts. Your portion of the base's/base cluster's defense is to help provide early warning of the Threat by your area security and/or BCC operations in the area near the base or base cluster. Because MP resources are austere, you only share sector efforts on the base perimeter.

Each base has a BDOC that plans, coordinates, and supervises base defense operations. The BDOC initiates contingency planning that enables the base to–

- Increase the manning posture of the base based on the Threat.
- Detect and defeat the Threat within their capabilities.
- Hold against heavier enemy forces until response forces arrive.
- Maintain control of the fight within the base.
- Support the fire and movement of the response force operating outside the base.

Each base cluster has a BCOC to monitor base defense plans and establish the base cluster reaction force. The BCOC–

- Provides the command and control of resources for planning, coordinating, and supervising the defense of the base cluster.
- Coordinates base defense operations.
- Maintains communications with bases within the cluster as well as with MP, BDOCs, and the rear area operations center (RAOC). A great deal of intelligence is provided to a BDOC/BCOC through the rear operations net, which helps in planning the defense.

Your plans for the interface of MP support into the base's self defense plans address–

- Cover and concealment of personnel and equipment.
- Signal security.
- Reliable and redundant communications systems at all guard locations (land line, radio links to BDOC, telephone hookup to center switch).
- Deception.
- Contingency planning.
- Improvement of base defense positions.
- Assistance of area MP.
- Coordination with BCOC or RAOC as required.
- OPs/LPs.
- Noise and light discipline.
- Immediate reaction to enemy threat or attack.
- Rehearsals of defense measures.

All plans and overlays depicting MP support are forwarded to the BCOC. There they are consolidated and forwarded to the RAOC. (If a base is not part of a base cluster, the base forwards all plans and overlays directly to the RAOC.)

SET UP SEPARATELY

When you set up as a "base" separately, you must be able to defend against a wide range of enemy activity. And you must integrate the defense of your base with the defense efforts of other bases in the rear area. Indirect fire systems, air defense artillery, tactical aircraft. Engineers, dismounted troops, armored vehicles, and helicopters all contribute to bases' overall security. But bases must coordinate and synchronize their defense efforts to enhance their strengths and reduce their vulnerabilities.

Using the intelligence preparation of the battlefield (IPB) process can help you predict threats to base security. *See Appendix* ***G.*** You want to be aware of enemy location, organization, direction of movement, and strength. (And you must have effective OPSEC to deny similar friendly information to the enemy.) You can continually improve base defenses by considering what avenues of approach and methods of attack the enemy could use, given the vulnerabilities of your base. Make sure your base defense plan has overlays depicting weapons positions, sectors of fire, final protective fires, and reaction force contingencies. Update the plans as often as you can.

Coordinate your base's reaction force efforts with the designated area response force. You must develop detailed employment plans and exchange as much information as possible with the response force and TCF commander before they are needed. Although your base's reaction force usually would not fight beyond the perimeter of your base, the reaction force must be ready to assist the response force or TCF when it arrives. Consider–

- Command relationships before, during, and after linkup.
- Coordination of fire support before, during, and after linkup.
- Recognition signals and communication procedures to be employed.
- Follow-on operations required.
- Area damage control.

See Base Response Force and Air Base Ground Defense Operations, Chapter 8. See also Chapter 9.

SET UP IN A HIDE POSITION

If your squad/platoon must step down from sustained continuous operations and you cannot just return to your base or base cluster, you may need to operate briefly from a "hide position." When used properly, a hide position can enable your squad/platoon to rest, recover, and repair damaged equipment and to plan for future operations. A good hide position is one that offers concealment with little chance of detection by the enemy. You want to get the best security you can, tasking the fewest soldiers needed to provide security.

The hide position should be located in or near the area of normal operations so that sustained operations can be resumed immediately, on order. ME'TT-T should be of primary concern, as in any operation. Easily defensible positions are preferred over those that are more difficult to secure/defend. The position should have more than one exit route.

Pick a position where communications capability with the next higher HQ is enhanced or at least not reduced by terrain. While built-up/urban areas afford suitable concealment for hide positions, it is essential that the requirement and capability to communicate be thoroughly assessed prior to selection of such a site.

Keep vehicles nearby. You want them secure and available. Plan vehicle positions so that key equipment can be moved or removed without displacement of the entire unit. Equipment must be concealed from the sides, as well as from overhead. This will prevent detection from aerial observers and some sidelooking airborne radar.

Cover and conceal to reduce security and/or defense requirements.

There should be sufficient space between vehicles to allow a vehicle to bypass any other vehicle that may be rendered inoperable.

Make sure your squad or platoon follows signal security and uses noise and light discipline. Set up fighting positions if your situation calls for them.

SETTING UP LOCAL SECURITY

Self-defense planning and coordination must be done as soon as the base is set up. Prior planning and mission analysis are essential elements of a base defense.You must be able to defend your site even before your occupation is complete. When an MP element is sited as part of an established base, it helps defend a portion of the larger units' perimeter. But elements set up separately usually must defend their sites by deploying in a 360-degree perimeter.

Considerations for OCOKA

OCOKA	FRIENDLY CONSIDERATIONS	MAJOR ENEMY CONSIDERATIONS	SPECIAL CONSIDERATIONS
Observation and fields of fire	Observation allows you to see and get quick identification of enemy. Fields of fire — check to see what area can be effectively covered by which weapon (helps you select placement of kinds of weapons).	Good fields of fire allow for engagement of enemy at maximum ranges. Allows us to adjust indirect fire, engage enemy with direct fire weapons.	Selectively clear grass, brush, trees, and rubble. Camouflage fresh cuts to lessen enemy detection.
Cover and concealment	Cover protects soldiers from enemy direct and indirect fire. Concealment hides soldiers and weapons, it will not protect them from fire.	If enemy can see you, they can shoot you. Enemy will look for unnatural camouflage to give away your position.	Check positions from front to ensure that they are well concealed. Use live foliage when possible.
Obstacles	Covered by fires. Obstacles that stop armor may not stop dismounted soldiers and vice versa. What kind of equipment do we have for this?	Be able to analyze, delay, restrict, or divert enemy movement.	Must be able to cover obstacles with fire to prevent enemy from neutralizing them. Reinforce natural obstacles (deep creeks, ravines, dense brush) with man-made obstacles such as wire and mines. Natural obstacles—trees, boulders.
Key terrain	What do you have to use to your advantage? Used to set up a defensive position. Offers good cover, concealment, observation points, and fields of fire. Tactical advantage goes to unit that holds key terrain. What enemy has that he will use to his advantage.	Enemy will expend more time and materiel to acquire key terrain.	Usually high ground.
Avenues of approach	Analyzed in terms of both mounted and dismounted movement. Where to put fighting positions, sectors of fire, based on likely avenues of approach. Target reference points plotted for indirect fire.	Enemy may gain tactical advantage by attacking along hard-to-traverse approaches.	Must know enemy capabilities for proper placement of fighting positions. Quick identification of armored vehicles.

The techniques and principles of defense are the same for defending a separate squad, platoon, company, or base. To plan a perimeter defense, evaluate the situation. Analyze the terrain in terms of "OCOKA." Look for observation and fields of fire, cover and concealment, obstacles, key terrain, and avenues of approach. Then place your defenses where the threat is greatest.

For example, you would deploy your platoon in a circle around the area to be protected with squads and teams defending a portion of that circle. After considering METT-T, plan deployment of squads and automatic and antiarmor weapons. Determine if range cards, indirect fire, and mines and obstacles should be used.

Decide where to place your command post-observation post (CP-OP). Locate your main CP-OP where you can best see and control the platoon. If this is not possible, locate a main CP-OP where it can cover the most likely enemy approach. Place an alternate CP-OP, to be operated by the platoon sergeant, where it can control the portion of the perimeter that cannot be seen or controlled by the main CP-OP. Then decide what other security measures and what communications means to use.

To counteract Threat ultraviolet, infrared, radar, seismic, and other sensors, you must plan more than just cover and concealment. Use the principles of camouflage. Counter the recognition factors that make an object stand out from its background. Do this by–

- Locating soldiers, equipment, or structures where they are least discernible. (This by itself, can reduce or eliminate many recognition factors.)
- Using any mix of hiding, blending disrupting and/or disguising that conceals 'risibility."
- Maintaining camouflage discipline continuously.

Object Recognition Factors

o Shape	o Texture	o Temperature
o Shadow	o Pattern	o Radar return
o Color	o Movement	

When the number of troops to defend a 360-degree perimeter is small, vary the size of defensive sectors, identify alternate fighting positions, and retain flexibility of thinking. Decide what equipment –

- Is needed to set up a perimeter defense.
- Should stay in the vehicles.
- Must be requisitioned or picked up later.

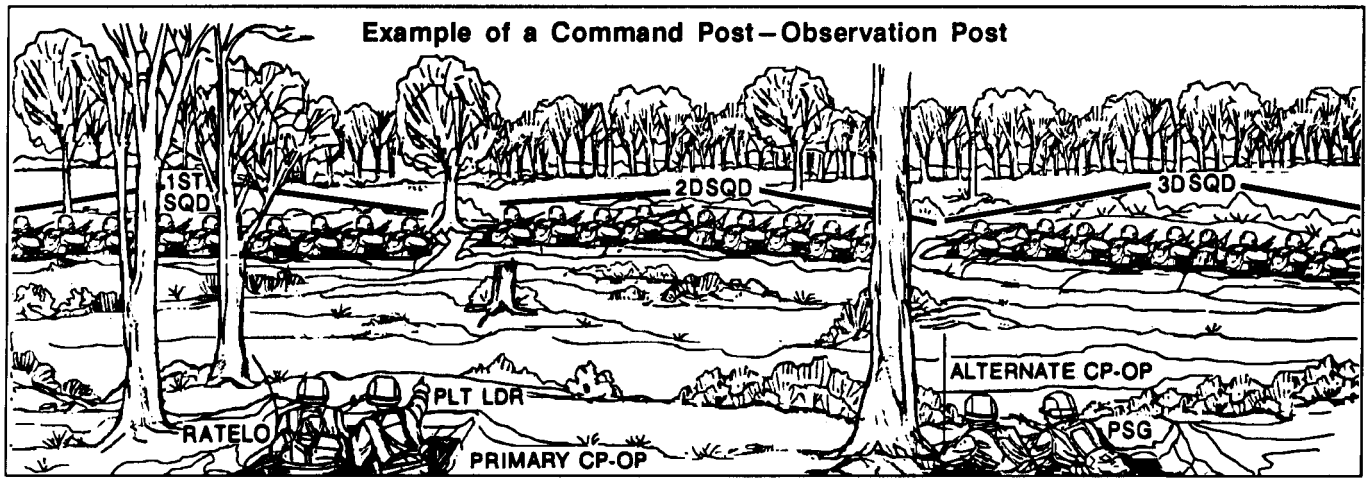
Equipment to improve defensive positions includes such items as —

- Concertina wire.
- Sandbags and tape (for cover and concealment).
- Trip flares.
- Pyrotechnic devices.
- Mines.
- PEWS.

You must be able to defend day and night, when visibility is limited, and in a variety of weather conditions. Ensure you have the equipment needed to defend under these conditions. And use it. When visibility is poor –

- Take steps to keep the enemy from observing or surprising the platoon.
- Require OPs/LPs. There should be at least one OP/LP per squad. OPs/LPs report the enemy's advance and call for illumination and supporting fire. As in a day- light defense, MP manning OPs/LPs withdraw before they become engaged in close combat.
- Use patrols, illumination, PEWS, and night-vision devices to help detect the enemy's advance.
- Use trip flares to provide warning and give some illumination. As a rule, do not fire until targets are visible.
- Use camouflage, movement control, and light and noise discipline.
- Limit radio traffic to essential information.
- Ensure strict fire control to keep from disclosing fighting positions.
- Have gunners with crew-served and antiarmor weapons use night-vision devices.
- Provide illumination by using hand-held flares or grenade launchers with illuminating rounds. Added light may be provided by fire support.

Example of a Command Post–Observation Post



Platoon leaders plan the use of messengers, visual signals, personal contact, or whistles to communicate with squad leaders. Squad leaders plan to communicate with their team leaders and teams using personal contact or sound and visual signals.

CONSTRUCTING FIGHTING/SURVIVABILITY POSITIONS

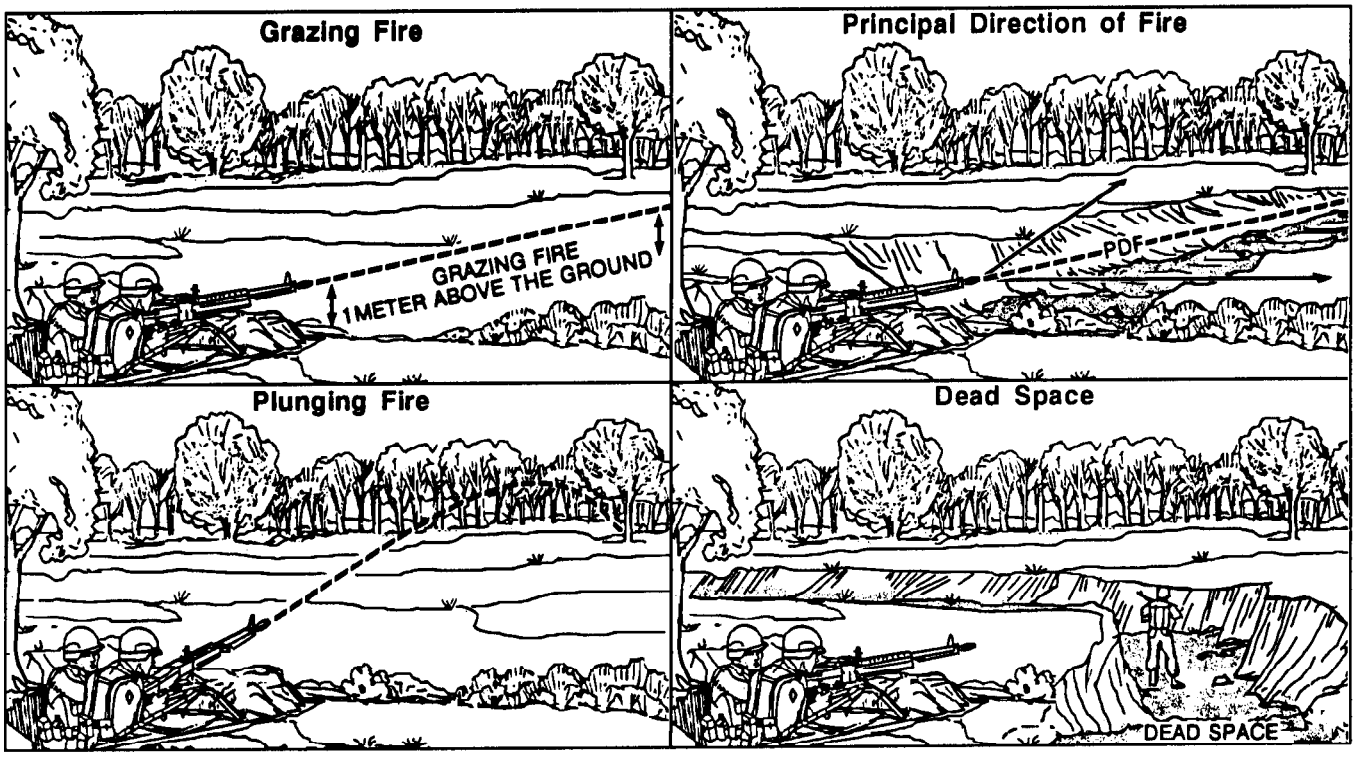
Fighting positions help protect you and your equipment from the enemy. A fighting position provides cover and concealment from which to engage or defend against the enemy. (Individual fighting positions are constructed in accordance with FM 7-8.) The positions help protect you from enemy small arms fire and fragmentation weapons while allowing you full weapon system engagement.

Fighting positions do not protect against the destructiveness of artillery and other area weapons. But a dug-in fighting position may well be your key to survivability. "Digging in" cannot, by itself, remove your vulnerability. It does reduce exposure to the enemys acquisition, targeting, and engagement systems. You must be able to construct your survivability position, often without Engineer assistance.

Fighting positions for crew-served weapons must be where gunners can stop infantry attacks. Plan the sectors of fire covering infantry avenues of approach. They should give the most grazing fire across the platoon or squad front. Sectors of fire should overlap each other and those of adjacent squads. Prepare the positions so that their primary sectors of fire have the guns firing across the unit's front. Prepare secondary sectors of fire so the guns fire to the front.

Usually each M60 or MK19 fighting position is occupied by one MP team. One member is the gunner, one is the assistant gunner, and one is the ammunition bearer/rifleman. Each gunner has a primary and a secondary sector of fire. The gunner fires in his secondary sector only on order or when there are no targets in his primary sector. Each gunner sets his weapon for a final protective line (FPL) or a principal direction of fire (PDF) within his primary sector. This is done by using aiming stakes. Both FPL and PDF are control measures to help defend a position. In an attack the gunner knows his primary areas. He engages the greatest threat, and, on order of the platoon leader or platoon sergeant, fires the FPL.

The FPL for the M60 is the line where an enemy assault is to be checked by interlocking fire from all weapons. Use the M60 on the FPL for grazing fire no more than one meter above the ground – about hip high – across the element front. Use the MK19 or M203 to cover dead space. To figure the dead space on the FPL, the gunner watches a person walking down the FPL and marks spaces that cannot be grazed. The gunner records all dead space data on the range card. He prepares at least two copies of his range card. He keeps one card at the position and gives one copy to the squad leader. Fire on a gunner's FPL is its final protective fire (FPF). FPF is usually used as a last resort to stop an enemy assault. All weapons fire on command, continuously, until called for FPF to be stopped.



Sample Range Card

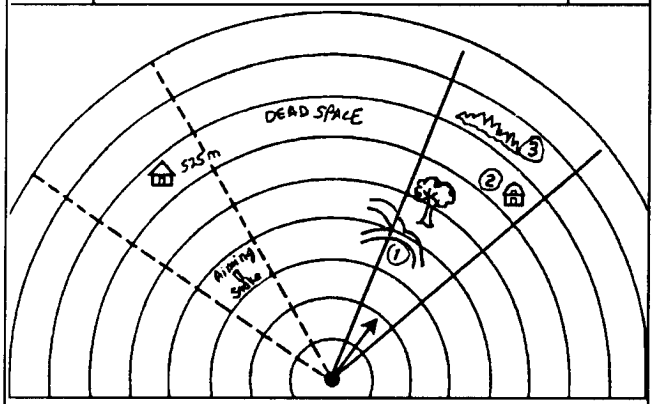
STANDARD RANGE CARD

For use of this form see FM 7-7J. The proponent agency is TRADOC.

SQD 3rd
PLT 2nd
CO B

May be used for all types of direct fire weapons.

MAGNETIC NORTH



DATA SECTION

POSITION IDENTIFICATION GL0845038 DATE 12 OCT 92

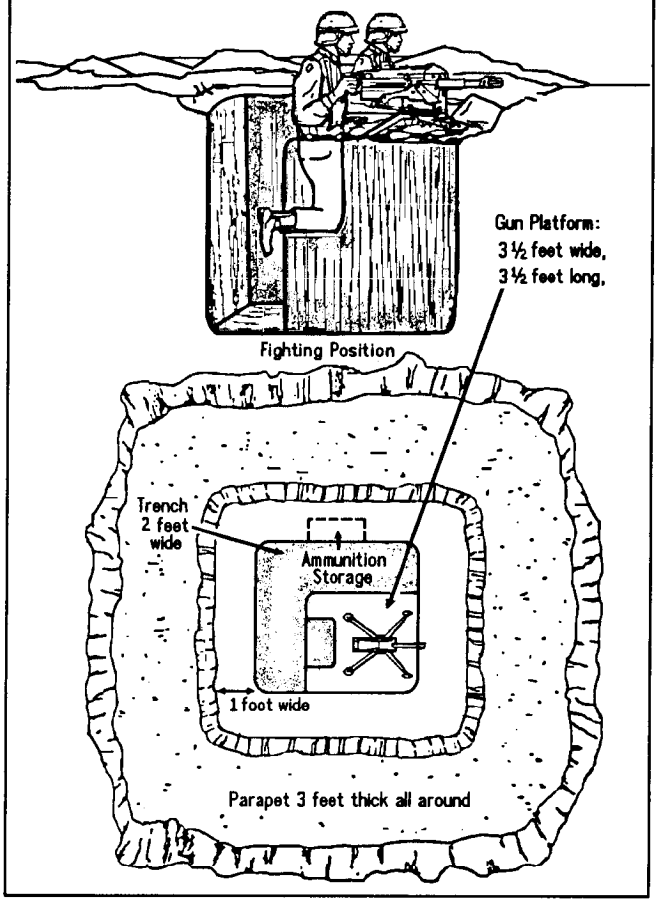
WEAPON M60 #2 EACH CIRCLE EQUALS METERS 100

NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
1	L 035	0/24	400		PDF/wooded road junction
2	R 375	-50/15	625		Barn
3	R 175	-50/40	725		Hedgerow

REMARKS: (1) TW 17 A30
(2) TW 3/L3
(3) TW 7/A3

DA FORM 5517-R FEB 86

MK19 GMG Dug-in Fighting Position



When terrain prevents the use of an FPL, the gunner uses a PDF instead. He directs his fire toward the most threatening avenue of approach that leads to his position. His weapon is positioned to fire directly on this approach rather than across the squad's front.

Fighting positions for the MK19 and .50-caliber are constructed like M60 fighting positions. But it takes added effort to keep the M3 tripod from moving because of the MK19's recoil. If you are using the M60 machine gun, use the tripod when firing at an angle. Use the biped when tiring to the front. When you change your fires from the oblique to the front, move the machine gun. But leave the tripod in place. If you are using the MK19, position the tripod toward the primary sector of fire. However, because there is no biped for the MK19, be prepared to adjust both the weapon and tripod to the secondary sector, if required. After a crew is positioned and is assigned an FPL or a PDF, the team–

- Marks the tripod's position and the limits of their sectors of fire with aiming stakes.
- Outlines the hole.
- Digs the firing platform first. This lessens their exposure if they have to shoot before construction of the position is complete. (Dig the firing platform at a level that allows the gun to traverse the sectors of fire.)
- Lowers the gun to reduce the gunner's profile. This also reduces the height of the frontal cover needed.
- Digs the hole deep enough to protect themselves and still allow the gunner to shoot in comfort (usually about armpit deep).
- Places the dirt where frontal cover is needed.
- When the frontal cover is high enough and thick enough, uses the rest of the dirt to build flank and rear cover. (Sandbags, wire, hatchets, or saws can be useful for building overhead cover or improving the fighting positions.)

The ammunition bearer digs a one-man fighting position to the flank. He locates himself where he can see and shoot to both the front and the oblique. Usually the ammunition bearer is on the same side as the FPL or the PDF. From there he can see and shoot into the machine gun's secondary sector. And he also can see the gunner and the assistant gunner. The ammunition bearer connects his position to the machine-gun position by a crawl trench. That way he can provide ammunition or replace one of the gunners.

SELECTING FIGHTING POSITIONS FOR URBAN TERRAIN

Planning your defense on urban terrain is similar to planning a defense in the countryside. Defensive positions must cover likely enemy avenues of approach. Defensive positions must be mutually supporting. They must provide cover and concealment. Antitank weapons are used on mounted avenues of approach. Machine guns cover dismounted approaches. LAWs/AT4s and M203 grenade launchers work well in built-up areas. They have a good chance to hit enemy armored vehicles on the top or the side where armor is thin.

The method of defense (in-depth linear, or the like) in the two areas is based on the same considerations. Obstacles are used to canalize the enemy into kill zones or to deny key terrain. Orders must be very specific. Due to limited resources, use obstacles to channel, divert, or impede movement. Obstacles should be developed and planned in accordance with (IAW) FM 90-10-1, Appendix G.

Select defensive positions in urban areas based on METT-T. Often a squad occupies a building, but larger buildings may be defended by a platoon. Select buildings that–

- Are well-built. Concrete and steel construction is preferred.
- Have strong floors to keep the structure from collapsing under the weight of debris.
- Have thick walls and floors so that the enemy cannot shoot through roofs and walls to kill defenders.
- Are constructed of nonflammable material. Avoid wood. Strong, fireproof construction provides protection from nuclear attack as well as conventional firepower.
- Have few glass windows (or break and remove the glass).
- Provide good fields of fire. Buildings located next to vacant lots, alleys, and parks allow better fields of fire than buildings located next to other buildings.
- Allow mutual support between buildings. No building should be subject to attack without troops in another building being able to provide supporting fire.

Locate positions so as not to establish a pattern. Avoid obvious firing locations like church steeples (remember the elements of OCOKA):

- Place MK19s in the building where they can cover assigned sectors of fire and FPLs.
- Have the squad automatic riflemen and grenadiers cover enemy approach routes to the building.
- Place most rifle positions at or near ground level to have overhead protection and provide grazing fire on approaches.
- Position some MK19 gunners higher to get a longer range. And they can fire into areas that would be dead space for ground-level weapons.
- Position AT4s/LAWs (remember the backblast) so that they can fire down on tracked infantry fighting vehicles and wheeled scout recon vehicles.

Change the outside of the building as little as possible. Inside the building–

- Improve fighting positions to provide more overhead and frontal cover; firing ports are used to avoid enemy observation.
- Cut or blow holes between rooms and floors so your soldiers can move quickly by a covered and concealed route to other tiring positions in the building.
- Seal off unused basements to prevent enemy entry.
- Barricade doors, halls, and stairs and take down fire escapes to keep the enemy out of the building.
- Reinforce positions with sandbags, solid debris beds furniture, and the like.
- Screen or block windows and other openings. (This keeps the enemy from seeing which windows are manned and from throwing hand grenades into the building. When firing from windows or holes in walls be sure the muzzle of your weapon does not protrude beyond the wall. This conceals the muzzle flash.)
- Remove combustible materials to limit the danger of fire.
- Turn off electricity and gas.
- Stockpile water and dirt to fight fires.
- Wear armored vests, earplugs, and goggles to protect you from dust and debris.

Considerations When Operating In Urban Terrain

- Weapons employment is different (shorter ranges).
- Location of positions is different (LAWs/AT4s on upper floors of buildings [*see FM 23-33 for safety considerations*]).
- Target acquisition is more difficult (more extensive use of aiming stakes, layered fires, and the like).
- Combat service support will center more on stockpiling materials in positions rather than on traditional resupply methods.
- Controlling indirect fire is more difficult.
- Primary communications must be by messenger, wire, or visual signals, rather than radio.
- Avenues of approach are more canalized.
- Three dimensions of enemy activity (above the ground, ground level, below the ground) may be in use. The enemy can more easily isolate subordinate units.
- Civilians and fire hazards may be present.

SETTING UP OPs/LPs

An OP/LP is a selected location from which to look and listen for enemy activity within an assigned area of observation. You can use OPs/LPs–

- On key terrain when the surveillance of a specific area is required.
- To prevent the enemy from a surprise attack on other friendly forces.
- As an early warning security measure in a defensive perimeter.
- For the monitoring of likely enemy avenues of approach, drop zones (DZs), and landing zones (DZs).

The platoon leader picks the general location of OPs/LPs. The squad leader picks the exact positions. He chooses places that–

- Offer a good view of the sector.
- Offer cover and concealment.
- Offer covered and concealed routes to and from the OP/LP.

He avoids places that–

- Attract attention, like water towers, isolated groves of trees, a lone building or tree, or abandoned vehicles.
- Silhouette observers, like hilltops that skyline the position or vehicles.

Place OPs/LPs down the slope or on a flank of a hill, if there are covered withdrawal routes. Ideally, have each OP's/LP's field of observation overlap those of adjacent OPs/LPs. You may have to selectively clear fields of observation. Good observation of a sector may mean less cover and concealment. You should be able to enter and leave an OP/LP without being seen.

The team or teams at an OP/LP should have night-vision devices. The observer needs–

- Binoculars to help him see and identfy the enemy.
- A compass to get azimuth readings.
- A map with target reference points plotted on it so he can call for indirect fire.
- A radio (this may be the only means of communication from a remote site like a DZ or an LZ).

OP/LP team emplacement at night depends a lot on sound. Place OPs/LPs close to the perimeter. And place them within direct fire range of the defensive perimeter for protection.

The team leader designates a specific location and primary direction of fire for the crew-served weapon. The OP/LP team builds a hasty fighting position or a prepared fighting position depending on METT-T. The team leader also designates a covered and concealed location behind the OP/LP for the vehicle. The OP/LP team must have a covered and concealed withdrawal route to the vehicle from the fighting position. The team camouflages the OP/LP and their vehicle while the gunner clears a field of fire and prepares a range card.

The squad leader establishes communication with higher HQ and tells the team when and how to report. He tells them–

- If and when they should fire at the enemy.
- How to get back to the squad if they must withdraw.
- What reentry signals to use.
- When they will be replaced, if he knows this.
- To fight or withdraw according to his instructions.
- To be careful not to be drawn away by a small enemy element while the main element attempts to penetrate the perimeter.
- When to pull back or under what conditions they can withdraw without his order.

The frequency of relief for the OP/LP team depends on the team's physical condition and morale, the weather, the number of troops available, and the next operation. The squad leader carefully plans how each soldier receives rest. When an OP/LP team is part of a defensive peri-meter, they–

- Build fighting positions for protection and concealment.
- Use trip flares, noisemaking devices, and night-vision devices to detect the enemy.
- Emplace Claymore mines for added protection.
- Coordinate with the perimeter on the reentry procedures to the perimeter from the withdrawal route.

OPs/LPs on a defensive perimeter need wire or secured radio for communication. Messengers can also be used. You may use man-portable radios to supplement wire communication.

At an OP/LP usually one team member observes. Another provides security and records and reports information. The third provides relief and backup security. Team members switch jobs about every 20 to 30 minutes. The efficiency of the observer drops quickly after that time.

As the observer you search terrain in two steps. First make quick, overall searches of the entire area for obvious targets and unnatural colors, outlines, or movements. Do this by quickly searching from just in front of your position to the maximum range you wish to observe. If the sector is wide, divide it into small sectors. Then search the sector in 50-meter-wide strips. Alternate your search pattern from left to right and right to left until the entire area has been observed. When you see a suspicious spot, search it well.

Report all information quickly, accurately, and completely. Ensure the report answers the questions of who, what, when, where, why, and how. Use the word SALUTE (size, activity, location, unit, time, and equipment) as a memory device to remember information to include. *See also Appendix D.*

SALUTE Format

SIZE: The size of the enemy unit is given as the number of troops or vehicles seen. Report 10 enemy infantrymen (not an infantry squad). Report three enemy tanks (not an enemy tank platoon).

ACTIVITY: Report what you see the enemy doing. "They are emplacing antipersonnel mines in the road."

LOCATION: Report where you see the enemy. Report the grid coordinates. Report the direction the enemy is heading. If you do not have a map, relate the location to key terrain. You might report the enemy's location as "on the Hahn Road, 300 meters south of the Kell River Bridge."

UNIT: An enemy soldier's unit may be hard to determine. Report markings or other distinctive features seen on vehicles. Some countries have special uniforms and headgear and have colored tabs on the uniforms to show the type of unit. Or the unit's actions may show its type. The kind of equipment it has may be peculiar to a certain type of unit. For example, a scout recon vehicle may indicate a recon unit; an amphibious tracked infantry fighting vehicle may indicate an airborne unit.

TIME: Report the time you saw the enemy, not the time you are reporting.

EQUIPMENT: Report all equipment the enemy is wearing or using. If you do not recognize an item of equipment or a type of vehicle, sketch it. Submit the sketch with your report.

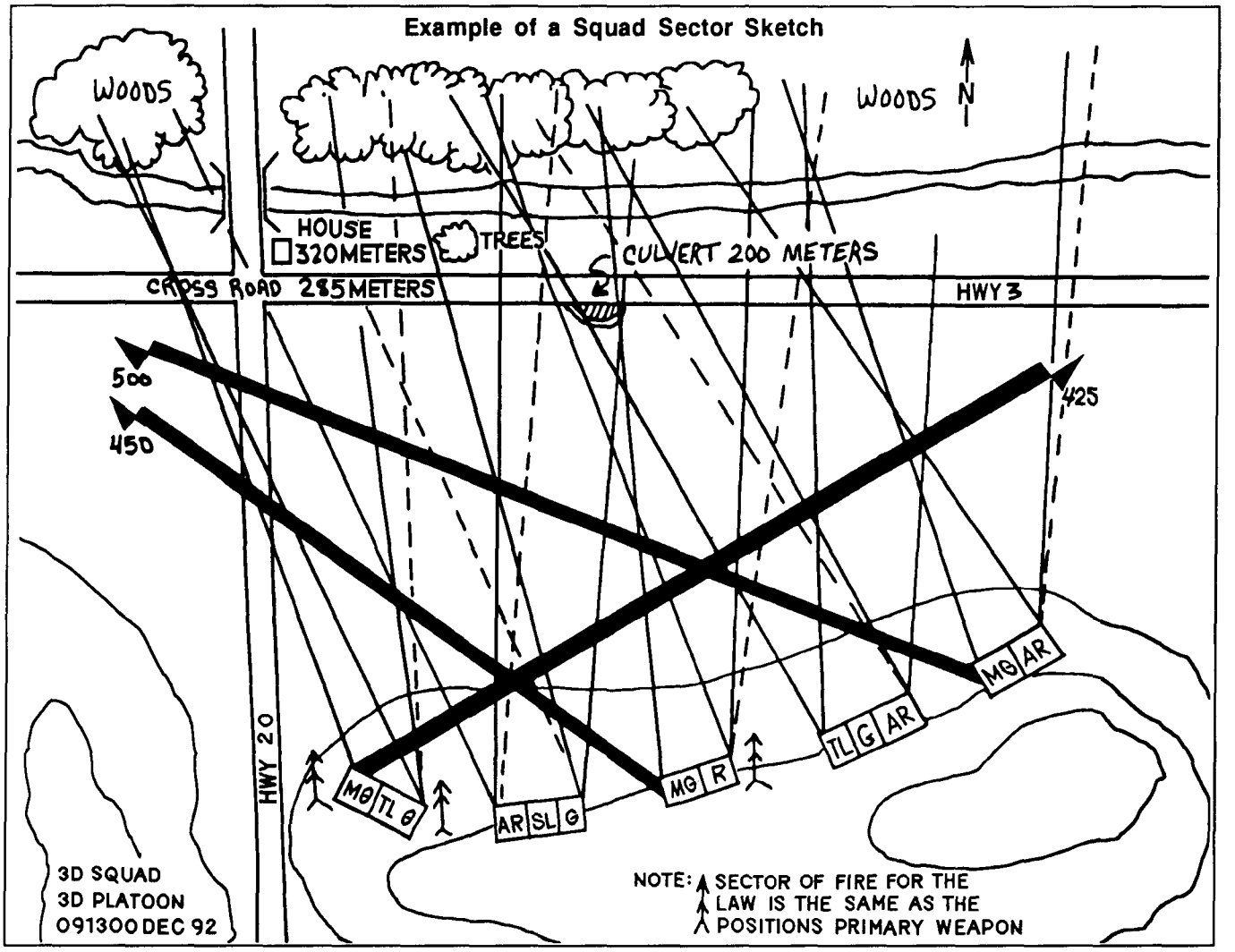
MAKING SECTOR SKETCHES

After the crew-served weapons are in position, the squad leader positions the remaining MP to protect the gunners and to cover areas not covered by the gunners' fire. Using the range cards, the squad leader makes a squad sector sketch. (Range cards are a rough sketch of the terrain around a weapon.)

Squad sector sketches are used by squad and platoon leaders to plan defense and to control fire. Squad sector sketches show–

- Main terrain features in each sector of fire and the ranges to the features.
- Each primary fighting position.
- Primary and secondary sectors of fire for each position.
- MK19/M60/.50-caliber FPL or PDF.
- Type of weapon at each position.
- OPs/LPs and squad leaders' positions.
- Dead space.
- Mines and obstacles.

Example of a Squad Sector Sketch



The squad leader checks range cards and the squad sector sketch. If he finds gaps or other flaws in the fire plan, the weapons or the sectors are adjusted as needed. If he finds dead space, he takes steps to cover it with mines, grenade-launcher fire, or indirect fire. He prepares two copies of the squad ***sector*** sketch. He keeps one copy and forwards the other copy to the platoon leader who makes a platoon sector sketch. The platoon sector sketch shows–

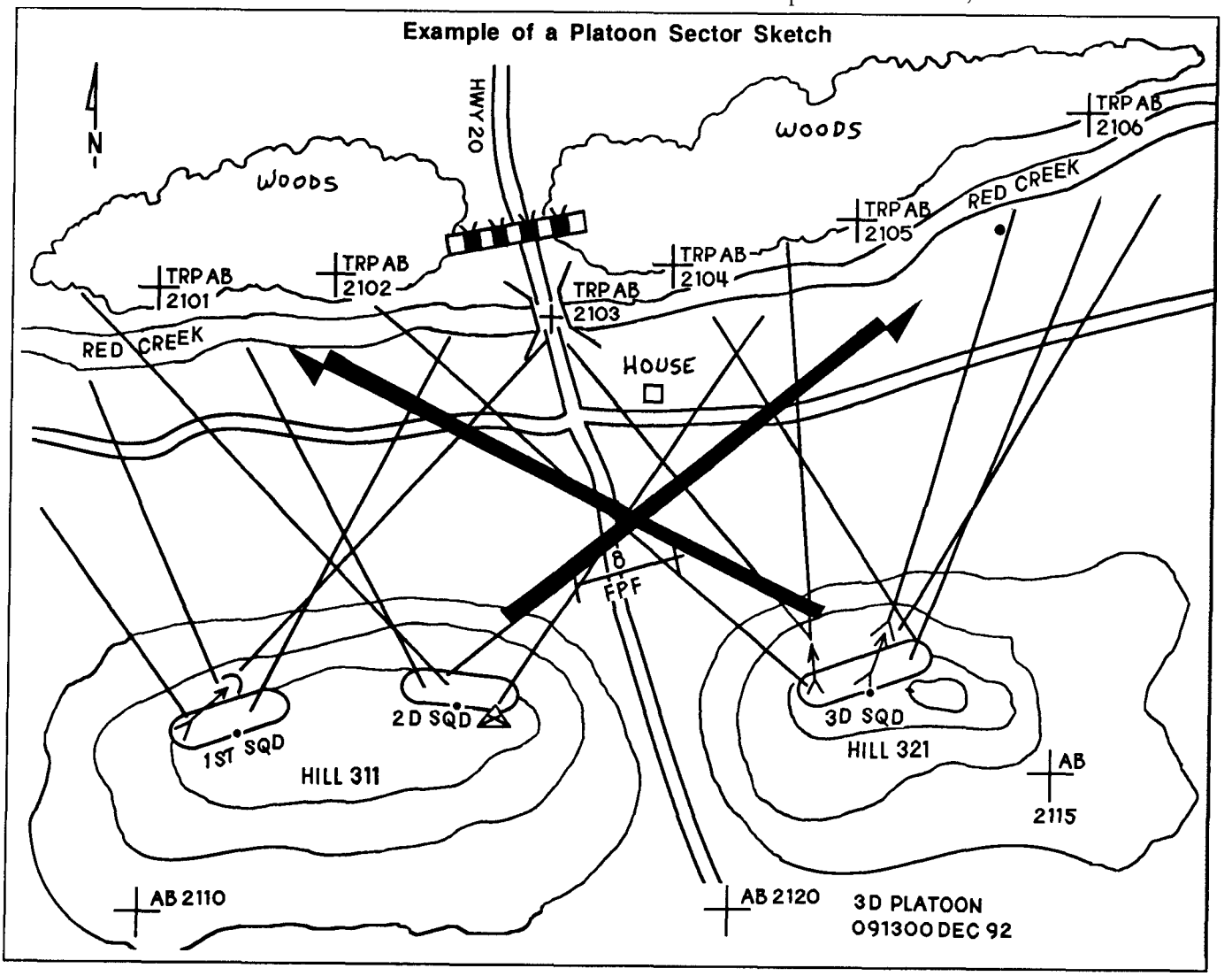
- Squad sectors of fire.
- Crew-served and antiarmor weapons positions and sectors of fire, including FPLs or PDFs for the crew-served weapons and target reference points for the antiarmor weapons.
- Positions of mines and obstacles.
- Indirect fire planned in the platoon's sector of fire (targets and FPF).
- OPs/LPs and patrol routes (if any).
- Platoon CP-OP.

The platoon leader coordinates with nearby units. He usually coordinates from left to right and from front to rear. The fires of units within the perimeter must be closely coordinated with the platoon's defensive fire plan. Squad leaders coordinate their fire plans with adjacent squads.

All positions and units near the platoon are mutually supporting. The platoon leader makes sure gaps between units are covered by fire, observation, patrols, OPs/LPs, or sensors. The units exchange information on–

- The location of dead space between elements and how to cover it.
- The locations of primary, alternate, and supplementary positions and sectors of fire for automatic weapons, antiarmor weapons, and subordinate elements.
- The locations of OPs/LPs.
- The locations and types of obstacles and how they are covered by fire.
- Any patrols to be conducted, giving their size, type, times of departure and return, and routes.

Example of a Platoon Sector Sketch



LAYING HASTY PROTECTIVE MINEFIELDS

When you can, lay a hasty protective minefield as part of the unit's defensive perimeter. It can stop, delay, or restrict movement. MP often lay mines to restrict enemy movement near a defensive perimeter or at ambush sites. In the defense, platoons and squads lay hasty protective minefield to supplement weapons, to prevent surprise, and to give early warning of enemy advance. Hasty minetields must be covered by fire. Make sure adjacent units are informed of mine locations.

Platoons and squads must have permission from higher HQ to install hasty protective minefields. Higher HQ may, however, delegate approval authority to the company commander for emplacement of hasty protective minefield. Requests for permission go through the normal chain of command.

If your company is not authorized mines in its basic loads, a special request may be needed. The enemy threat to the rear requires commanders to issue mines to rear area units for protection. The two mines most likely to be available to rear area units for hasty protective minefield are the M18A1 antipersonnel mine (Claymore) and the M21 antitank mine. *See also FM 20-32 and FM 21-75.*

MP most often will have Claymores available to them. The Claymore mine is mainly a defensive weapon. But the ways in which you use the Claymore are limited only by your imagination. Plan your use of Claymore mines to suit METT-T. Emplace mines –

- On likely dismounted avenues of approach.
- To cover dead space not covered by FPF of crew-served weapons.
- Outside hand grenade range, but within range of small arms weapons.
- Where they are covered by observation and fire.
- Where backblast will not injure friendly forces.
- Beside buildings or other sturdy structures in urban terrain.
- Hidden in rubble; inside abandoned vehicles.
- Strapped to boards (for detonation from around corners).

Recover the mines before the unit relocates (if possible by the same persons who emplaced them).

DEFENDING YOUR SITE

Vigilance is the watchword for local security. When OPs/LPs detect enemy elements, they notify their superior who calls for indirect fire, if it is available. When the enemy's advance threatens the OPs/LPs, order the OPs/LPs to withdraw. As the enemy approaches platoon positions, have the platoon increase their volume of fire.

If infantry and armored vehicles are attacking, have the platoon fire to force the vehicles to button up and to separate mounted troops from the vehicles. Break up attacking formations as far forward of the platoon's position as possible. This will help to disrupt the momentum of the enemy assault.

If an assaulting enemy is preparing to overrun a platoon's positions, call for FPF. Automatic weapons with an FPL fire on that line. Those weapons without an FPL fire along their PDF. All other weapons fire and continue firing until the assault has been halted. Use a prearranged signal, like a colored star cluster, to stop the firing. Repeat FPF as often as needed. (FPF expends a lot of ammunition. Use it only if you must stop an enemy assault from closing on your element's position.)

If the enemy gets through the FPF, repel them by close combat. If the perimeter is penetrated, move teams to block the penetration and cover friendly troops moving to alternate or supplementary positions. Even though your counterattack capability is limited, you must try to restore the perimeter. When the enemy is repelled –

- Set up security again.
- Send patrols forward to maintain contact.
- Call for indirect fire on areas where the enemy is likely to regroup.
- Reorganize squads.
- Evacuate seriously wounded MP.
- Redistribute and resupply ammunition.
- Repair positions and continue to improve them.

Keep your next higher commander informed throughout the conduct of the defense.

Establishing General Work Priorities for Base Defense

(Work may occur on several tasks at the same time.)

Priority 1: Establish initial base security.
Priority 2: Position crew-served weapons and troops and assign sectors of fire.
Priority 3: Clear fields of fire and prepare range cards.
Priority 4: Prepare fighting positions.
Priority 5: Install communications.
Priority 6: Emplace obstacles and mines.
Priority 7: Improve primary fighting positions to include overhead cover.
Priority 8: Prepare alternate and supplementary positions.
Priority 9: Stockpile ammunition, food, and water.
Priority 10: Ready routes and trenches between postions.
Priority 11: Develop a counterattack plan.

Specific Actions That Contribute To Base Defense

(Work may occur on several tasks at the same time.)

The platoon leader —

- Establishes local security and a hasty perimeter where soldiers are located.
- Considers METT-T.
- Assigns a defensive position and a sector of fire to each squad.
- Positions crew-served weapons to allow flank fire from covered and concealed positions.
- Picks primary, alternate, and supplementary fighting positions for crew-served weapons.
- Designates sectors of fire, engagement priorities, FPF, or priority targets for indirect fire.
- Gives the squad covering the most likely enemy avenue of approach a smaller sector than he gives the other squads.
- Plans for each squad's sector of fire to overlap the flanking squads' sectors of fire.
- Ensures antipersonnel mines are emplaced on dismounted avenues of approach.
- Ensures obstacles are deployed in-depth around the perimeter.
- Locates the main CP-OP where he can best see and control the platoon. At the least locates the CP-OP where he can see and control the part of the platoon covering the most likely enemy avenue of approach.
- Places an alternate CP-OP where the platoon sergeant can see and control the rest of the platoon.
- Develops a fire plan to support the mission.
- Coordinates plan for indirect fire with superior and the operations section. The superior advises on available indirect fire support and the radio frequency to use to call for it.
- Decides which communications means to use.
- Walks the line (before digging starts) and confirm fighting positions. Conducts coordination with left and right units.
- Checks with the company commander for any changes or update in orders.
- Walks the line (after digging); checks positions. Looks at them from the enemy point of view; corrects deficiencies immediately.
- Checks dissemination of information, interlocking fires, dead space, and security.
- Makes a sector sketch and sends one copy to the company commander as soon as possible after occupation of the site.
- Checks the security/alert plan, the patrol plan, the radio watch, and the logistics.
- Checks the CP; brief the platoon sergeant on logistics.

The platoon sergeant —

- Establishes the platoon CP; supervises the laying of wire to squads.
- Requests and allocates pioneer tools, barrier material, rations, water, and ammunition.
- Walks the line with the platoon leader. Begins supervising the emplacement of squads and machine guns and the preparation of range cards.
- Assists the platoon leader in preparing the sector sketch.
- Establishs the security/alert plan, the radio watch, and the sleep plan; briefs the platoon leader.
- Supervises continuously.

The squad leader —

- Establishes local security (one-third unless told otherwise).
- Positions individual weapons and soldiers. Assigns sectors of fire.
- Coordinates with left and right squads.
- Draws a squad sector sketch and submits one copy to the platoon leader.
- Walks the line (before digging). Checks sectors of fire, range cards, aiming stakes, and dead space by getting into each position.
- Has soldiers begin digging after the platoon leader checks their positions.
- Ensures commo wire is laid to his squad.
- Passes out rations, water, ammunition, pioneer tools, and barrier materials.
- Gives out additional information and plans.
- Supervises the employment of obstacles.
- Gives a warning order for planned patrols.
- Sets up alert/security plan.
- Reconnoiters alternate/supplementary fighting positions, routes; then briefs team leaders.
- Supervises continuously.

The team leader —

- Assists the squad leader as needed.
- Supervises the soldiers and the priority of work.

Team members —

- Remain awake and fully dressed when on security.
- Put in sector stakes and ensure that the sector is covered from their positions.
- Walk the sector for range and dead space (use buddy teams—one watches, one walks).
- Clear fields of fire.
- Make the appropriate range card. Sight in crew-served weapons and grenade launchers on likely targets.
- Emplace Claymore mines to the front.
- Begin digging positions after the platoon leader checks the line.
- Participate in details (wire, mines, rations, ammunition, and patrols).
- Perform personal hygiene; eat and sleep as scheduled by leader.
- Improve the position, overhead cover, and camouflage.
- Mark out alternate and supplementary positions as team leader or squad leader directs.
- Continue to improve the position.

PART TWO

OPERATING IN SUPPORT OF A DIVISION/CORPS/TAACOM

As an MP leader you know how to get the job done. You accomplish your missions, providing MP support where and when it is needed. You respond to combat demands quickly and effectively. You task-organize your elements, practicing economy of force. You prioritize your efforts to carry out the commander,s intent. You link your operations and integrate your efforts with those of other units and Services, developing and maintaining liaisionwith your civil-military counterparts and with host nation (HN) authorities.

Across the battlefield you expedite movements into, through, or out of the area of operations. You set up posts to assist, direct, and protect combat resources at or near your location. Moving throughout the battlefield, you control activity at key locations and provide security at critical points in the rear area. You serve as the commander's eyes and ears in the rear area, gathering and forwarding information about terrain and weather, about friendly and enemy activity. When rear operations intensify, you become a "combat multiplier," serving as the command's first line of defense for rear operations. And you briefly but significantly, with economy of force, generate substantial short-term combat power for the echelon commander.

Your combat and combat support operations for division, corps, and theater army area command (TAACOM) forces vary with your location on the battlefield and the needs of the echelon commander in the combat zone or in the communications zone (COMMZ).

The kind of MP operation you undertake and the size of the force you use to carry it out are determined by tactical need, by METT-T, and by the echelon commander's plan and intent. You tailor your resources and priorities to meet the changing combat situation. You choose your actions and operations and the combination in which you use them to meet the need at hand.

Selected Measures Implementing Military Police Actions	Route Recon & Surveillance	MSR Regulation Enforcement	Straggler Control	Refugee Control	Intelligence Collecting & Reporting	Information Dissemination	Area Recon & Surveillance	Security of Designated Assets	Division/Corps Main CP	Port Cargo	Pipeline Components	Railway Cargo	Security of Special Ammunition	Base Response Force	Counterincursion	Air Base Ground Defense	Terrorism Counteraction	Area Damage Control	NBC Detecting & Reporting	EPW Collection	EPW Evacuation	EPW Internment	Law Enforcement	Criminal Investigation	US Military Prisoner Confinement	Support for River Crossings	Support for Passage of Lines
Manning OPs/LPs	●				●		●	●	●	●	●	●	●	●		●	●	●		●							
Conducting Reconnaissance Patrols	●				●	●	●	●	●	●	●	●	●			●	●	●	●	●	●					●	●
Route	●				●	●	●			●	●	●	●					●	●	●	●					●	●
Area	●				●	●	●	●	●	●	●	●	●			●		●	●	●	●					●	●
Zone	●				●	●	●	●	●	●	●	●	●			●	●	●	●	●			●	●		●	●
Collecting Intelligence	●		●	●	●		●		●	●	●	●			●	●		●	●				●			●	●
Providing Information		●	●	●		●			●	●	●	●						●					●			●	●
NBC Detecting/Reporting	●		●		●		●		●		●	●	●		●	●	●	●	●	●			●				
Temporary Route Signing	●	●	●	●		●									●			●					●			●	●
Operating Traffic Control Posts	●	●	●	●	●	●			●	●	●	●	●			●	●	●					●			●	●
Operating Checkpoints		●	●	●	●	●				●	●	●	●			●	●	●					●			●	●
Operating Roadblocks		●	●	●	●				●	●	●	●				●	●	●									
Operating Straggler Posts			●		●	●												●								●	●
Operating Dismount Points						●		●	●	●	●	●	●				●			●		●	●				
Operating Access Control Points					●	●			●	●	●	●	●				●			●		●	●				
Operating Vehicle Holding Areas		●							●		●	●				●	●	●								●	●
Providing Perimeter Security											●	●	●			●	●					●			●		
Providing Internal Security									●	●	●	●	●									●					
Conducting Screening Security								●	●	●	●	●	●			●						●				●	●
Accompanying Convoys								●					●														
Operating Defiles	●	●	●	●	●	●											●	●									
Receiving & Field Processing EPWs at Collecting Points & Holding Areas					●	●												●		●	●	●				●	●
Escorting EPW														●	●	●				●	●	●				●	●
Conducting Combat Patrols					●		●	●	●	●	●	●	●	●	●	●	●										
Security					●		●	●	●	●	●	●	●	●	●	●	●						●				
Raids															●		●							●			
Ambush															●	●	●										
Attacks														●	●	●	●										
Delaying Actions								●					●	●	●	●											
Conducting Handovers to TCFs														●	●	●											
Processing EPW before Internment																					●	●					
Operating Internment Facilities																						●					
Using Military Working Dogs			●	●				●	●	●	●	●	●				●					●	●		●		

CHAPTER 4

COLLECTING AND CONTRIBUTING TO BATTLEFIELD INFORMATION AND INTELLIGENCE

This chapter implements STANAGs 2103 and 2174

In the swiftly changing combat situations on a battlefield, you help provide timely and accurate information. Across the battlefield you acquire information from units and persons you encounter as you move throughout your AO. The information you gather and report up the chain of command adds to the command's overall intelligence. Gathered throughout the broad battlefield and updated continuously, it helps enable leaders to see and read the battlefield. And provided up through channels, it helps the echelon commander form a clear picture of the activity in the rear area.

You talk to road users. You establish contact with local populations and friendly units. You routinely talk to soldiers and the local populace, gathering "human intelligence." You develop contacts with local authorities and work closely with HN forces. The information you obtain helps determine the location, size, and activity of Threat forces. It provides early warning of enemy activity in the area. And your familiarity with the area can help the commander estimate the timing of the enemy's move when a Threat force is in the area.

At roadblocks, checkpoints, and traffic control posts (TCPs) you acquire timely information about road conditions. Threat activity, and changed unit locations. On patrol you detect and report NBC contamination. Throughout the rear area you are the echelon commander's eyes and ears.

CONDUCTING RECONNAISSANCE PATROLS

Recon patrols collect information and / or seek to confirm the continued accuracy of known information. MP mounted and dismounted recon patrols gather information in the rear area that contributes to the IPB and that influences commanders' plans, decisions, and orders. *See Appendix G.* The principles of a recon patrol are–

- Plan and prepare.
- Orient on and reconnoiter the objective.
- Report all information quickly, accurately, and fully.
- Avoid becoming decisively engaged.

On a recon patrol you observe. You do not jeopardize a recon by engaging in unnecessary combat. You undertake combat only in self-defense or when ordered to do so. If you make visual contact with an enemy force, report it and maintain surveillance while gathering as much intelligence as you can. Break visual contact only on orders from the proper authority. To learn the enemy's location, the size of the force, and what they are doing, you–

- Deploy and reconnoiter.
- Report information on the enemy (SALUTE).
- Choose a course of action.
- Report your situation.

PATROL ACTIONS

The size of a recon patrol is determined by METT-T. When a recon patrol is one team, the team leader provides control, maintains communications, and records recon data; one MP operates the vehicle; and the other MP provides security and acts as alternate driver. When two or more teams form a patrol, the squad leader (or someone he chooses) designates a recon element and a security element. The lead team is usually the recon element. They concentrate on gathering data. The trail team is the security element. They provide overwatch cover. *See Moving in Combat, Chapter 2.*

If air assets are available, you can operate with one team on the ground and one in the air. While the ground element checks a specific area, the air element checks nearby terrain for enemy activity. The aircraft also can fly ahead a short distance to look for critical points and enemy activity. You combine the data from the air and ground elements into one report.

The air element can warn the ground element of potential danger. When the ground element dismounts to reconnoiter a location, the air element provides overwatch security. If enemy contact is made, the air element lays suppressive fire while the ground element takes action on contact.

The equipment you need will vary. But in addition to the standard combat load, consider–

- A lensatic compass to plot key terrain features on an overlay.
- A measuring tape to measure road widths and characteristics at bridges, tunnels, and other route features.
- Sketch pads to draw diagrams of critical points.
- Colored markers to indicate terrain features on the overlay. *See FM 101-5-1.*
- Overlay materials for plotting route information.
- Existing maps and overlays to locate critical points and speed the recon.
- NBC monitoring equipment to collect NBC information.

The conditions are likely to be adverse, especially if you are on an AirLand battlefield. When visibility is reduced by fog, smoke, darkness, or other circumstances, you will have difficulty navigating and observing. Long-term operations at night increase strain and fatigue.

Use illumination and night-vision devices to enhance your ability to see. The enemy also uses these devices, so be sure to use terrain with good cover and concealment during the recon. Dismount at critical places, even when using illumination or night-vision devices. You will be less at risk. At night or in fog, your moving vehicles can be detected by sound.

When operating in an NBC or "unknown" area, monitor continuously for NBC contamination. If contamination is detected, make sure the team–

- Takes personal defense measures immediately.
- Collects and transmits the data needed for an NBC-1 report.
- Posts a contaminated-area warning sign.
- Requests guidance about a possible new mission, such as setting up a roadblock or rerouting traffic.

When you reconnoiter in an NBC environment, you must–

- Allow more time than usual to make the recon.
- Compensate for NBC-related restrictions on command and control procedures.
- Plan ways to overcome or reduce problems related to wearing protective clothing for long periods of time.
- Identify routes that are clear of contamination.

When tasked to lead a recon patrol, begin with your troop-leading steps. *See Chapter 2.* As you patrol–

- Gather as much information as you can.
- Check with local Engineer units for current maps and the latest route conditions.
- Coordinate with local bases/base clusters and with units passing through the area. Ask about–
  - – Attempted or actual sabotage.
  - – Suspected enemy activities.
  - – Breaches of base security measures.
  - – The location of bypassed enemy forces.
- Actively seek information from HN police and local nationals. They can provide information on high water levels, other seasonal data, and local enemy activity. Ask about–
  - – Unusual civilian traffic in the area.
  - – Strangers seen watching military activities.
  - – Unusual incidents.

Example of a Patrol Report Format

(Headings that are not applicable can be omitted.)

(Designation of patrol) _____ Date: _____
To: _____
Maps: _____

- O Size and composition of patrol.
- O Task.
- O Time of departure.
- O Time of return.
- O Routes out and back.
- O Terrain. Description of the terrain: dry, swampy, jungle, thickly wooded, high brush, rocky, depth of ravines and draws, condition of bridges as to type, size and strength, and effect on armored and wheeled vehicles.
- O Enemy.
  - – Location.
  - – Time activity was observed.
  - – Strength.
  - – Activity and attitude.
  - – Weapons and equipment.
  - – Disposition.
  - – Potential intention.
  - – Additional observations, particularly those on NBC weapons and means of delivery, indications of forth coming employment of NBC weapons.
  - – Command posts identified or assumed.
- O Any map corrections including significant nuclear damage to terrain.
- O Miscellaneous information, including aspects of NBC warfare.
- O Results of encounters with the enemy. Enemy prisoners and dispositions, identification, enemy casualties, and captured documents and equipment.
- O Condition of patrol, including disposition of any dead or wounded.
- O Conclusions and recommendations. Include to what extent the mission was accomplished and recommendations as to patrol equipment and tactics.

(Signature) _____ Grade/Rank ____
Organization/Unit of patrol leader _____
Additional remarks by debriefing officer _____
Addressees _____

Report your recon results as soon as possible. The timely transmission of accurate information is the point of your mission. Critical information can be reported immediately. Less critical information can be included in the patrol report. Report all items of military significance; include all information gathered. (STANAG 2003 prescribes the patrol report format.) Along with the report, prepare a map overlay of the area reconned. Attach any notes or sketches of critical points to the overlay.

The importance of the information determines how it should be reported. (Unit SOPs give the standard format for reporting this information. Use of a format speeds the entire reporting procedure.) Negative reports are also valuable. Negative reports are transmitted using the same procedures.

Often the information and intelligence you gather is to meet commanders' priority intelligence requirements (PIRs)/information requirements (IRs). The PIRs/IRs are forwarded through the chain of command to become a part of the IPB. When you collect PIRs/IRs for intelligence purposes, you ensure, through your subordinate leaders, that each MP knows the items of information the commander needs.

When tasked to collect information to fill intelligence requirements for which a commander has an expected and stated priority in his task planning and decision making, the nature and number of PIRs/IRs will vary with the–

- Command's missions.
- Phases and types of operations.
- Extent and accuracy of the available information and intelligence.

When seeking PIR information–

- Use your contacts with local populaces and with friendly units within your AO to relate enemy activity in the area to the specific intent of the Threat.
- Maintain a constant update of criminal intelligence from HN police.
- Ask for reports of unusual personnel activity and stolen vehicles, clothes, or food.
- Be sure to give stolen vehicles' descriptions to the members of all teams. (Infiltrating enemy teams will attempt to obtain local transportation, civilian or military, to increase their mobility.)

PIRs/IRs help modify and update the IPB. The IPB of the rear area is a valuable tool for the MP. *See Appendix* G. MP use IPB products produced by MI as planning guidelines for patrol areas, vantage sites, and probable DZs/LZs, enemy avenues of approach, and courses of action.

ROUTE RECONNAISSANCE PATROLS

MP route recon and surveillance operations are a composite of actions taken and observations and reports made over time by many MP patrols. Mounted patrols continuously collect data at the level of detail needed by a PM or commander. The patrols travel the routes within the AO, collecting and reporting detailed information about the routes. They look for nearby terrain from which the Threat can influence movement on the routes. They watch for signs of the Threat or Threat activity that can affect the movement or security of critical combat resources.

A route recon patrol seeks information about enemy activity along a route and tries to verify or gain information about a route's characteristics. (MP "hasty" route recons are not as detailed as the route recons done by the Engineers. But a hasty route recon can help determine the kind and level of military traffic a route can support. And it can be used by Engineers to verify or help classify a route.) *See FM 5-36.* Data from your route recon can be vital to units planning to use the road network.

Your goal is to gather route condition information and intelligence on enemy activity along the route. But when on patrol you also disseminate information. Road users will look to you for directions and information. You must know where key units and facilities are located so supplies and equipment can be routed to them without delay.

Often the main purpose of your recon will be to verify the information at hand and to ensure conditions are as they are believed to be. Gather as much information as you can about the route before you start the recon. Your instructions will give details about route information, intelligence information, map overlay, and ground and/or air recon. You can get additional information from the local movement control unit. Liaison with HN police or units in the area may also provide you valuable data on route characteristics and activities. Talk with convoy commanders, vehicle drivers, and local nationals about the route they have just used. Although this information is not as reliable as information gathered from driving a route, its reliability increases when several road users report the same condition. As your patrol recons the route, you will want to–

- Identify and locate the recommended route.
- Check the driving time and distances between easily recognized points.
- Look for obstructions and restrictions (bridges, tunnels, steep grades, sharp curves, ferries, snow blockage, defiles, flooding, rock falls/slides).
- Note the location and type of possible ambush sites on the route.

- Look for terrain where enemy direct fire could stop movement on the route.
- Identify natural defense, counterambush, and assembly locations. (For example, narrow railroad cuts can provide concealment and cover for semipermanent combat support/combat service support assets. Camouflage nets strewn across the top of the cut can provide some overhead concealment, in addition to line-of-sight concealment.) Look for places where route users can use or receive emergency help (air overflights, air medical evacuation, counterambush and reaction forces, POL points, ordnance resupply points, vehicle recovery, emergency communications and frequencies).
- Identify areas where terrain restricts communication.
- Note locations of and describe bridges and tunnels suitable for demolition.
- Watch for enemy situations that could affect route security or conditions, such as–
  - – Enemy elements positioned on key terrain.
  - – Any observed enemy movement or engagement.
  - – Changes in frequency or type of enemy fire in the area.
  - – Enemy aerial interdiction.

During the recon, security personnel watch for enemy activity. One person watches and records data about the route. He prepares an overlay showing all the information. And, on a separate piece of paper, he sketches critical points requiring special attention. Give him a list of information to gather. The list may include –

- Recent weather effects on the road (rain, snow, mud, rock slides).
- Unreported damage to the route (destroyed or damaged bridges, craters).
- New blockage (trees blown down, disabled vehicles, urban rubble).
- Uncontrolled traffic congestion (refugee traffic, slow convoys).

To keep from overlooking critical terrain data, prepare a checklist of items that may be included on the route recon overlay

- Route classification formula.
- Identification and location of the reconnoitered route.
- Road distances between points easily recognized both on the ground and on the map.
- Presence and lengths of steep grades having a slope of 7 percent or greater.
- Curves having radii of less than 45 meters.
- Military load classifications and limiting dimensions of bridges. Include suitable bypasses, classifying them as easy, difficult, or impassable.
- Locations and limiting data of fords, ferries, and tunnels. Include suitable classification of bypasses.
- Route restrictions (like underpasses) below minimum standards and, if appropriate, the distances such restrictions extend.
- Areas suitable for short halts, holding areas, or bivouacs that offer easy access to the roadway and adequate dispersion, cover, and concealment. Include information on shoulders.
- Rockfall and slide areas that may present a traffic hazard.
- Overhead clearance of less than 4.3 meters.
- Civil or military road numbers or other designations.
- Obstructions to traffic.

Checking likely "terrain targets" in the patrol area is an absolute necessity. Cleared areas near critical bridges, roads, and road junctions are likely airmobile or airborne insertion areas. Are the slopes on these areas steep enough to keep helicopters from landing? Threat forces like to use cleared areas that offer nearby concealment and are away from built-up areas. They are willing to trade time-from-target for security.

All bridges and overpasses along an MSR are likely targets. They are easy to destroy and difficult to replace. The destruction of an overpass, especially where a road network moves from one cut to another, can make large stretches of the road useless. If a bridge is irreplaceable, then a fording site near the bridge is identified. (If a fording site is not available, then Engineer personnel could be asked to stockpile barrier materiel for a field expedient bridge.) Streams whose bottoms vary in composition must be carefully analyzed when looking for fording sites. The composition of soil near the bridges and the effect of rain on that soil must be understood. A fording site astride a gravel stream bottom is of little use if its approaches become “gumbo” and cannot be used without stabilzation. The effects of weather, mainly rain, must be considered when listing bridge/overpass priorities.

Roads that bisect heavily wooded areas are likely obstacle–and–ambush sites because of the concealment afforded Threat forces. Heavily loaded vehicles are vulnerable to ambushes and unable to easily circumvent obstacles. Steep grades and numerous S-turns where logistical vehicles heavily loaded with supplies slow to a crawl make good ambush points. *For more information on the route classification system, see Appendix H of this manual and Chapter 2 of FM 5-36.*

If enemy activity is suspected along a route–

- Use caution when approaching critical locations.
- Use traveling overwatch or bounding overwatch. Choose movement techniques according to the latest information on suspected enemy activity.
- Do not stop in open or exposed locations.

- Assign persons in each vehicle to watch windows and rooftops for snipers.
- Watch for unusual incidents that could be the first signs of an ambush.

In or out of towns be cautious when approaching a sharp bend or a defile in the road. Such areas are often mined. These areas are also ideal sites for an ambush. Have the recon element make a dismounted recon while the security element takes an overwatch position.

Check bridges for mines and booby traps. Before crossing a bridge, have the security element move to an overwatch position. Have the recon element dismount and check the bridge and its approaches for mines, booby traps, and demolition charges. *See also FM 5-34.* Once the bridge has been cleared, have the recon element gather critical data on the bridge's characteristics. Continue the route recon.

Reconnoiter key terrain near the route. Move off road as well as on to look for places from which the enemy can place direct fire on the route. Many enemy direct-fire weapons are effective under 1,000 meters. Some weapons, like the AT3 Sagger and the AT4 Spandrel missiles, have ranges of 3,000 to 4,000 meters. The type of terrain dictates whether you recon mounted or dismounted. Reconnoitering terrain can be time-consuming. The mission order and the time you have for the recon determine how many, and which terrain features you reconnoiter.

AREA RECONNAISSANCE PATROLS

MP conduct area recon and surveillance operations to help guard against unexpected enemy attack in the rear area. Area recon and surveillance is vital to maintaining area security. MP area recon and surveillance operations are a composite of actions taken and observations and reports made continuously over time by many MP patrols. MP routinely seek information about area activity to keep up with changes in the rear area. This information is gained through coordination with HN police, allied military forces, and US units and through the MP's own observations. Coordination with HN authorities can help identify enemy activity and the probable and specific location of the enemy. MP seek specific information about towns, ridgelines, woods, and other terrain features from which the enemy could influence road movements. And, based on the IPB, MP monitor likely avenues of approach and DZs and LZS to give early warning of rear area enemy activity. They pay close attention to areas near facilities designated critical by the commander, such as–

- Command and control HQ.
- Nuclear ammunition supply points (NASPs).
- Communications centers.
- Logistic support clusters.
- Key terminals, depots, and bridges.

MP team AOs overlap to give random coverage not easily predictable by simple observation. Recon patrols may operate continuously as MP move within their AO. MP patrols conducting area reconnaissance and surveillance go off road to look for signs of enemy activity. They analyze the terrain surrounding the roadways. Complete surveillance during the conduct of an area patrol is vital.

An area recon patrol seeks information about a specific place and the area immediately around it. Complete surveillance during an area recon is vital. Analyze the terrain surrounding the roadways, moving off road as needed. Avoid the tendency to focus only on the road and the area immediately around it. For example, your recon may be of a potential DZ. You are to gather data about the terrain, such as the size of the DZ and the presence of enemy mobility corridors from the DZ. Soviet doctrine calls for company-size and smaller unit DZs/LZs to be 5 kilometers or less from their target. And larger unit or multiple drops call for assembly areas up to 10 kilometers from their target. Thus you would concentrate your recon efforts within the 5 to 10 kilometers around your recon's objective. When leading an area recon patrol, in addition to using troop-leading steps and following the general principles for making a recon, you–

- Use a scheme of maneuver.
- Secure and occupy an objective rally point (ORP).
- Conduct a leader's recon of the objective area to confirm or change the plan.
- Return to the ORP, complete the plan, and pass on the information.

If your patrol has both security and recon elements, have the security element leave the ORP before the recon element. The security element leader places security teams at the ORP and on enemy avenues of approach into the objective area. If possible, position vehicles with crew-served weapons to provide direct fire support. After the security teams are in place, have the recon element proceed.

Have the recon element move to several vantage points around the objective. The recon element leader may have a small recon team move to each vantage point instead of having the entire element move as a unit from point to point. This reduces the chances of being spotted. After the objective has been reconnoitered for the details outlined in the order, have the element return to the ORP. Have the teams share their information, consolidate it, and either report it, return to patrol HQ, or continue to the next mission.

ZONE RECONNAISSANCE PATROLS

A zone recon patrol makes a detailed, thorough, and time-consuming recon of all dominant terrain within specified boundaries. You seek to locate the enemy or the presence of enemy activity. You can conduct a zone recon mounted, but the terrain may require some dismounted operations.

Three methods of conducting a zone recon are: "fan," "converging routes," and "successive sector." To use the fan method–

- Select a series of ORPs throughout the zone.
- At the first ORP halt and set up security.
- After you confirm the patrol's location, select recon routes out from and back to the ORP. (These routes form a fan-shaped pattern around the ORP They must overlap to ensure the entire area has been reconnoitered.)
- Once the routes have been selected, send out recon elements along the routes.
- Do not send out all elements at once. Keep a reserve at the ORP.
- Send elements out on adjacent routes to keep from making contact in two different directions.

After the entire area (fan) has been reconnoitered, report the information to your superior. Then move the patrol to the next ORP. Repeat this action at each successive ORP.

To use the converging routes method (which incorporates the fan method)–

- Select an ORP, recon routes through the zone, and a rendezvous point. (The rendezvous point is a place where patrol members link up after the recon.)
- At the ORP have the patrol halt and set up security.
- Confirm the patrol's location.
- Designate a route for each recon element, a location for the rendezvous, and a linkup time at the rendezvous point.
- Send a recon element to reconnoiter (usually using the fan method) each route. You normally move with the center element.

At link up, the patrol secures the rendezvous point as it did the ORP. While at the rendezvous point, information gained by each member is exchanged with all other members. This provides backup to ensure that all information gets passed onto higher HQ. The patrol then returns to friendly lines.

To use the successive sector method–

- Build on the converging routes method.
- Select an ORP and a series of recon routes and rendezvous points.
- From each ORP to each rendezvous point use the converging routes method. (Each rendezvous point becomes the ORP for the next phase.)
- When the patrol links up at a rendezvous point, again designate recon routes, a linkup time, and the next rendezvous point.
- Continue this action until the entire zone has been reconnoitered.

DETECTING AND REPORTING NBC HAZARDS

Commanders see MP as essential to the early detection of NBC hazards in the rear area. As you travel on patrol you routinely and continuously monitor for NBC hazards.

MP NBC operations are a composite of observations and actions undertaken continuously by many patrols over time and over territory to enhance force survivability. When you detect an NBC hazard you mark the contaminated area and monitor the hazard. You report its status through operational channels. You direct traffic to bypass the contaminated road network or area. Your NBC efforts help troops and supplies safely get to where they are needed on the battlefield.

MP mobility throughout the battlefield makes MP teams and squads especially useful for warning the command of NBC hazards. MP teams have been specially equipped to perform this operation in the rear area. You may perform NBC detection in teams or squads operating independently or as part of a larger detection effort. You may detect NBC hazards as a separate operation, but most often you do it as part of other MP operations.

At all echelons you provide continuous information to higher HQ to inform them of Threat or unidentified NBC attacks and resulting hazardous areas. You forward your information in reports made according to the format provisions of STANAG 2103. These report formats provide a rapid means of disseminating information. The NBC reports you will most often transmit are the NBC-1 and NBC-4 reports.

Use the NBC-1 report to record initial use and subsequent data concerning enemy nuclear, biological, or chemical attacks. The initial NBC-1 report precedence is Flash and all others are **Immediate** precedence.

Use the NBC-4 report for radiation dose rate measurements. Usually the unit submits two reports, one on initial contact and another for peak dose rate. Measure radiation dose rates in the open, 1 meter above the ground.

If radiation dose rates are taken inside a vehicle or shelter, at least one outside reading is necessary to determine the correlation factor. Other items are optional. *A detailed discussion of all NBC reports can be found in FM 3-3 and GTA 3-6-3.*

As you move throughout your AO, you–

- Monitor for the presence of an NBC hazard.
- Mark contaminated areas.
- Send NBC reports through operational channels.
- Direct traffic around or through hazards to ensure troops and supplies get where they are needed on the battlefield.

Detecting and Monitoring Radiological Contamination

Radiological monitoring starts on order of the commander or as set by SOP. Team members mark the area with radiological contamination markers. Radiation dose rates and the times and locations of readings are reported to higher HQ, using the NBC-4 nuclear report. *See Detecting and Reporting NBC Hazards, this chapter.* All units start continuous monitoring when–

- Moving from one area to another on the battlefield.
- They get a fallout warning.
- A nuclear burst is reported, seen, or heard.
- Radiation of 1 centigray per hour is detected by periodic monitoring.
- Ordered by the unit commander.

Continuous monitoring stops on order from higher HQ or when the dose rate falls below 1 centigray per hour, except for units on the move.

When conducting radiological monitoring, use both direct and indirect techniques. The direct technique is the simplest and the most precise. You–

- Stand at the desired location.
- Hold the radiacmeter waist high. *For more details see TM 11-6665-21410 or TM 11-6665-251-10.*
- Slowly turn it 360 degrees.
- Record the highest reading on DA Form 1971-R.
- Take the reading in the open at least 10 meters from buildings or large structures if possible.

Use the indirect technique inside shelters or vehicles. You–

- Stand at the center of the shelter.
- Hold the radiacmeter 1 meter above the floor.
- Rotate it 360 degrees.
- Record the highest reading.
- Take all readings from one selected position when monitoring from inside a vehicle.

Detailed discussions of radiological monitoring are found in FM 3-3.

You may be tasked to perform as part of a survey team. When essential contamination information cannot be obtained from monitoring reports, a radiological survey may be required. Radiological surveys are directed efforts to learn the extent and intensity of radiological contamination. A survey requires a control team and one or more survey teams. The HQ directing the survey usually provides the control team. In a team assigned to a survey–

- The team leader monitors the radiacmeter and provides command and control.
- The driver operates the vehicle.
- The gunner provides security.

The control team instructs the survey teams on what to do. The MP team leader makes sure each team member receives the following information from the control team:

- Purpose. The survey determines the presence and the level of fallout or induced radiation near ground zero, in a specific area, along a route, at a specific location, or any combination of these.
- Start and finish times. The times during which a survey will be conducted.
- Survey execution. The route to be followed and the locations where readings are to be made or the distances needed between readings are given.
- Radiation safety precautions. The control team tells the survey team the turn-back dose. The dose rate is monitored on the IM-174. If the turnback dose rate is reached as the survey team travels forward, the team immediately leaves the fallout area by the same route used to enter it, unless instructed otherwise. If the dose rate decreases as the survey team moves ahead, the team continues to perform its mission.
- Recording limitations. The survey team will not convert inside readings to outside readings. Record readings in the dose rate column only.
- Communications. The method and times to be used to communicate survey data to the control party.
- Special instructions. Any special instructions, such as markings for contaminated areas or security precautions.

Detecting Chemical Agents

During routine operations along the MSRs, you may detect chemical agents as you make periodic checks for contamination. Or you may be tasked to conduct a "chemical recon" along an MSR or in a given area after an enemy attack. Some chemical agents are odorless, colorless, tasteless, and invisible. You need to use your chemical agent detection equipment and materials *(see Appendix C)* to be certain you can detect chemical agents.

If you are detecting for chemical contamination on a recon–

- Ensure all members of the party wear MOPP leve1 4 with M9 paper attached to their protective clothing.
- Drive along the route until the chemical agent alarm sounds. By the time the alarm sounds, you may be some distance from where the agent was frost encountered. Keep this in mind when selecting the area to be searched.
- Give special attention to–
  - Shell craters.
  - Low-lying patches of woods.
  - Defiles.
  - Ravines.
  - Stream beds.
  - Areas covered with high grass or underbrush.
- Have one MP remain in each vehicle to provide security and to monitor the radio.
- Have other patrol members dismount and check for contaminants.
  - One person uses M8/M9 detector paper on the tip of a stick.
  - Another person operates the M256 chemical agent detector kit.

Detailed operating instructions for the M256 are contained in the kit. *For more information, see FM 3-6.*

When you find chemical contamination, mark the area with NBC markers. You must service the automatic chemical agent alarm to ready it for further operation. You must be outside the contaminated area when the alarm is serviced. *TM 3-6665-312-12&P provides instructions for operators and organizational personnel.* Remount your vehicles and continue the recon. While moving, you send an NBC-4 report by radio. Follow this procedure each time you detect a chemical agent.

DETECTING BIOLOGICAL AGENTS

For warning of biological attacks or contamination outside a unit's immediate area, the unit relies on warnings relayed through their chain of command from division-level or higher units. MP help provide warning of biological hazards by their reports of area activity passed on from their route, zone, and area recons.

Use your senses to detect a local biological attack. Be alert to any sign that biological agents are being used. Promptly report any unusual occurrences of sickness in troops or civilians. Report also any unusual actions of animals or birds or large numbers of dead animals or birds not likely to have been caused by combat. Observe the types of weapons and munitions used during any attacks. Compare them to the known characteristics of enemy biological attacks. *For detailed information on biological agent detection, identification, and defense, see FM 3-3.*

Biological attacks are most likely to occur at night or during extended twilight to avoid toxin exposure to direct sunlight. (Direct sunlight degrades biological agents.) Cloudy and foggy days are also favorable for the use of biological agents. Watch for the following indications that a biological attack has occurred:

- Low-flying aircraft that appear to be producing a mist or a spray.
- The use of any type of spray device.
- The use of ammunition that does not seem to have any immediate effect, such as a bomblet.
- Unusual types of bomblets.
- Insect swarms that suddenly appear after aircraft drop containers that do not seem to have any immediate effects.

PERFORMING TEMPORARY ROUTE SIGNING

A signed military route system, like the signed US highway system, can enable road users to reach their destinations by following route signs and road markings displayed along the roadside. MP patrols monitor signs on a routine basis, checking specfic signs before critical moves. Engineers erect "permanent" signs. But signs can be damaged, destroyed, or moved by weather, saboteurs, and battle.

When MP on patrol encounter immediate and temporary MSR obstructions, like blown bridges or NBC contamination, they construct and erect signs quickly to guide vehicles around the obstructions. Prepare and post temporary signs to–

- Identify routes.
- Reroute traffic around problem areas.
- Help convoys and units move quickly and easily to their destinations, even on an unfamiliar route.
- Show drivers the locations of staging areas, tactical assembly areas, detours, key units, and facilities.
- Give directions, distances, and general information.
- Help lost military personnel find their way to the closest MP element.

EMPLACING TEMPORARY SIGNS

Signs are placed where they will support the traffic control plan and the traffic circulation plan. Specific sign locations are shown on the traffic control plan overlay prepared at the PM operations section. Changes in sign locations are reflected on the traffic control plan overlay as signs are added or deleted.

Often one three-man team can place signs along a route. To post a sign, a team member dismounts and walks 50 to 100 meters up the road. The other team members provide security and check and confirm the sign's placement to ensure drivers will be able to see the sign.

More teams up to a squad, may be needed for a signing party in urban areas, in areas where a thorough reconnaissance has not been conducted, and in areas where the threat is unknown or is thought to be great. One team erects signs while those following provide overwatch security.

Use the following guidelines when placing signs:

- Place hazard signs about 150 meters before the hazard.
- Place regulatory signs where a regulation takes effect.
- Place all signs on the side of the road facing the traffic flow, about one meter off the traveled way. Conceal them from air view. If no cover is available, slant the sign stake forward.
- Place signs one to two meters above road level. Place all signs at the same height if possible. Sign height is governed by roadside foliage, by whether the route is in an urban or a rural area, and by day or night use. In urban areas, place signs so that they are not hidden by vehicles or pedestrians, do not hinder pedestrians, are out of reach of children, and can be seen at night with street lighting or vehicle sidelights. In open country, a good sign height is between thigh and knee height. This usually makes signs visible by day and night. Be sure signs are not obscured by foliage.
- Use the least number of signs needed to be effective. Every sign must be necessary and specific.
- Use more signs in urban areas than rural areas.
- Use more signs on night routes than on daylight routes.
- Use signs to inform drivers to follow the common route when one road is used for two signed routes. Use signs to inform drivers when the routes diverge.

Conceal all signs so that they are seen only from the direction from which they are approached. There is no exact rule stating the distance from which a sign should be visible. But the distance should be no greater than security allows and not less than is reasonable for those receiving directions.

Carefully conceal illuminated signs. The light source should be just strong enough to light the sign but not strong enough to be seen from the air. This entails masking and covering the light sources. Consider placing chemical light sticks on top of the signs.

Place temporary route signs where they will provide warning and reaction time for drivers. Do not block existing civilian signs. Place warning panels at convenient distances from where a route regulation takes effect. This distance can be shown on the panel. Example: BLACKOUT 500 METERS.

Place guide signs at road junctions to prevent confusion. Put signs on both sides of the road if needed. Place "confirmation" signs 150 meters beyond critical road junctions to let drivers know they are on the correct route.

Place detour signs next to general traffic signs to identify the detour. Place the detour sign to the side (left or right) of the general sign that corresponds to the new direction to be taken.

You can use signs to mark the entrance to a HO or an installation along with a halt sign or other regulatory signs. Signs marking turnoffs and roads or tracks should include a directional disk or a directional arrow. Place signs to —

- Indicate where vehicles leave a signed route to get to the HQ or the installation.
- Mark the road or track leading to the HQ or the installation.
- Mark the entrance to the HQ or the installation.

Preparing Temporary Signs

Obtain signing materials, signs, paint, and wire through the Army supply system. In an emergency, use boards, shingles, or even cardboard. You may use a portable sign making kit *(see Appendix I)* to prepare signs when the signs will not conflict with STANAGs.

Preplanned route signing for convoys and units traveling long stretches of MSRs and link routes must be planned well in advance. It is a time-consuming and manpower- and material-intensive operation. Signs used for this type of route signing are built by Engineers or by MP battalion or company supply personnel. If you are tasked to take part in such an activity, ensure that after the signs have been constructed and coded for a particular route or operation, they are stored in a secure place to avoid compromise.

Signing Key Points on Routes

Place countdown signs at the beginning and the end of a route. Clearly mark start points and release points with appropriate countdown signs. Feeder routes to the start point may require signs to help convoys find it.

Mark route detours with countdown signs showing the distance to where the detour begins. The signs clearly indicate the route to be detoured. STANAG 2174 specifies white, diamond-shaped signs imprinted with black arrows.

Place countdown signs so they give clear warning of the end of the detour. Mark the end of the detour with a sign reading DETOUR END. Erect a warning sign at the end of the detour to show how to return to the original route.

You can position the detour signs ahead of time where terrain will require a defile or the like. Position the signs off the road, facedown on the ground. To implement the detour, you need only erect the signs.

The point where a link route meets the circuit is an ideal place for MP control. It is the point where the circuit and the link route begin and end.

Place signs at junctions of axial and lateral MSRs from all four directions. Place countdown signs 300, 200, and 100 meters before the junction.

To keep the number of signs to a minimum, battalion-size and smaller groups use a directional sign as specified in STANAG 2174. The space for the military symbol may contain the unit identification number (UIN) or the unit map marking symbol. Print the UIN or the symbol so that it can be read when the arrow is vertical. This allows the sign to be used as a disk direction.

Therefore, only one type of sign is needed for all purposes. Put unit signs in place immediately before a unit movement. Remove them as soon as possible after the move. *See Appendix I for more information about signs.*

CHAPTER 5

OPERATING FROM KEY LOCATIONS

This chapter implements STANAGs 1059, 2159, 2174, 2019, and 2067

As events dictate, you move into place at key locations. You set up TCPs, checkpoints, and roadblocks at key locations to expedite authorized movement into, through, and out of the AO. You operate dismount points and access control points to help control access and provide security at critical points in the rear area.

Throughout the rear area you operate in concert with MP at key locations elsewhere. Mounted and dismounted MP teams, operating in multiples or even singly if the threat level permits, take action to assist, direct, and protect combat resources at, near, or passing their location.

EXPEDITING MOVEMENT ON MSRs

MP **teams** or squads operate TCPs, roadblocks, checkpoints, and holding areas at key locations to expedite traffic on MSRs. Mounted MP patrols travel the MSRs to monitor traffic and road conditions. Along the routes you and, sometimes, HN civilian police or MP from other countries operating in the area enforce MSR regulations.

MSR regulation ensures only authorized movements with the proper priority move on MSRs. This keeps critical routes open for resupply operations. Vehicles trying to travel on roads too narrow or unable to support their weight can obstruct the route. Such vehicles must be denied access and rerouted to alternate MSRs.

The regulations are set by the agency having jurisdiction over the road network in an AO. MSR regulation measures are stated in the command's highway regulation plan. They also appear in traffic circulation plans and in Engineer route, bridge, and tunnel recon reports. They also may be in unit SOPs and command directives. Classification of routes is set by the highway traffic division (HTD). *See Appendix F.* Control of movements on a dispatch route is intense. Control on a supervised route is more limited. You patrol supervised routes. Control on an open route is slight. You often simply prevent traffic congestion by posting signs on the route and enforcing standard military movement regulations.

Sometimes to expedite movement on MSRs you may be directed to take action to ensure refugees do not spill over onto MSRs. Although host nations usually provide measures to control the movement of their populations during a conflict, a massed flow of civilians can at times seriously endanger the movement or security of military units. If this becomes likely you could expect to assist, direct, or deny the movement of civilians if their location, direction of movement, or actions would hinder military activity. You direct refugees to secondary roadways and areas not used by military forces. You direct refugees who need help to the closest refugee collecting point.

You may also be called to assist civil affairs personnel in operating a refugee collecting point. But you become involved in collecting point operations only when the volume of refugees threatens military traffic near the collecting point.

OPERATING TRAFFIC CONTROL POSTS

TCPs are set up at critical points on road networks to control the movement of vehicles and personnel. Placement of TCPs is shown on the traffic control plan. At TCPs YOU –

- Monitor and assist traffic authorized to use MSRs.
- Redirect unauthorized vehicles to the road network they need.
- Provide route security for MSRs at critical locations or intersections.
- Monitor for NBC contamination.
- Reroute traffic as needed.
- Gather intelligence and report it.
- Provide information to passing units.
- Assist stragglers and refugees. *See* ***Operating Straggler Posts, this chapter.*** You may sometimes be asked to direct refugees in need of help to the closest refugee collecting point.

PLANNING

When METT-T permits a TCP to be manned by one three-man team–

- The team leader —
  - – Selects the specific location for the TCP.
  - – Does a terrain analysis of the location.
  - – Positions the team members.
  - – Selects the crew-served weapon fighting position.
  - – Directs the vehicle to a covered and concealed position near the team's fighting position. (If needed, use camouflage nets.)
  - – Selects a fighting position that will make the best use of individual weapons. (In urban terrain some TCP locations restrict the use of a crew-served weapon.)
  - – Maintains communication.
- The second team member –
  - – Provides security. (The team leader and the MP providing security usually occupy the fighting position.)
  - – Relieves the third MI?
- The third team member —
  - – Watches the flow of traffic from a covered and concealed location near the road.
  - – Moves to the center of the road whenever heavy traffic slows movement; directs the flow of vehicles and personnel.

Everyone stays alert for enemy activity. The MP in the road is an easy target for terrorists and enemy agents. The team leader and the team member directing traffic communicate by wire. If wire is not available they use hand and arm signals.

Once in place, you operate a TCP until you are told to stop. Make sure you have the supplies and equipment you need to do so. (If operating for extended periods of time, you sleep in shifts.) In addition to your combat load, set by unit SOP, you need —

- Flashlights to use at night so drivers can see your directions. Use flashlights with a white cone for high visibility. (The tactical situation may require you to use a red lens.) Maintain good OPSEC. Limit the time the flashlight is on.
- White cuffs to wear on each sleeve when directing movement. The cuffs must have light-reflecting stripes, parallel to the arm. The stripes must give off a white or yellow color when struck by light (STANAG 2159). (The tactical situation may require you to remove the cuffs to keep the enemy from detecting you.)
- First-aid kit to give immediate first aid.
- SOI to give radio frequencies and call signs for the day.
- Maps with overlays of the area to give directions and to locate new mission areas.
- Guide signs to warn drivers that a TCP is ahead. The signs show direction and distance to the TCP (STANAGs 2174 and 2019).
- NBC monitoring equipment – chemical agent paper, chemical detection kits, radiacmeters – to monitor NBC hazards at TCPs. Use NBC markers to identify contaminated areas.

If tasked to help refugees, you may need foreign language translation dictionaries. And you will want overlays showing refugee control lines (boundaries), collection points, and designated routes.

Be ready to destroy your equipment if you are attacked and it seems likely the material could fall into enemy hands. Your TCP equipment is valuable to enemy forces. SOI reveal friendly radio frequencies. Maps may show locations of key facilities.

OPERATING

At a TCP your main purpose is to ensure smooth and efficient use of the road network in accord with the traffic circulation plan. The plan –

- Gives military route numbers and shows directions of travel.
- Shows light lines and blackout areas.
- Shows highway regulation points and MP TCPs.
- Gives the control classification of routes.

National Symbols For NATO Traffic

Belgium	BE	Luxemburg	LU
Canada	CA	Netherlands	NL
Denmark	DA	Norway	NO
France	FR	Portugal	PO
Germany	GE	Spain	SP
Greece	GR	Turkey	TU
Iceland	IC	United Kingdom	UK
Italy	IT	United States	US

Vehicles too wide or too heavy for a road must be denied access. Reroute them to alternate MSRs. No authorization is needed for travel on an open route. But use of a classified route is limited:

- No traffic is allowed on a **prohibited route.**
- **Reserved routes** are set aside for the sole use of certain units/operations/types of traffic.
- All vehicles on a **dispatch route** must have a current movement credit issued by the HTD.
- On a **supervised route** a column of 10 or more vehicles or an individual vehicle of exceptional size or weight must have a movement credit from HTD.

Stop vehicles or convoys that are not following MSR regulations. Tell the convoy commander why the vehicles are halted. The convoy commander will make immediate corrections. When immediate corrections cannot be made, the team leader records the key information about the incident and notifies the squad leader. *See Offense Report Format, Appendix D.*

Movement Credits

A movement credit is the time allowed for one or more vehicles to move over a supervised or reserved route. A movement credit includes the times at which the first and last vehicles of a column are scheduled to pass the entry point and exit point. A movement credit carries a movement number or an identification serial number. This number identifies the column during the entire movement. The number is placed where it can be clearly seen on both sides and, if possible, on the front of all vehicles. The first two figures show the day of the month on which the movement is due to begin. The next three or more letters indicate the authority organizing the movement. The first two letters will be their national symbol shown in STANAG 1059. The last two figures show the serial number of the movement. In NATO operations, STANAG 2154 governs the granting of movement credits. An example of a movement number on a movement credit is: 25-USV-03.

At a TCP you furnish information about your AO to others who find themselves in areas with which they are not familiar. You provide information about MSRs, critical points, and holding areas, as well as the general location of major units. But first establish the identity of the person asking for the information. Give tactical information, like the location of units, only to persons authorized to have the information.

At a TCP you also –

- Pass information about route conditions and enemy activity.
- Tell of contaminated areas.
- Give unit locations or other information MSR users may need.
- Provide directions.
- Direct users to alternate MSRs when main MSRs are interdicted by rubble, contamination, and/or enemy activity.
- Give locations of supply points and medical facilities.

Actively seek information from road users. Ask drivers what they have seen of suspected or actual enemy activity along the MSR. Be sure to use OPSEC procedures to help keep the enemy from gathering information. Be constantly on watch for enemy aircraft and suspicious activity by the local populace.

Relay spot reports (SPOTREPs) of enemy sightings or activity through the chain of command. Use the SALUTE format. *See Appendix D.*

When the movement control agency requests it, keep track of military movements by–

- Keeping a record of convoys passing the TCP. (This helps the movement control agency keep track of the progress of convoys.)
- Compiling the information into a passing report. The information to be reported is set by the movement control agency. It includes the –
  - TCP location.
  - Date.
  - Convoy identification (unit or serial number).
  - Time the first vehicle passed the TCI.
  - Time the last vehicle passed the TCI.
  - Number of vehicles in the convoy.

Usually, TCP passing reports are picked up at the TCPs or transmitted securely. Your squad leader compiles the TCPs passing reports into one report. He forwards the report through the chain of command or as directed by company HQ. The report may be written or transmitted. If transmitted, a report is encoded IAW the unit SOP. In some instances, a squad leader may permit a team leader to bypass the usual report channels and submit a passing report directly to the movement control agency.

OPERATING CHECKPOINTS

Checkpoints are set up to control movement and to prevent illegal actions or actions that aid the enemy. They are set up to inspect cargo, enforce rules and regulations, and provide information. You also use them to —

- Stop the local populace from supplying the enemy with food, medicine, weapons, ammunition, or other items of military use.
- Ensure classified routes carry only authorized traffic.
- Help stop black market transport of contraband.
- Help curtail the illegal diversion of supplies.

When one team operates a checkpoint, the team leader provides leadership and monitors communications. One team member provides overwatch security. The other checks vehicles and people. Two or more teams may be needed for a checkpoint in a heavily traveled area.

You may need special equipment at a checkpoint. You can use wire, a gate, or other barriers for a roadblock to make sure traffic stops. You can post signs along the route to show MP checkpoints are in use.

This encourages drivers to comply with MSR regulations. You may need flashlights for night operations. However, be sure light discipline is observed.

Place a checkpoint on a route anywhere the site will support its purpose. Look for a place where the team's fighting position for their crew-served weapon can have good fields of fire overmatching the checkpoint. You also need cover and concealment for the checkpoint team and the team vehicle.

When you set up a checkpoint to check cargo or to spot-check vehicle traffic, place the checkpoint just over a hill or around a curve. This type of checkpoint should not be seen by drivers until it is too late for them to do anything other than approach the checkpoint. Avoid placing it at the entrance to a route. When checking the cargo —

- Check the manifest papers against the actual load.
- Be suspicious of military equipment, supplies, or weapons being transported in civilian vehicles.

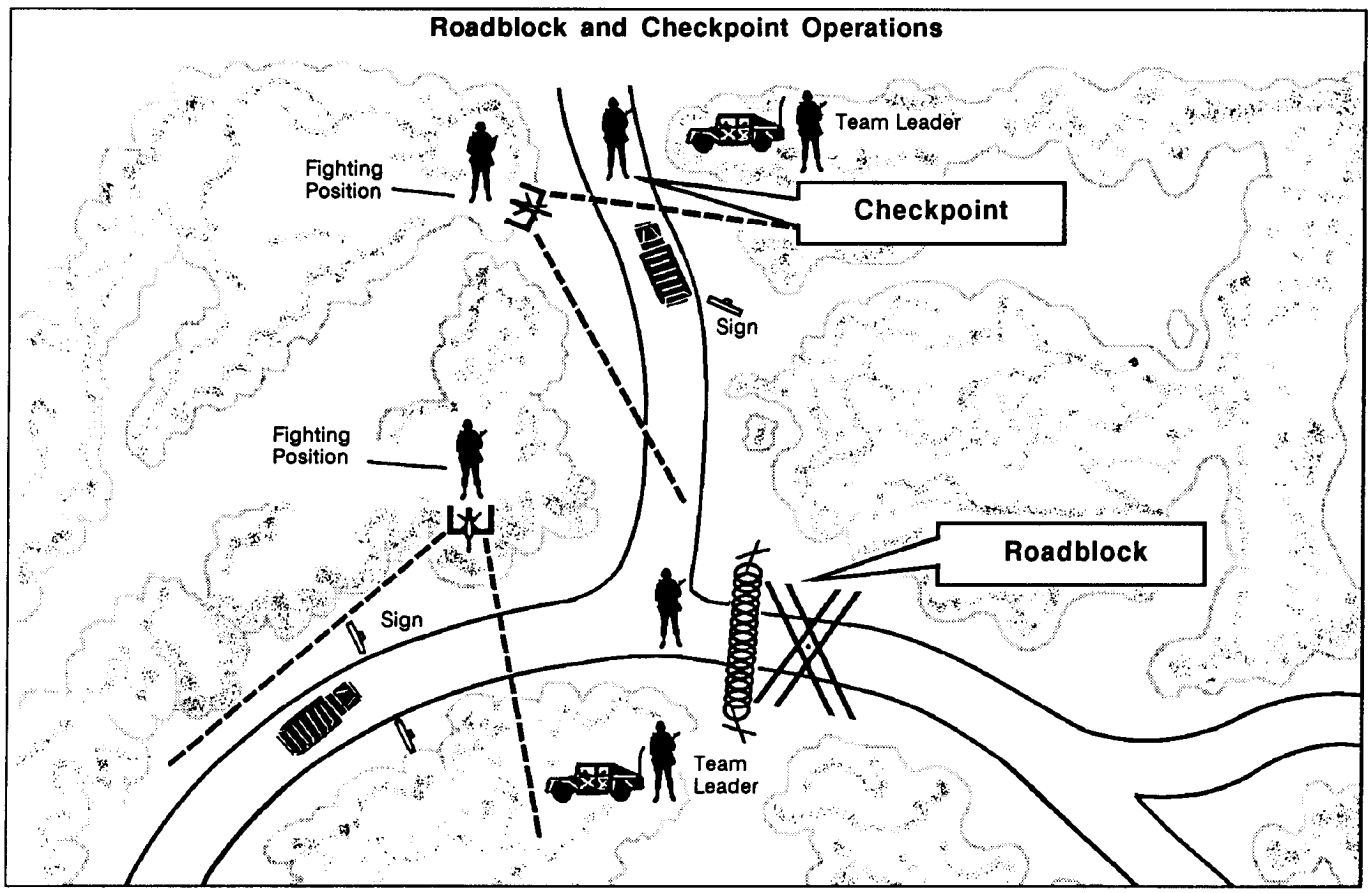
When you are tasked to check convoys for route authorization –

- Set up the checkpoint at the entrance to the controlled route.
- Check convoy vehicle movement credits issued by the local movement control unit. At a checkpoint on an MSR, one MP checks a vehicle's movement credit and/or cargo, while the team leader and the other MP provide security.
- When checking a movement credit, be certain the convoy is moving on the correct route at the correct time.
- When convoys are ahead of schedule, hold them near the checkpoint in a vehicle holding area until it is their scheduled time to pass.
- Allow convoys that are behind schedule to proceed if route traffic permits.
- Help drivers who have taken a wrong route by directing them to their destinations.

OPERATING ROADBLOCKS

Roadblocks are set up to stop, slow, or limit movement of vehicles along a route. They also are used to limit access to certain areas or roads. A roadblock can help channel vehicles and personnel to a checkpoint.

Make the roadblock easily movable and visible to drivers. You can use concertina wire, barbed wire, trees, debris, or warning signs. You may want concertina gloves, Claymore mines, and the like, as well as barrier material.



When one MP team operates a roadblock, the team leader provides leadership and communications. One team member stops traffic and directs where the traffic may and may not go. The other provides security for the MP in the road.

Place a roadblock where unauthorized vehicles or enemy personnel cannot bypass the roadblock. Make it difficult to bypass. When you can, position it so movement to its flanks or around it is restricted by obstacles like cliffs, swamps, rivers, or even towns. Build man-made obstacles to tie in with and reinforce natural obstacles. To gain surprise, place an obstacle –

- Near a sharp bend in the road.
- Just over the crest of a hill.
- Where a road passes through a heavily wooded area.

When using a roadblock to channel traffic to a checkpoint, place it where drivers of approaching vehicles cannot see the roadblock until after they have passed all possible turnoffs. When using a roadblock to close off a road –

- Place it at an intersection to let drivers change to another route with little delay.
- Place it near an area where drivers can turn their vehicles around easily.

Select a defendable site for the roadblock. Cover the road block with weapons tire. Defensive positions must —

- Include a fighting position for the crew-served weapon to provide overwatch for the roadblock.
- Have fields of fire that cover the approaches to the roadblock to keep it from being breached.
- Not be accessible to an attacker and must provide cover and concealment for the team and vehicle.

OPERATING STRAGGLER CONTROL POSTS AND COLLECTING POINTS

MP straggler control operations (STANAG 2067) help commanders maintain combat strength by locating and returning stragglers. MP erect temporary signs to help lost military personnel find their way to the closest MP element. MP TCPs, patrols, checkpoints, and defiles locate and redirect stragglers to military control. MP report information about stragglers with whom they come in contact. Following NBC attacks or major enemy breakthroughs or the like, MP may set up special posts and collecting points for stragglers. They may also use mounted patrols between straggler posts to direct or collect stragglers.

OPERATING STRAGGLER POSTS

A "straggler post" is any post on an MSR at which you check for stragglers. You can operate a straggler post at a TCP a checkpoint, a roadblock, or on its own.

The team leader provides leadership and communications. Another MP provides security. The third MP checks the identity of military personnel, directing stragglers to their location. You need the same equipment to operate a straggler post that you need to operate a TCP.

The PM operations section plans the general location of straggler posts on likely routes of straggler flow. The company picks the location of the straggler posts. The team leader picks the specific location. He selects a place where –

- Vehicles cannot easily turn around to avoid the post.
- There is space for a small vehicle holding area.

He designates positions for each man at the site. He chooses a good fighting position for the crew-served weapon. He places the team's vehicle close to himself for ease of communication.

When operating a straggler control post, you must know what units are assigned to bases/base clusters within your AO. And you must know what units are operating in the area. Most stragglers are just persons who have become separated from their command by events on the battlefield. You identify stragglers by checking–

- Uniforms.
- Unit insignia.
- Bumper markings on vehicles.
- Identification cards or tags.
- Passes or other authorization documents.

For each straggler you encounter, record at least the soldier's —

- Service number, rank, name, and nationality.
- Unit.
- Category ("injured" or "uninjured" IAW STANAG 2067).
- Whether armed or not.
- Where and when found.
- Where the straggler was coming from.
- Where the straggler was going.
- Why and when the straggler left his unit.
- Where you sent the straggler.

List your information in your straggler report. Completed straggler reports are collected daily and forwarded to wherever the straggler control plan directs. The reports give the commander's staff information on the strength of units. They also inform the straggler's unit commander where, when, and how you encountered the straggler.

Contact your immediate chain of command if you believe that a straggler has information of immediate tactical value.

Give first aid to the injured, wounded, or ill. Request their evacuation to the nearest medical facility as soon as possible. The seriousness of the illness or injury is the key factor in deciding how soon and by what method the injured straggler must be evacuated. Dispose of an injured straggler's weapons and equipment according to the straggler control plan. *See FM 8-35 for more discussion on sick or injured stragglers.*

Help return fit soldiers who have mistakenly become separated from their unit. Simply direct them to their unit or a HQ within their chain of command. (If the unit location is unknown, send them to a straggler collecting point.)

Try to use "available" transport, unless many stragglers must be transferred. Then you can request transportation support. But request escorts only for stragglers trying to avoid returning to their unit.

Treat the **deliberate stragglers –** those who have deserted or are attempting to desert or are absent without leave (AWOL) — with caution. These stragglers may resort to violence to avoid military control. Search, disarm, and detain these stragglers. Hold them until transport and escort can be arranged to take them to their unit, the straggler collecting point, or another place set by SOP or by the straggler control plan. Safeguard confiscated property and documents, and dispose of them according to the straggler control plan.

Handle stragglers from HN or other allied forces as you would US stragglers. If the PM has coordinated with other national forces to **set up joint straggler posts, allow** MP from other national units to handle stragglers from their own forces. *See STANAG 2085 for information on North Atlantic Treaty Organization (NATO) combined MP procedures.*

OPERATING STRAGGLER COLLECTING POINTS

When large numbers of stragglers exist, and TCPs, mounted patrols, and straggler control posts are not able to handle the straggler flow, you may be tasked to operate a straggler collecting point. You temporarily hold stragglers there while you process them for return to their units, placement in medical channels, or placement in other military channels.

The PM operations section plans the location of a straggler collecting point. They usually place it along a key MSR or at an intersection of MSRs. This allows quicker access to the straggler collecting point to aid in moving stragglers to their appropriate destination. Often it is collocated **where elements of medical, transportation, and** MP units can share efforts to ease the disposition of stragglers. At a straggler collecting point you may need food, water, clothing, and shelter for stragglers. If a medical facility is not close by, you must request extra medical supplies and be prepared to administer first aid.

The number of MP teams needed to operate a collecting point will vary with the number of stragglers on hand. If the post is operated by a squad, the squad leader provides leadership. One MP team processes incoming stragglers. A second MP team guards deliberate stragglers. And the third MP team rotates with the other teams for relief.

Separate the injured stragglers from the uninjured. Process each soldier at the collecting point. Record the key information on each soldier for a straggler report. Search, segregate, and guard stragglers who refuse to return to their unit. Assemble and forward the report to wherever the straggler control plan directs. Hold stragglers at the collecting point until transport arrives.

Use whatever transport is available to get stragglers from a collecting point to their units. When you have large numbers of stragglers who must be returned to one place, request support from the local movement control unit. Stragglers who refuse to return to their unit should be detained until their unit provides an escort or until you receive other instructions from your superior.

OPERATING DISMOUNT POINTS

MP typically operate dismount points to limit or eliminate vehicle movement within a given area. You may also use them for access control. *See Operating Access Control Points, this chapter.*

At a dismount point the team leader provides control, maintains communications, and sets up security. One team member controls movement at the dismount point. The remaining team member provides additional security and relieves the MP operating the dismount point. MP may inspect packages, briefcases, and vehicle loads as a security precaution. The MP leader charged with overall security directs these actions by SOP/orders. Team organization changes with the terrain and the size of the dismount point. Several MP may be required to control movement in and around the dismount point during a large operation.

The officer in charge of setting up a CP or a facility usually picks the general site for a dismount point. The MP team leader usually picks the exact location. A dismount point can be set up wherever vehicle access to an area must be controlled. You can set up a dismount point on or outside a perimeter.

Select a location that –

- Has a place where the vehicles can stop and passengers dismount and a place where the vehicles can park.
- Is easily accessible from a road.
- Is not easily seen as this would violate good OPSEC procedures and could lead the enemy to the CP.
- Offers cover and concealment, such as natural terrain features or an enclosed structure.

Set up the parking area on fairly level grassy or paved surfaces. This reduces the amount of dust and makes vehicle tracks hard to detect. Place the parking area within walking distance of the CP or facility, but not so close that direct fire from it could be brought to bear on the CP or facility. Use a terrain feature, whenever possible, as a buffer between the parking area and the facility. Select a parking area that provides cover and concealment for parked vehicles. This may include wooded areas, barns, factories, or warehouses. You may need certain equipment at a dismount point, such as –

- Night-vision devices.
- Field telephones to communicate with the facility.
- Alternate communications like visual devices, dismounted radios, or messengers.

At a dismount point, you –

- Provide information for persons entering the area.
- Offer directions and explain procedures for access to and movement within the area.
- Provide information about the location of other facilities and recent enemy activity in the area.
- Ensure vehicles in the parking area are camouflaged.
- Enforce light and noise discipline.
- Prevent civilian traffic and refugees from entering the area by directing them to a new route.
- Control stragglers by giving directions, providing for medical care, and detaining them for future disposition.
- Check vehicle identification and determine if the vehicle is allowed in the area. (If the vehicle is authorized access, the vehicle is directed to the parking area, preferably by a ground guide. If the vehicle is not authorized, detain the vehicle and notify your superior for guidance on further actions.)

OPERATING ACCESS CONTROL POINTS

Access control points are used to screen entry to secured areas that require specific permission for entry. Persons can enter or leave such a facility only by passing the access control points. Often one team operates an access control point. One MP checks identification (ID); one provides security and the third is the relief.

Place access control points near entrances and where persons approaching the facility can be seen at the earliest possible moment. When setting up the access control point, choose a place where you can set up a two-man fighting position. Locate the position to take advantage of the terrain. Ensure the fighting position offers good fields of tire and an unobstructed view of the main approach to the facility. Improve fighting positions as time permits. Because the access control point will often be in an area occupied by friendly troops, you must coordinate with these troops to prevent friendly soldiers from shooting at one another.

You must have an access roster stating who is authorized in the facility. (This is developed by the G2.) You may have a badge system, or a combination of entry systems, to identify persons authorized in the facility. *See FM 19-30 and AR 640-3 for more information on badge systems.*

When persons approach the access control point, stop them and request identification. Check their IDs against the access roster, observing light discipline if it is nighttime. Search any items being carried in. Detain anyone attempting to enter who is not on the access roster. Notify your superior for instructions on what to do with the person.

You also must monitor personnel exiting the facility. You may be required to inspect briefcases for classified material and documents. You also may be required to inspect packages. Guidelines will be set by the facility commander.

You may need special equipment and supplies when operating an access control point, such as —

- Flashlights.
- Night-vision devices.
- Field telephones or man-portable radios for communications with the facility.

OPERATING VEHICLE HOLDING AREAS

MP operate vehicle holding areas to help regulate the flow of traffic on MSRs. You hold selected vehicles and troops in these temporary waiting areas to allow other traffic to move steadily on the MSR. You can operate a holding area as an independent measure. Or it can be used along with other measures like defiles or checkpoints to support large operations like river crossings or passage of lines. Vehicles, convoys, and troops must be directed into and out of the holding area.

The number of teams you need to operate a vehicle holding area depends on the holding area's size. When one MP team operates a holding area, the team leader provides leadership, communications, and security. Another MP controls entry to the holding area. The third MP controls exit from the holding area.

The general location for a holding area may be designated by the echelon movement control unit, PM, or MP company commander. The exact location is selected by the MP leader with the mission. The holding area's location is noted on the traffic control plan and passed to the echelon movement control unit to keep the traffic circulation plan current. To select a site for a holding area, keep these principles in mind:

- Parked vehicles must face the exit so that they can be driven from the area quickly.
- A roadway must be set up that allows selected vehicles to leave.

Select a site where –

- The vehicles can be dispersed.
- There is easy access to and from the roadway.
- The surface of the area is firm enough to hold the weight of the vehicles.
- The area is large enough to allow the vehicles to be covered and concealed from air and ground observation.
- You can defend the area.

At the entrance to the holding area one team member is positioned in a concealed location. When vehicles approach, he moves to the center of the road and directs the vehicles into the holding area. He tells the vehicle driver or convoy commander where to park the vehicles. He moves back to the concealed location when the vehicles have entered the holding area.

The second team member controls the exit from the holding area. He is informed by the team leader when a vehicle or a convoy may exit. He notifies the vehicle driver or convoy commander when the vehicles may move. Then he locates himself on the road at the holding area exit to help the convoy move onto the road. He remains in a covered and concealed position when not moving vehicles out of the holding area.

At night these team members direct traffic using flashlights and hand and arm signals. The tactical situation may require you to use a red lens. Colored or plain chemical light sticks may be posted to help drivers identify their locations within a holding area if the situation permits.

The team leader controls the holding area operation, ideally from a position overlooking the entrance and exit. The team leader receives instructions on when to allow vehicles to pass. When the purpose is to support a defile, the team leader receives his instructions from the leader at the defile site.

When the purpose is to support a river-crossing site, the team leader has a movement schedule to follow and receives his movement information from the echelon movement control office or the crossing area commander and his staff.

The team leader at the holding area also assigns each member of his team a fighting position. The team leader has the MG placed to provide cover for other members of the team. He ensures the vehicle is parked close to the fighting position so he can use the FM radio. He makes sure the vehicle is concealed.

When operating a large holding area, the leader may place men inside the holding area to direct traffic and parking and to make sure user units comply with the flow plan. The leader may require more than one team in this instance. The leader may also require more than one team when MP cannot provide security from one location for both entry and exit.

Large holding area operations involving several MP teams usually require dedicated security at both the entrance and exit. They require a fighting position at each location. Large holding areas must have a simple control plan, such as a subdivision system. Take the following steps when you use a subdivision system:

- Make a map or a sketch of the area, showing the road net, trails, and major obstacles.
- Outline the holding area on the map or sketch.
- Divide the area into equal subdivisions and assign a letter or a name to each subdivision. This helps in directing units to their section of the holding area.
- Erect signs showing the outline of each area.
- Develop a traffic flow plan and erect directional signs to help users.
- Keep a count of vehicles in the subdivisions by number, size, and unit designation for each vehicle.
- At night, you may use chemical light sticks to identify the sections within the holding area and the exit.

In addition to signs and chemical light sticks, have the same standard items of equipment at a holding area as at a TCP. Use signs to help control traffic. Communicate between positions by field phones.

CHAPTER 6

OPERATING IN CONCERT (SQUAD-MINUS TO PLATOON-PLUS)

This chapter implements STANAGs 2044 and 2084

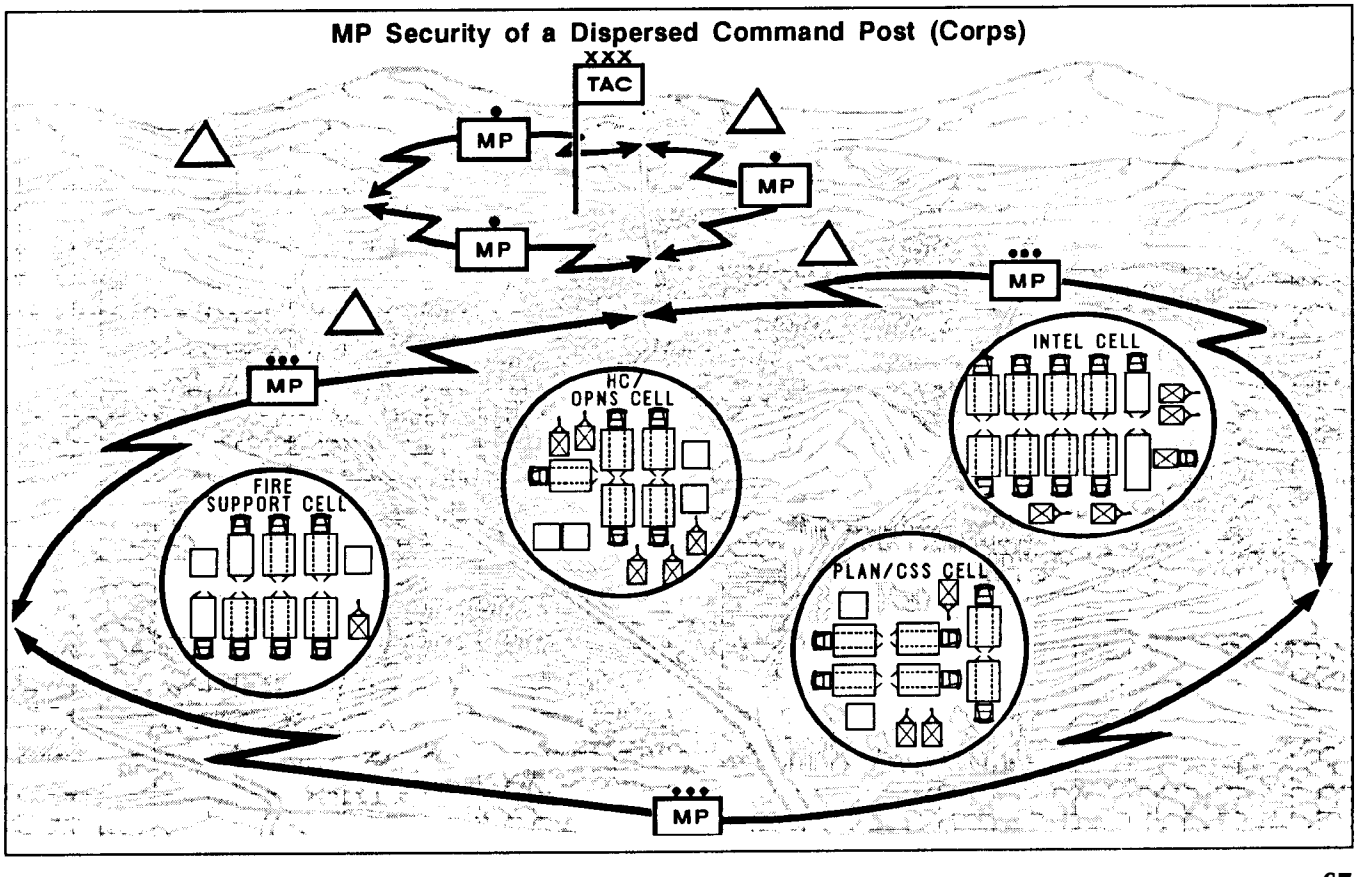
Sometimes you must operate with several teams, or many, to control actions or events in a particular locale. Some measures require a number of teams to work in concert. Other measures require a mix of mounted and dismounted teams or of mobile patrols as well as static posts. As few as two teams working jointly may operate a forward EPW collecting point. But conducting mobile screening, OPs/LPs, and access control for a corps main CP takes many more.

CONTRIBUTING TO THE SECURITY OF DESIGNATED CRITICAL ASSETS

MP security measures are employed throughout an AO to reduce unit and operations vulnerability. Increased security measures are used for top-priority units or especially critical supplies. You must help protect critical assets in your AO. Stockpiled critical supplies are a target for all levels of Threat forces. Most often you provide "standoff protection" for critical facilities. You operate mobile security screens in the area of the facility. Sometimes you combine mobile patrols with OPs/LPs to give early warning. If called upon to protect key Personnel or materiel inside a facility, you provide access control to the restricted areas. (Close-in personal security is most often provided by MP assigned to US Army Criminal Investigation Command [USACIDC].) Your intent is to detect and defend against the enemy before they can move within direct-fire range.

PROVIDING COMMAND POST SECURITY

The security of CPS can be crucial to winning the battle. CPS at divisions, corps, and TAACOMs are "designated critical assets" that traditionally expect and receive MP help in maintaining security. When CPs relocate, in-transit security is also provided. *See FM 19-1.*



The amount and type of security provided to an established CP depends on whether the CP is dispersed or massed, large or small. In all cases the focus of MP security efforts is on providing early warning of Threat activity. Because of your mobility and communications your most valuable use is in operating security patrols around the CP. Elements in a dispersed CP do not share a common defensive perimeter. Each cell provides its own local security and its own access control. You provide a "screening force" to give early warning of the enemy.

Elements in a massed CP operating fairly close to each other, can share a common perimeter. MP elements may, like other elements collocated at a base, contribute to its perimeter defense.

Unless a CP is massed, MP security must focus on providing early warning by operating a screening force. Only when a CP is massed can MP provide "close-in" security.

SECURITY FOR A DIVISION MAIN CP

Most division main CPs are dispersed. CPs are dispersed wherever the Threat levels are high.) With its elements spread out in cells, a dispersed CP is less easily destroyed in a single attack. And dispersion makes finding the CP's electronic signature more difficult for the enemy.

Some division main CP elements are massed, for ease of coordination and function, where the Threat level permits. Only after augmentation by MP from corps, can you provide internal security at a massed CP. The type of security MP provide at a massed CP depends on the presence or absence of augmentation by the division band or by a corps MP company. At that time you can extend your security to include the All Source Production Section (ASPS) as well as providing a screen of OPs/LPs and security patrols for early warning. (An ASPS receives, processes, and distributes intelligence information.)

There is an ASPS in each division, located inside the division tactical operations center (DTOC) or within 5 kilometers of the DTOC. Because of its importance to the commander, internal security for the ASPS requires an access control point. (An access list is provided by MI personnel responsible for the ASPS.) When the ASPS is located in the DTOC, you can combine internal security measures for the ASPS with measures for the DTOC.

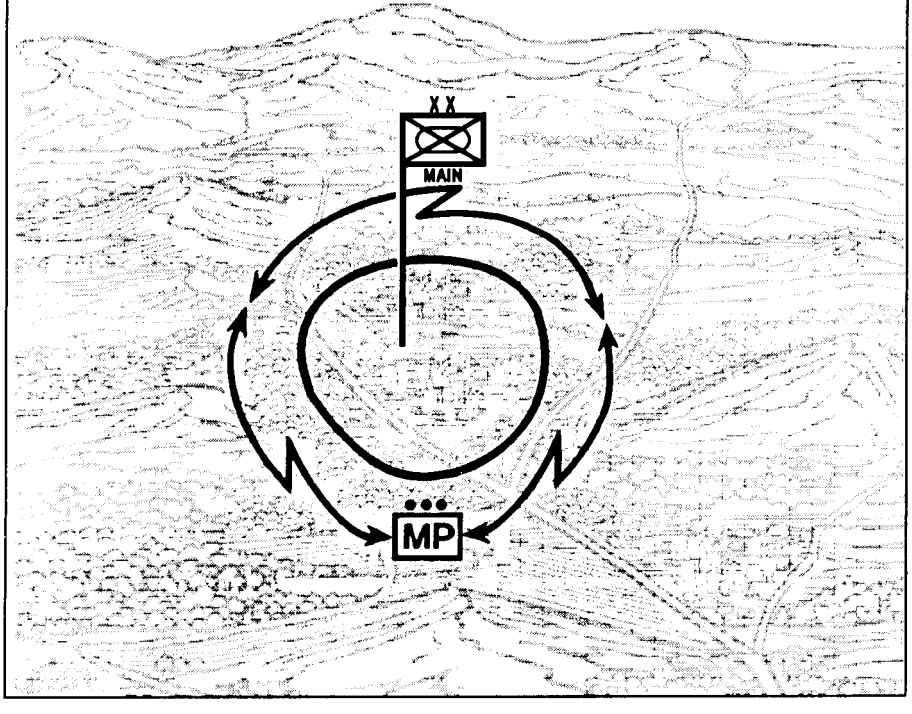
Augmenting MP or band members can complement the assigned MP security elements or perform security measures alone. (When the band is taking part in CP security, you must ensure that the bandmaster and his soldiers know the tactical situation and the defensive plans for the CF.) The band can –

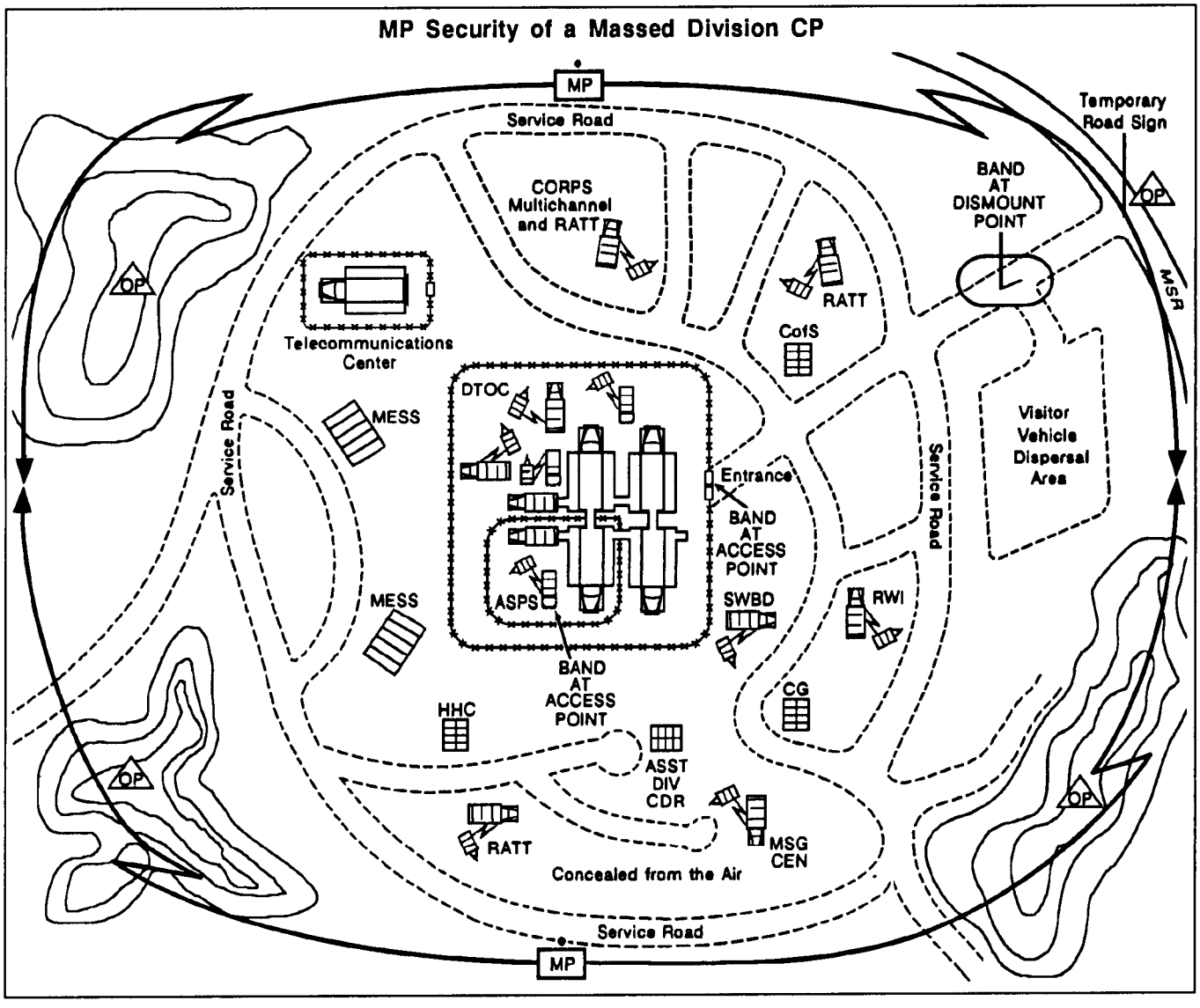
- Secure the ASPS.
- Assist in perimeter defense of the CP.
- Provide access control on the road to the CP.
- Operate the dismount point for the CP.
- Provide access control at the DTOC and at the ASPS.
- Augment or relieve security personnel on the defensive perimeter.

After your assets have been augmented, you can employ–

- One team to operate the dismount point to help control movement into and out of the CP area.
- A second team to operate the access control point at the ASPS.
- The remaining teams to serve as the screening force. They can provide stand-off protection by detecting and keeping the enemy outside direct-fire range of the CP.

MP Security of a Massed Division CP (Without MP Augmentation)





SECURITY FOR A CORPS MAIN CP AND A CORPS TACTICAL CP

Security is provided to both the corps main CP and the corps tactical CP. A corps' tactical CP is small and mobile. A corps' main CP is very large and, for that reason, traditionally has been a massed CP. In recent times many of the main CP's functions have been pushed to the tactical CP and the rear CP to allow greater dispersion of resources and to reduce the electronic signature.

How MP elements deploy depends on the CP's dispersion, the particular situation, and on METT-T. Normally an MP company provides corps CP security. If the CP is massed, one platoon secures the tactical CP and the remainder of the company secures the main CP. Or, depending on METT-T –

- One squad provides access control within the corps tactical operations center (CTOC).
- Two squads serve as a response force.
- Two squads secure the tactical CP.
- Two squads man dismount points or augment other squads.
- Remaining squads operate OPs/LPs and security patrols.

Like other units within a massed CP, MP share in the base's perimeter defense. But MP security efforts and emphasis are on screening for early warning and on internal access. Both internal and screening force measures provide security of the tactical CP: internal guard posts, access control points on the perimeter, and OPs/LPs and security patrols outside the perimeter.

When a corps main CP is dispersed in cells, MP efforts will focus on screening force measures. Allocation of assets then is based on location of function and METT-T.

PROVIDING CONVOY SECURITY

Convoy security helps battlefield resources reach their destination as quickly and as safely as possible. MP provide security for convoys first and foremost by maintaining security in the area through which the convoys will pass. Most convoys can move safely through an AO in which MP are providing area security.Only special ammunition convoys will routinely receive fully-accompanied, in-transit MP security. *See Chapter 13.*

When you are notified that a convoy will cross your AO, you will be given detailed information about the convoy. This information includes –

- The time the convoy is due to enter the AO.
- The size of the convoy.
- The convoy's route.
- The time the convoy is due to leave the AO.

Coordinate with MP in the AOs from which the convoy came to get the information you need to maintain continuity of the convoy's security. Relay this information to MP in the AOs to which it will be going. They also need this information. Know the convoy's rally points, actions on contact, and vehicle recovery operations. Designate a contact point where your unit transfers responsibility for the convoy to the next MP unit.

To help the convoy move through the area as quickly as possible (thus reducing its exposure to the enemy) you –

- Setup checkpoints, TCPs, and mounted patrols to limit traffic on the convoy's route.
- Increase NBC detecting and monitoring efforts along the route.
- Use TCPs or OPs/LPs along the route to prevent ambushes and the placing of mines on the route.
- Concentrate security on "choke" points along the route. Convoys are especially vulnerable on bridges, in tunnels, at critical intersections, and at sharp bends in the road.

When convoys are transporting critical supplies, the security is usually enhanced along the convoy's route within an AO. Additional measures might include –

- Increased route recon and surveillance.
- Increased area recon and surveillance.
- For a very critical convoy, a designated team to travel with the convoy in your AO and hand it off to a team from the next AO. The team would –
  - Maintain communications with MP forces in the area.
  - Coordinate for a response force if the convoy is attacked.
  - Call for indirect fire or CAS and direct the fires on the enemy.
  - Request more MP support in order to take action to defeat the enemy.

Reports from mobile patrols and OPs/LPs can give you early warning of enemy activity. If you perceive a convoy is at risk, notify your superior immediately. Try to advise the convoy commander of the threat. Be ready to reroute the convoy to an alternate MSR. And be ready to consolidate assets for a hasty attack if need be.

OPERATING DEFILES

Defiles keep traffic moving smoothly despite narrowed passage ways. Controls at defiles ensure that traffic moves through the passage, one direction at a time, first from one end and then from the other. At a defile you –

- Brief drivers about obstructions like limited road widths.
- Control access so vehicles move through quickly.
- Ensure vehicles enter one at a time.
- Provide security and defend the position.
- Reroute traffic when necessary.

You suit the number and types of control measures at a defile to METT-T. You use the simplest methods of control. When you can, use two control measures to be sure the operation runs smoothly. Terrain or traffic needs may dictate a need for vehicle holding areas and signs or TCPs. Larger defiles require a holding area at each end. Placement of holding areas depends on the sites available and the ease of communicating between the sites and the defile.

Sometimes a squad may be needed to run a defile if two vehicle holding areas are needed. The squad leader provides leadership. One team sets up a near-side vehicle holding area. A second team sets up a far-side holding area. And a third team provides control at the defile site.

Control measures can include –

- Visual signals to tell traffic when to move. You can signal with an arm motion, a flashlight, or a hand-held flag. Use any technique that shows vehicles when to move. Visual signals work best for small defiles where holding areas are not needed. *See FM 21-60 for more details.*
- An FM radio or wire communications to tell teams in holding areas to hold or start traffic through the defile. Link communications directly between holding areas. Or route them through the leader at the defile site. Use wire communications as the main means of communication. Use FM communications as a backup or when no other means are available. Use FM communications as little as possible; they might be monitored by the enemy.

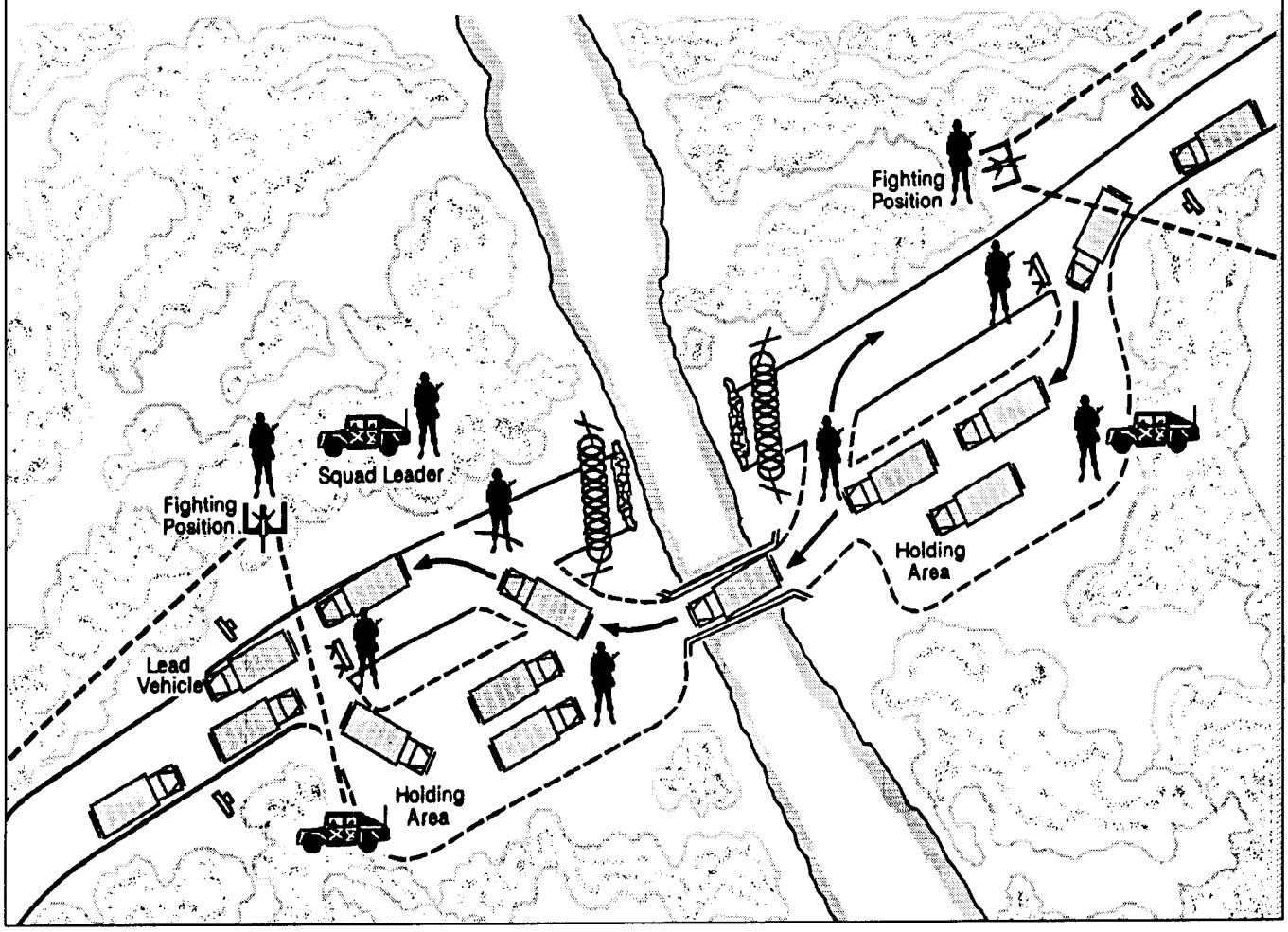
- A flag to identify the last vehicle moving through a defile. You give the flag to the last driver or attach it to the last vehicle entering the defile. Another MP removes the flag when the vehicle reaches the end of the defile. This serves as a signal for traffic to start in the opposite direction. The MP gives the flag to the last driver or vehicle now entering the defile, and the flag is recovered at the other end. This is repeated as often as needed.
- An MP rider to indicate the last vehicle of a column. The rider stays in the last vehicle until the column reaches the opposite side. He dismounts and rides back in the last vehicle returning. This technique ensures all vehicles clear the defile.
- MP lead and trail vehicles in the front and rear of a column to guide it through the defile. After the column clears the defile, the vehicles guide a column moving in the opposite direction. Use this method when movement through a defile is complex and requires an escort. The trail vehicle ensures all vehicles clear the defile.

You can also use a single lead or a single trail vehicle, depending on the number of vehicles and the complexity of the defile.

Because defiles involve restricted movement, they are an ideal target for the enemy. Security at a defile is important. The leader at the defile orders a recon for enemy presence around the site before putting the defile into operation. He selects the MG fighting position, picking key terrain that overlooks the defile. He ensures that the team vehicle is covered and concealed. (Teams operating holding areas provide their own security.) *See Operating Vehicle Holding Areas, Chapter 5.*

You must plan for the removal of disabled vehicles. You may want to request a recovery vehicle to stand by at the defile. But you must be ready to use field-expedient measures when a recovery vehicle is not available. Other useful equipment includes communications wire, field phones, signs, and flags. Teams at defiles should have "standard TCP *equipment." See Operating Traffic Control Posts, Chapter 5.*

Example of a Large Defile Operation



OPERATING EPW COLLECTING POINTS AND HOLDING AREAS

In any conflict involving US forces, accountability and the safe and humane treatment of captives is essential. US policy demands that all persons who are captured, interned, or held by US forces during a coflict be treated humanely. This policy applies from the moment captives are taken until the time they are released or repatriated. *See Geneva Conventions and FM 27-10, AR 190-8, and AR 190-57.*

Tactical commanders must have their forces available for maneuvering. But they also must resolve the problem of removing captives from the battle area. Maneuvering units must not be hindered by having to deal with large numbers of prisoners. Capturing troops take sick or wounded captives who need medical care directly to the nearest medical facility. Other captives are turned over to MP at the nearest EPW collecting point or holding area.

MP units assigned to divisions, corps, and TAACOMs operate EPW collecting points and holding areas to temporarily hold captives until they can be removed from the battle area. (Escorting captives to the rear is discussed later in this chapter.) MP accept captive EPWs from capturing units as far forward as possible.

Traditionally, MP operate collecting points in a division AO and holding areas in a corps or TAACOM AO. But collecting points and holding areas may be operated wherever they are needed.

At collecting points and holding areas you sustain, safeguard, and field process EPWs. *See Field Processing later in this chapter.* If captives are wounded or become ill while in your charge, you notify medical personnel, or you see that first aid is given.

You man guard posts and OPs to provide security and surveillance. You man fighting positions and operate enclosures to help prevent escape or liberation of captives. Enemy soldiers, like US soldiers, are trained to believe escape from captivity is a duty. Captives must be closely guarded. Ensure guard duty is rotated frequently so guards are fresh and alert. Consider captives' morale and physical condition when determining the number of guards needed at a given time. You must be prepared to use and maintain firm control and security.

At collecting points and holding areas, you work closely with MI teams determining if captives, their equipment, or their weapons can be of intelligence value. (Interrogators also may interpret for you during field processing.) You enable the MI interrogation teams collecting tactical intelligence to observe captives as they arrive and during processing. And you expedite processing for captives selected for interrogation.

Interrogation during field processing is conducted by MI interrogation teams. MI teams observe the captives as they are brought into the collecting points. The teams select EPWs of higher ranks for interrogation on-site. Those captives who should be interrogated immediately are given priority for processing so that they will be quickly available. High-value captives may be selected for additional interrogation at higher levels.

In an NBC environment, you decontaminate captives in the same way and to the same extent you would US forces. Request assistance through MP channels to the echelon rear CP. Issue new clothing and NBC protective gear to captives. Make requests through normal supply channels. The supply officer issues captured materials when available. If not available, the supply officer issues US equipment.

COLLECTING POINTS

Captives are held at collecting points only briefly until they can be moved rearward. Often there is a division "forward collecting point" in a brigade's AO to hold captives who surrender or are captured in the battle area. Usually there is a central collecting point set up in the division rear. This collecting point accepts captives taken locally as well those escorted from forward units or collecting points.

DIVISION FORWARD COLLECTING POINTS

If a brigade has an MP platoon in direct support, MP teams may set up and operate a forward collecting point. A brigade that does not have MP in direct support sets up and runs its own collecting point. A division forward collecting point is most needed when the brigade conducts an offensive operation and is likely to take the most captives. The collecting point is least needed when the brigade is in reserve status or is being reconstituted.

The number of MP teams needed to operate a forward collecting point is based on the number of captives expected and METT-T. *FM 101-10-1/2 provides possible planning factors for the number of captive a unit may expect to capture based on the type of mission.*

A division forward collecting point must be able to set up, expand, and move quickly with little or no notice. The general location of a forward collecting point is given in the brigade operations plan (OPLAN) or OPORD. It often is located near or in the brigade support area (BSA).

(Outside the BSA keeps captives from observing activities in the BSA.) Usually the collecting point is close to an MSR. This makes it easier to get supplies like water, food, and barrier material from the BSA. Transport, medical aid, and shelter are also provided by units in the BSA. (Request support through the forward support battalion.) Make every effort to have the actions or support you need from non-MP units for your operation stated in the brigade OPORD. If you are charged with running the collecting point –

- Coordinate with the unit responsible for the area.
- Conduct a recon before selecting an exact location for the collecting point.
- Locate the collecting point far enough from the fighting to avoid minor shifts of the main battle area (MBA) (normally 5 to 10 kilometers from the MBA).
- Notify the BSA tactical operations center (TOC) and PM operations section of the selected location. (The BSA TOC reports the exact location of the collecting point to the brigade TOC. The brigade TOC notifies subordinate units where the collecting point is located so troops with captives can take them there.)
- Coordinate with the MI interrogation team to learn if they will be collocating their interrogation site.

A forward collecting point is seldom set up near local inhabitants. But you can use existing structures like vacant schools, apartments, or warehouse when you can. This reduces construction needs and conserves the use of people and material. If existing structures are not used, captives, except officers, can be tasked to help construct the collecting point. *See Setting Up and Operating Internment Facilities in the Theater Chapter 11.*

There is no set design for a forward collecting point. Build it to suit the climate, the weather, and the situation. When selecting or constructing a collecting point, consider how you will provide for—

- Security of the captives.
- First aid.
- Food and water.
- Latrine facilities.
- Field sanitation.
- Shelter.
- Cover.

(You can have prisoners dig or build cover to protect themselves from artillery, mortar, or air attack.)

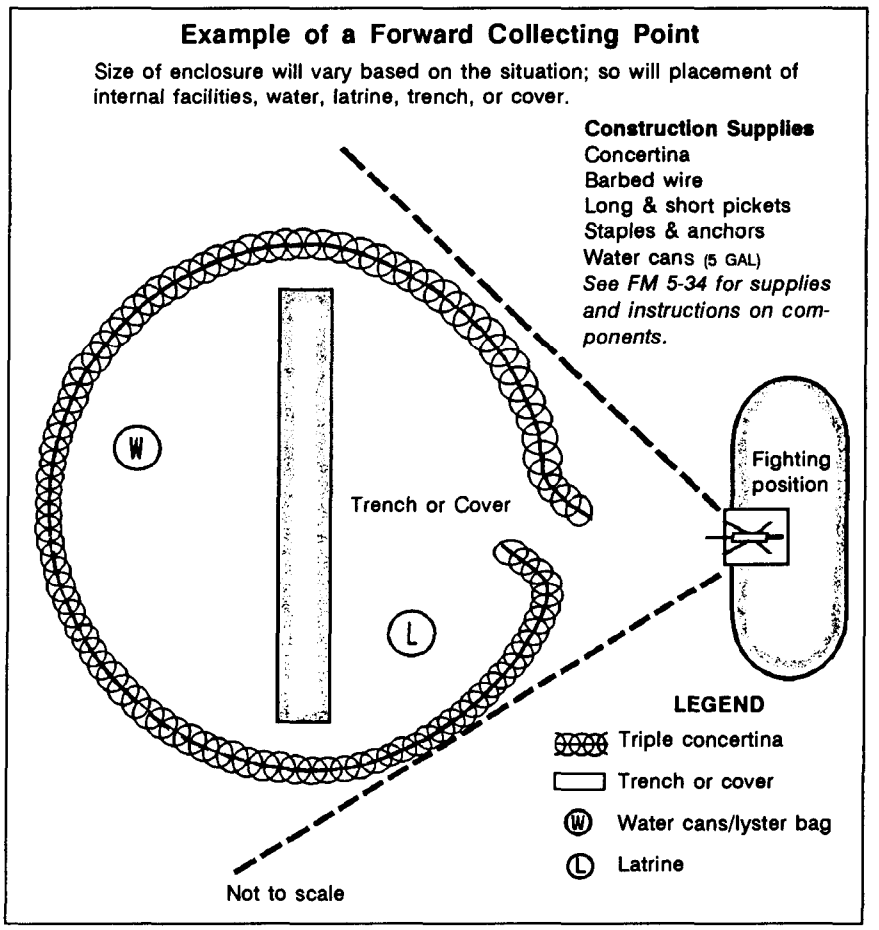
Captives arriving from the battle area may need basic sanitary supplies like soap and water. Ensure captives keep themselves clean to avoid disease. Provide water and food as needed.

When captives are field processed and ready for evacuation —

- Report captive status to the BSA TOC and through MP channels to the PM.
- Request transport, rations, and water for the captives from the forward support battalion S4.
- Ensure receipts for captives are ready for signing by escort guards.
- Ensure items taken from captives for security or intelligence reasons are given to the guards taking the captives to the rear. Make sure each item is tagged to identify the owner.

DIVISION CENTRAL COLLECTING POINTS

A central collecting point is larger than a forward collecting point. Your considerations for setting up and operating the collecting points are the same. But it can take many more MP elements to run a central collecting point. Augmentation by the division band and/or by corps MP elements augmenting division MP may be needed.



When a division corps, or echelons-above-corps band augments MP for EPW collection operations, they help MP prevent the escape or liberation of captives. The band members provide security. They control access to collecting points or holding areas. But band members do not process or interrogate captives.

The general location of the central collecting point is given in the division OPORD or OPLAN. It usually is located near the division support area (DSA). When you set up the collecting point be sure to —

- Coordinate with the unit responsible for the area.
- Conduct a recon before picking the exact location for the collecting point.
- Notify the PM and the operations cell of the division rear CP (through MP channels) of the collecting point location. (The operations cell notifies units in the division rear area of the central collecting point's location so units with captives can take them there.)
- Coordinate location of MI screening site *(see detailed discussion of sites under Field Processing).*

Use existing structures when you can. The collecting point usually is close to an MSR. This makes it easier to get supplies, transportation, and medical support from the DSA. (Request supplies through the division MP company.) Make every effort to have the actions or support you need from non-MP units stated in the coordinating instructions of the division OPORD.

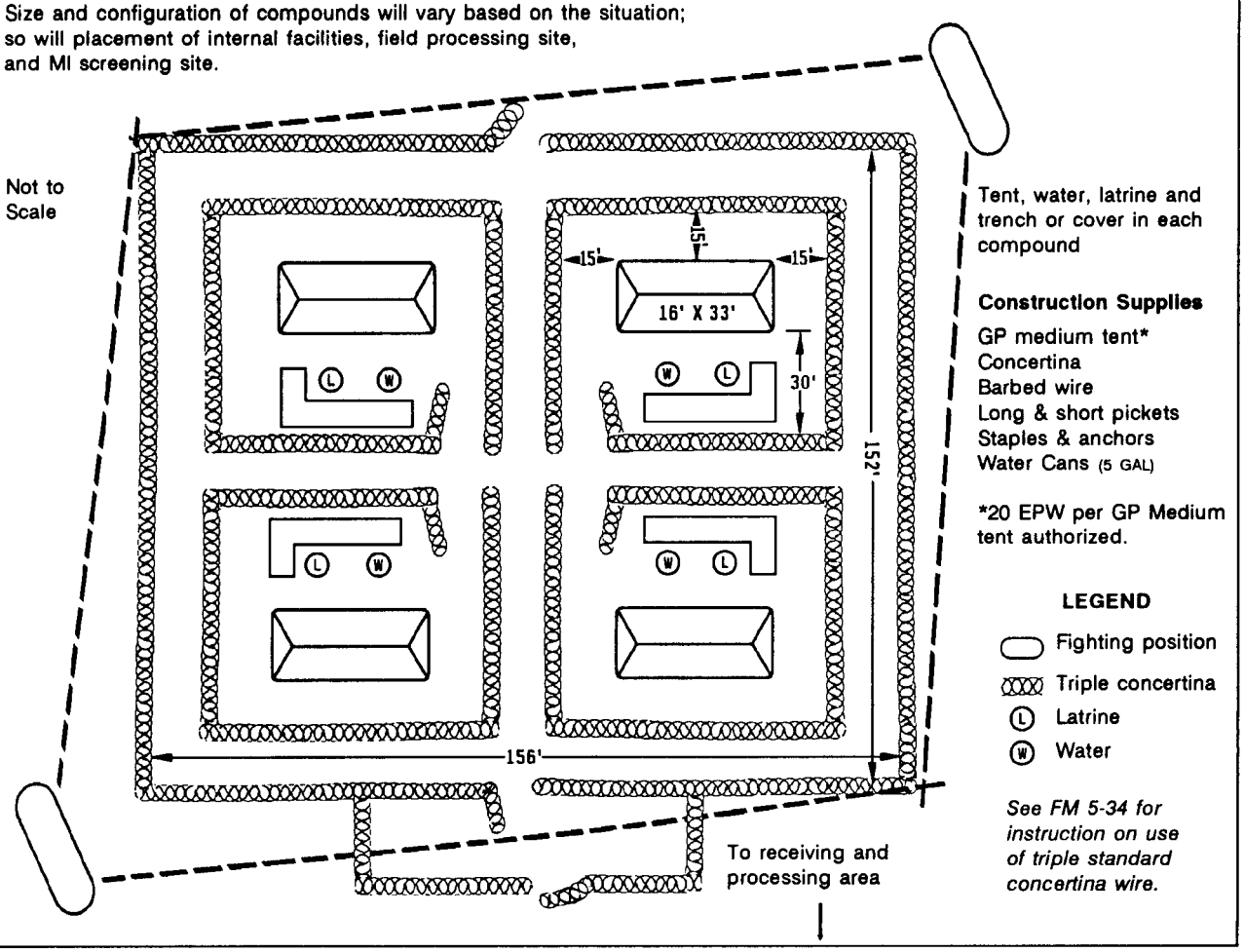
At a central collecting point you must take measures to prevent nonbattle injuries, heat and cold injuries, and communicable diseases. Isolate captives who show signs of having diseases until they can be examined and placed in medical channels.

The division preventive medicine section supports the central collecting point. When needed, request assistance. Preventive medicine countermeasures *(discussed in AR 40-5)* include –

- Disinfecting and monitoring drinking water.
- Controlling animals and insects that carry disease.

Example of a Central Collecting Point

MP use existing structures when possible to reduce construction requirments.
Size and configuration of compounds will vary based on the situation;
so will placement of internal facilities, field processing site,
and MI screening site.



Ensuring captives help prevent illness by–

- Drinking enough water.
- Wearing clothing suited to the weather, climate, situation; frequently changing socks to keep feet dry.
- Carefully handling gasoline-type liquids in cold weather.
- Avoiding contact between skin and cold metal in cold weather.
- Using insect repellent, netting, and insecticide aerosols. Taking approved preventive medication.
- Using iodine tablets whenever water quality is uncertain.
- Properly disposing of bodily wastes.
- Washing the body as often as practicable.

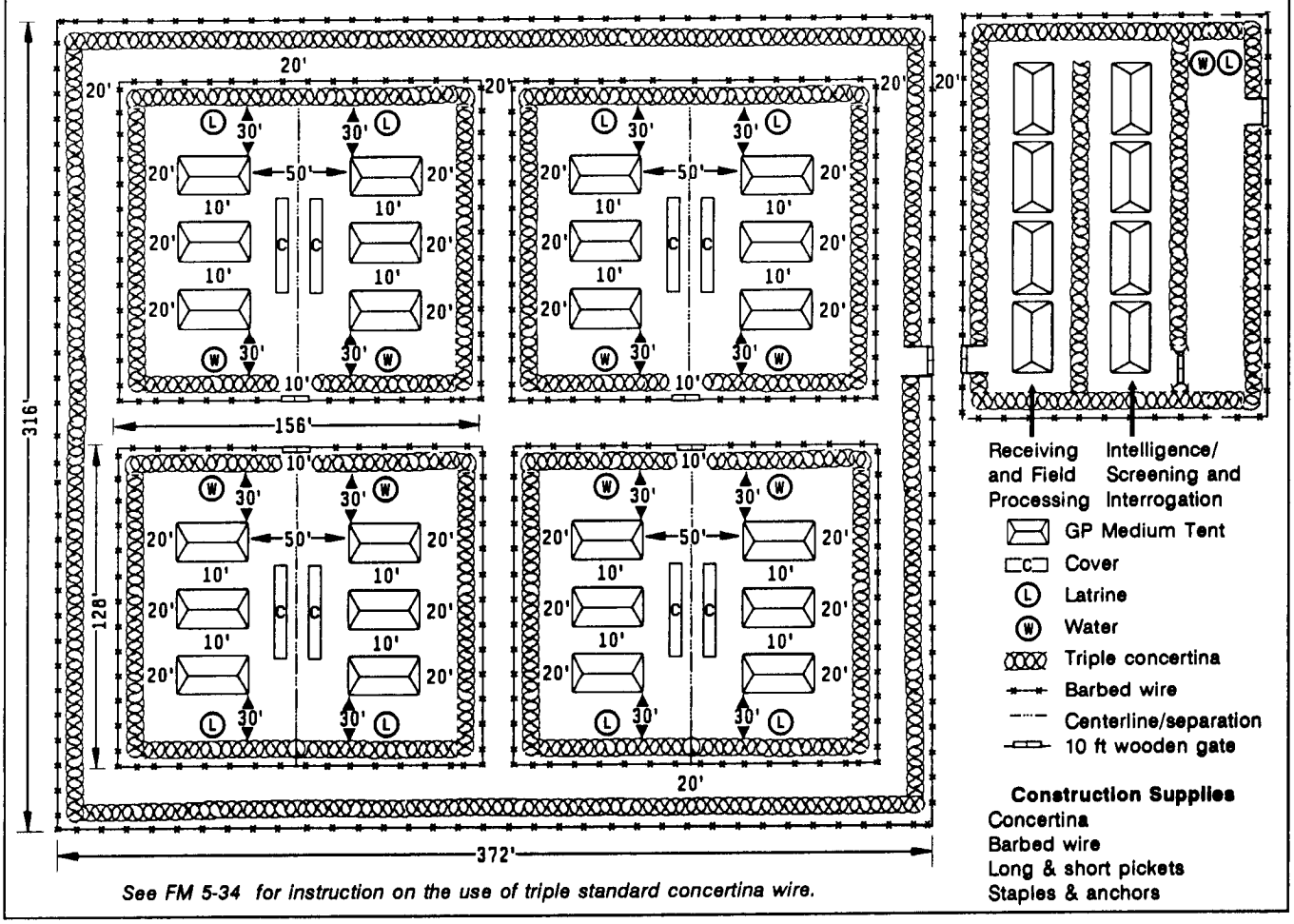
Make sure incoming captives transferred from MP at forward collecting points are counted. Receipt for captives and their effects. Make sure all captives have been field processed. Keep in mind, some may be brought by capturing units directly to the central collecting point. Contact the division MP company to report captive status to the PM and to request transport, rations, and water for the captives during evacuation. Have receipts for captives being transferred ready for escort guards. Give items taken from captives for security or intelligence reasons to guards taking the captives to the rear. Make sure each item is tagged to identify the owner.

HOLDING AREAS

Holding areas can accommodate more captives than can collecting points. And holding areas can maintain captives for longer stays. Most holding areas are, like collecting points, very temporary activities that must be able to move with little or no notice. But sometimes captives must remain at a holding area until they can be-moved to an EPW internment facility. And when the special-purpose EPW units that operate internment facilities are not present in a theater, captives may even be processed for internment and retained temporarily in holding areas until hostilities end. *See* ***Setting Up and Operating Internment Facilities in Theater Chapter 11.***

Example of an EPW Holding Area with Four 120-Person Segregation Compounds

A corps holding area for 480 EPWs with a receiving, field processing, screening, and intelligence collection site.



See FM 5-34 for instruction on the use of triple standard concertina wire.

Holding areas usually are located near a base or a base cluster. The general location of a holding area is cited in the MP battalion OPLAN or OPORD. If you are setting up the holding area —

- Coordinate with the unit or installation responsible.
- Conduct a recon and select the exact location.
- Tell (through MP channels) MP battalion HQ and the unit HQ responsible for the area the location of the holding area. This information is needed to notify units in the area where to bring captives.
- Coordinate with the MI interrogation element about its operational requirements when its site is to be collocated with or within the holding area.

Holding areas are constructed much like collecting points. Existing structures are preferred. Lights may be used to illuminate a holding area if the tactical situation permits. Multistoried buildings, reducing the size of the perimeter, may reduce the number of people needed for perimeter security. (But you may need guards on each floor.) Holding areas must be able to be divided into two or more compounds for segregation and ease of command and control.

An MP platoon or company from a corps MP battalion usually operates a corps holding area. A platoon can guard up to 500 captives. A company can guard up to 2,000. If there is a mass capture and you receive more EPWs than you can handle, you can request guard force augmentation. The corps band can augment MP to provide security. Or you can coordinate for more frequent evacuations from the holding area.

Holding areas in the corps most often hold captives from division collecting points. Usually one holding area is set up to support each division that is conducting operations. The number of holding areas depends on –

- The size of the corps area.
- The type of terrain.
- The lengths of the MSRs
- The number of captives being moved.

Make sure all captives and effects evacuated from division collecting points and any captives and their effects brought directly to a holding area are counted and receipted for. Make sure all captives have been field processed and observed by MI interrogators. You must be able to process captives in and out on a 24-hour basis.

Make bathing facilities available whenever possible, and have captives use them. Request supplies like water, food, soap, barrier material, and shelter, through MP channels, from the local corps support group. (Support agreements may be arranged between MP HQ and a base or a base cluster.) Sanitation facilities and supplies are needed as early in the evacuation process as possible to delouse and disinfest captives. Isolate captives who show signs of having diseases until they can be placed in medical channels.

If EPW holding areas exceed the capability of unit field sanitation teams, preventive medicine units help with –

- Survey and control of disease-carrying insects and animals.
- Sanitary engineering.
- Water treatment.
- Waste disposal.

Contact your company operations section to report captive status and request support for evacuation. (Actions readying captives for transfer to the rear are discussed under Collecting Points earlier in this chapter.)

COLLOCATED SCREENING SITES

MP operating EPW collecting points and holding areas aid the MI collection of tactical intelligence. MP provide MI screening and interrogation teams access to captives and to captured equipment and documents.

MI interrogation teams at collecting points and holding areas screen for captives likely to be sources of information. They do this as close to the dismount point or the entrance to the processing area as possible. The MI screeners observe the captives, examine captive tags, and look for signs like branch insignia that could indicate a captive might have information to support the commander's PIR and IR. Any captive who appears willing to talk is noted by the screeners. Screeners also look for captives attempting to talk to the guards, intentionally joining the wrong segregation group, or showing signs of nervousness, anxiety, or fear.

MP help MI screeners identify captives who might have answers supporting PIR and IR needs. As MP guarding captives are constantly in contact with captives, screeners ask MP about captives' behavior – how a captive responds to orders, what requests he or she makes, and so forth. MI team members may ask MP to strip search captives before interrogation. Try to ensure this search is carried on out of sight of other captives.

Screeners examine captured documents (identification cards, letters, map sections, and the like). They look for information that can identify a captive, his or her organization, mission, and personal background (family, knowledge, experience). (US documents pertaining to captives, like detainee personnel records, also can provide information. Knowledge of a captive's physical and emotional status or other background information can help MI to further assess a captive's willingness to cooperate. And the information can help verify information in the documents acquired at the time of his capture.)

MI teams collocate and establish interrogation operations at EPW collecting points and holding areas. The senior MI member contacts the MP in charge of the collecting point or holding area to coordinate location of site and operating procedures. Screening considerations to be coordinated include –

- A location from which screeners can observe captives as they are unprocessed and segregated. The site should be shielded from the direct view of captives. It should be far enough away that captives cannot overhear screening conversations. When possible the site should have an operations area and an administrative area as well as interrogation areas. An interrogation area must be able to accommodate an interrogator, a captive, a guard, and an interpreter, along with a table and at least three chairs. A light is required for night operations.
- Procedures to verify that sick or wounded personnel selected for interrogation have been treated and released by authorized medical personnel.
- Guards and procedures for escorting selected captives to the interrogation site within the collecting point or holding area.
- Evacuation procedures so that all concerned know the time constraints and procedures of exactly when and who should be evacuated.

FIELD PROCESSING ENEMY PRISONERS OF WAR

Captives are accounted for in ever greater detail at each stage of their removal from a battlefield. Field processing of EPWs helps US forces control and account for captives while they are being moved rearward on the battlefield to greater safety. Capturing US forces use the "five-S-and-T" method to account for the enemy soldiers they take captive. *See Captives, Chapter 2.* Then MP at collecting points and holding areas provide an extensive "field processing." Later, before captives can be interned, repatriated, or released, MP at processing centers provide full-scale EPW/CI processing.

To process captives at collecting points and holding areas, you use the "STRESS" method: search, tag, report, evacuate, segregate, and safeguard.

Search captives and inspect everything they have. Allow captives to keep –

- Their protective clothing and equipment, such as helmets or protective masks, for use during evacuation from the combat zone. (When captives reach an internment facility these items may or may not be impounded or confiscated. The facility commander makes this decision, based on the likelihood of NBC attack.)
- Items that qualify as retained property, like identification cards or tags or like personal property having no intelligence value. Items captives are normally allowed to keep include personal effects, clothing, mess equipment (except knives and forks), badges of rank and insignia, decorations, religious literature, and articles that have sentimental value.

Remove items that captives are not permitted to keep. Confiscate any weapons, ammunition, military equipment, or items with intelligence value. Confiscated items are not returned to captives when they are released or repatriated. Check with MI to determine the intelligence value of varied items and to learn which items, if any, will be retained by MI. Personal documents like diaries, letters from home, and family pictures may be taken by MI interrogation teams for review and later returned to MP to be given back to the owner.

Categories of Captured Documents

TYPES OF DOCUMENTS				
CATEGORY	**A**	**B**	**C**	**D**
Definition	Information concerning subjects of priority intelligence interest, subjects that are time sensitive	Information relating to enemy communication systems	Information of less intelligence value	No information of intelligence value determined by MI screening
Examples	Enemy situation maps, operation orders, field orders, overlays, enemy order of battle, new weapons or equipment handdrawn diagrams of minefields or other obstacles	Code books, signal operation instructions, cryptographic items or data, encrypted items, frequency tables, C-E hardware or software	Information that identifies enemy operational and logistic status, rations, ammo, medical aid, water, personal diary, letters	EPW personal papers, common equipment

See FM 34-54 and STANAG 2084 for more detailed information on captured documents.

Impound items that captives are not allowed to keep during captivity, but which will be returned to them when they are released. Such items include personal effects that make escape easier and items that could be dangerous to US security interests like cameras, radios, and currency. (All currency and negotiable instruments found on EPWs are impounded.) *For futher discussion about confisated or impounded property, see AR 190-8 and AR 37-36.*

When taking property from captives, prepare receipts. *See Append J.* (And consider bundling a captive's property or placing it in bags to keep each captive's property intact and separate.) Be sure to —

- Use the correct and current request for issue or turn-in for confiscated property.
- Use the correct and current receipt for evidence/property custody for impounded property.
- Prepare a receipt for any currency and/or negotiable instruments and both the EPW and you, the receiver, sign it. Use cash collection vouchers when impounding currency and negotiable instruments so that the value can be credited to the individual EPW account concerned. (Turn in to the Finance and Accounting Office.) List currency and negotiable instruments on the captive's personal property list, but treat them as impounded property.
- Keep the original receipt with the property during evacuation.
- Give captives copies of receipts for their property.
- Obtain a receipt for any property that will be retained by MI if screeners want to keep a weapon or document for closer examination and its evacuation will be through MI channels.
- Have the MI element clear confiscated property –
  - —That can be turned in to supply personnel.
  - —That will be retained as items of intelligence value to be forwarded through intelligence channels.

You must be able to account for captives' property until its final disposition in accord with instructions from the highest level of command responsible for EPWs You must keep captives from having access to confiscated or impounded property. And US forces must have controlled access to these items. Turn in cleared confiscated property as far forward as possible. Remaining property taken from EPWs is evacuated by the escorting MI?

Tags are used to account for captives. Tags are placed on captives by capturing troops. Check the tag on each captive. Be sure the tag contains, at the least –

- Date and time of capture.
- Location of capture.
- Capturing unit.
- Special circumstances of capture. (Special circumstances of capture include information such as whether the captive surrendered willingly or resisted capture and a statement of the captive's general/visible physical condition.)

Place a tag on any captive who arrives at the collecting point not wearing a tag.

- Instruct captives not to remove or alter their tags. Capture tags must comply with STANAG 2044. Attach part A of the capture tag to the captive. Maintain part Bin the capturing unit. Attach part C to property that is taken from the captive.
- Fill out the tag as accurately as possible.
- State on the tag that the captive arrived at the collecting point without a tag.

Account for arriving captives by filling out the correct and current form for receipt of a prisoner or detained person, specifying –

- From whom the captive was received.
- The time and date the captive was received.
- Identification of the captive. (Use the number on the capture tag when the captive's name, service number, grade, or date of birth are unknown.)
- Name, service number, grade, unit, and signature of the MP who accepts custody of the captive.

A statement in the remarks section about the general physical condition of the captive. For example: received without wounds, illness, or injury, or wounded in upper left arm.

Account for captives who are not able or willing to provide information for the receipt. Use the number on the capture tag. Use this number also for sick or wounded captives, captives who do not speak English, or when interpreters are not available.

Report your acquisition of captives through MP channels to help plan transportation and security measures.

Evacuate captives to the rear as soon as possible. Do not delay evacuation of captives to obtain name, rank, service number, or date of birth.

Segregate captives using field-expedient materials if you must. Segregate by rank (officers, noncommissioned officers, and enlisted) and by sex. Segregate civilians from military personnel. When possible, segregate captives by nationality and ideology. Segregate also —

- Captives who surrendered willingly or who deserted from those who resisted capture. (This may be difficult because of language differences.)
- Captives who cannot be readily identified as belonging to one of these groups.

For security reasons, segregate captives who do not provide the information needed for you to make a proper classification. Keep them segregated until their status can be determined.

Example of a Capture Tag for EPWs and CIs

This tag complies with STANAG 2044.

1. DATE AND TIME OF CAPTURE	2. SERIAL NO.
111300Z JAN 92	XXXXXX1A
3. NAME	4. DATE OF BIRTH
STEWART L. HOOD	12 MAY 56
5. RANK	6. SERVICE NO.
MAJ	XXX-XX-XXXX
7. UNIT OF EPW 122 ND Regimental Guards	8. CAPTURING UNIT 401 ST MP CO.
9. LOCATION OF CAPTURE (Grid coordinates) MA 132456	
10. CIRCUM-STANCES OF CAPTURE -Mass Surrender -Fire Fight -Deserter -Gave-up etc.	11. PHYSICAL CONDITION OF EPW -Wounded -Broken Foot -Knee injury etc.
12. WEAPONS EQUIPMENT, DOCUMENTS -Rifle-AK47 -Protective Mask -Maps, (Diary) -Personal Papers	

1. DATE AND TIME OF CAPTURE	2. SERIAL NO.
111300Z JAN 92	XXXXXX1B
3. NAME	4. DATE OF BIRTH
STEWART L. HOOD	12 MAY 56
5. RANK	6. SERVICE NO.
MAJ	XXX-XX-XXXX
7. UNIT OF EPW 122 ND Regimental Guards	8. CAPTURING UNIT 401 ST MP CO.
9. LOCATION OF CAPTURE (Grid coordinates) MA 132456	
10. CIRCUM-STANCES OF CAPTURE -Mass Surrender -Fire Fight -Deserter -Gave-up etc.	11. PHYSICAL CONDITION OF EPW -Wounded -Broken Foot -Knee injury etc.
12. WEAPONS EQUIPMENT, DOCUMENTS -Rifle-AK47 -Protective Mask -Maps, (Diary) -Personal Papers etc.	

1. DATE AND TIME OF CAPTURE	2. SERIAL NO.
111300Z JAN 92	XXXXXX1C
3. NAME	4. DATE OF BIRTH
STEWART L. HOOD	12 MAY 56
5. RANK	6. SERVICE NO.
MAJ	XXX-XX-XXXX
7. UNIT OF EPW 122 ND Regimental Guards	8. CAPTURING UNIT 401 ST MP CO.
9. LOCATION OF CAPTURE (Grid coordinates) MA 132456	
10. DESCRIPTION OF WEAPONS, SPECIAL EQUIPMENT, DOCUMENTS AK47 Rifle, Overlays, Maps, 800 Rounds 7.62 Ammunition; 3 Frogmentation Grenades Diagrams of Minefield.	

ENEMY PRISONER OF WAR (EPW) CAPTURE TAG (Part A)

For use of this form, see AR 190-8, the proponent agency is DCSOPS

Attach this part of tag to EPW. (Do not remove from EPW.)

1. **Search** — For weapons, military documents, or special equipment.
2. **Silence** — Prohibit talking among EPWs for ease of control.
3. **Segregate** — By rank, sex, and nationality.
4. **Safeguard** — To prevent harm or escape.
5. **Speed** — Evacuate from the combat zone.
6. **Tag** — Prisoners and documents or special equipment.

DA FORM XXXX, DATE XX

UNIT RECORD CARD (Part B)

Forward to Unit

(Capturing unit retains for records.)

As a minimum, Part A & B of the tag must include:

- **Item 1,** date and time of capture.
- **Item 8,** capturing unit.
- **Item 9,** place of capture (grid coordinates).
- **Item 10,** circumstances of capture (how the EPW was captured).

DA FORM XXXX, DATE XX

DOCUMENT/SPECIAL EQUIPMENT/ WEAPONS CARD (Part C)

Attach this part of tag to property taken.

(Do not remove from property.)

As a minimum, Part C of the tag must include:

- **Item 1,** date and time of capture.
- **Item 8,** capturing unit.
- **Item 9,** place of capture (grid coordinates).
- **Item 10,** description of property taken.

Use string, wire or other durable material to attach the appropriate sections of this form.

DA FORM XXXX, DATE XX

For more information about the NATO Standard Capture Tag, see STANAG 2044.

Ultimately all captives are classified as EPWs retained persons, CIs, or other detainees. *These **categories are discussed in detail in AR 190-8.*** Not all captives may be readily classified. If there is any doubt as to captives' status, protect them as EPWs until their status can be determined by a competent tribunal. *See **FM** 27-10.*

Do not use coercion of any kind to obtain information from captives. This includes information like name, rank, service number, and date of birth that captives are required to provide by the Geneva Conventions.

Do not speak to captives except to give orders or directions. Do not let captives talk to or signal each other. This keeps them from plotting ways to counter security and plan escapes. You may have to gag captives in some tactical situations. Use gags only for as long as they are truly needed. The gags must not harm captives.

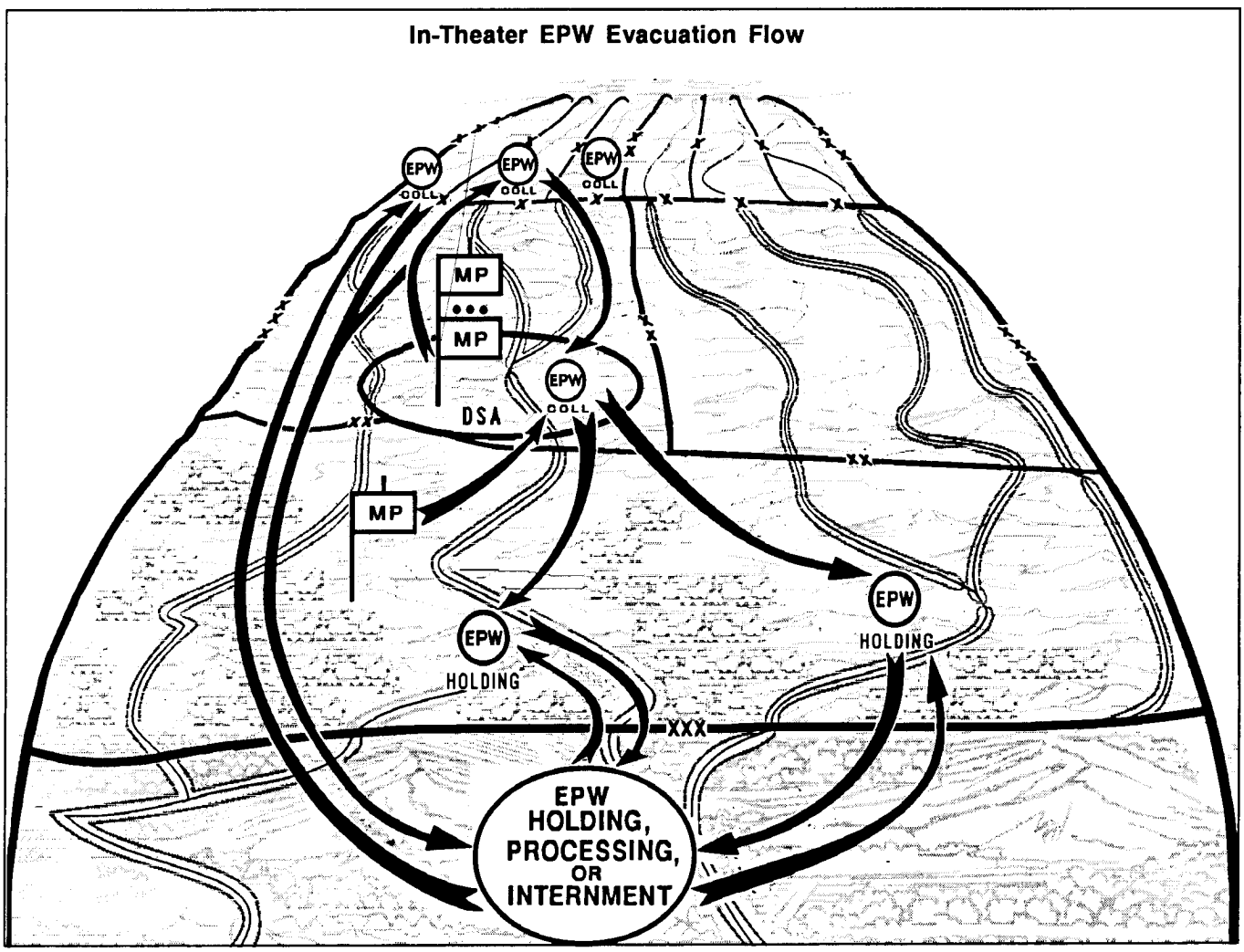
Safeguard captives IAW the Geneva Conventions and US policy. You–

- Provide first aid and medical treatment for any sick or wounded captives that medical personnel have declared well enough to be evacuated through MP channels.
- Provide firm, humane treatment at all times.
- Protect captives from abuse by other captives or by local civilians.
- Report through MP channels all acts or allegations of inhumane treatment. *See AR 190-40.*

ESCORTING EPW FROM THE COMBAT ZONE

EPWs are escorted from the combat zone as soon as possible. The intent is to send captives to the rear from division forward collecting points within 12 hours, from division central collecting points within 24 hours, and from corps to TAACOM holding areas within 48 hours.

When elements from special-purpose MP escort guard companies are present in a theater of operations, elements from these units go as far forward as possible, to corps and even to division, to accept accountability of captives.



The escorts safeguard and provide security for the captives while escorting them either from collecting points to holding areas to await further movement from the combat zone or directly to internment facilities.

If no escort guard companies are yet in the theater, MP in the division rear go forward to escort captives from forward to central collecting points. Corps MP escort captives from division central collecting points to corps holding areas. And TAACOM MP escort captives from corps holding areas to holding or internment areas or other destinations in the TAACOM.

EVACUATING ILL AND INJURED CAPTIVES

US medical personnel decide if captives are healthy enough to be escorted with in MP channels or if they need to be medically evacuated. Generally, the walking wounded go with other captives. Litter patients go through medical channels.

The US provides the same medical care for sick or wounded captives as that given to US and allied soldiers. Sick and wounded EPWs in the combat zone may be treated and returned to MP for evacuation. Or captives may be stabilized and moved through medical channels to the rear as far and as quickly as possible. Captives may be moved to corps medical facilities (combat support hospitals, mobile Army surgical hospitals, and evacuation hospitals). And they may be moved from corps medical facilities to field or general hospitals farther in the rear.

If captives need to be medically evacuated, medical personnel –

- Report this through medical channels to their next higher echelon.
- Request deposition instructions from the corps medical regulating officer (MRO).

The MRO –

- Coordinates transportation.
- Identifies the treatment facility to which sick or wounded captives will be taken.

The MRO and hospital commander coordinate with the branch Prisoner of War Information Center (PWIC) to account for captives in medical channels.

If a question of security arises, MP determine when security will be required for sick or wounded captives. Captives sick or wounded enough to be medically evacuated are not likely to be a security risk. Captives well enough to present a security risk can be treated by medical personnel and returned to MP control as soon as possible.

If medical personnel request security for EPWs at a medical facility in the corps area and the corps commander chooses to delegate that responsibility to MP the PM allocates support on a task, rather than a more permanent basis. (MP force structure does not provide for MP to guard hospitalized EPW.s

ESCORTING ABLE-BODIED CAPTIVES

Able-bodied captives must be escorted during movement to keep them from escaping or from being liberated. To plan your security measures you must know the –

- Number of captives to be escorted. This helps you decide the number of guards you will need.
- Condition and morale of the captives. Fatigued and cooperative captives do not require as many guards as those who are fresher and more motivated.
- Type of transport to be used. The type of transport also helps set the number of guards.
- Terrain conditions along your route. Close terrain like dense woods or jungle often requires more guards than open terrain.
- Level of enemy activity along the route. The higher the level the greater the need to increase security precautions.
- Likelihood or presence of suspected sympathizers and hostile local nationals along the route.
- Scheduled arrival of your transport.
- Location of MP units or bases/base clusters along the route (in case you need help during the movement).
- Number and locations of rest stops (based on type of transportation, distance, and type of terrain).

When you go forward to escort captives to the rear, your responsibility begins at the collecting point or holding area where you accept custody of them. The method for moving captives, the location and time of pickup, and the number of captives to be moved are contained in your orders.

MP do not have vehicles for transporting EPWs Backhaul transport is used whenever possible. Your transport varies with the availability of vehicles delivering cargo in your area. You may find yourself evacuating captives from a division central collecting point back to a corps holding area on an ammunition vehicle that would otherwise be returning empty from the division rear. *See FM 101-10-1/2 for detailed discussion of vehicles and their capacities.*

Captives are evacuated on foot only as a last resort when transport is not available. Transport for captives is arranged through your company HQ. At division, the company HQ contacts the local movement control officer. At corps, the EPW/CI officer requests transport through the MP liaison officer assigned to the HTD.

Escorting Captives

WHEELED VEHICLE

TYPE OF TRANSPORTATION	PASSENGER CAPACITY/GUARDS REQUIRED	LOCATION OF GUARDS
1-1/4-ton cargo truck (CUCV)	9 captives 2 guards	In lead MP vehicle
1-1/4-ton cargo truck (HMMWV)	9 captives 2 guards	In cab of transport (watching vehicle to front)
2-1/2-ton cargo truck	20 captives 2 guards	In MP vehicle behind transport
5-ton cargo truck (M900 series)	20 captives 2 guards	In MP vehicle behind transport
5-ton cargo truck (M200 series)	20 captives 2 guards	In MP vehicle behind transport
6-ton semitrailer	24 captives 2 guards	In front and rear of vehicle
10- or 12-ton semitrailer	50 captives 4 guards	In front and rear of vehicle
Passenger bus	37 captives 3 guards	In front and rear of vehicle

RAIL

TYPE OF TRANSPORTATION	PASSENGER CAPACITY/GUARDS REQUIRED	LOCATION OF GUARDS
Boxcar	22 captives 3 guards 1 supervisor per 3 boxcars	In center of each boxcar inside a mesh lane
Passenger car	34 captives 6 guards 1 supervisor per car	At each end of car

AMPHIBIOUS VEHICLE

TYPE OF TRANSPORTATION	PASSENGER CAPACITY/GUARDS REQUIRED	LOCATION OF GUARDS
M116 amphibious carrier	12 captives 2 guards	In front and rear of vehicle
Mark VIII landing craft (LCM)	182 captives/ 8 guards	In front and rear of vehicle
L466 class landing craft (LCU)	276 captives 24 guards	In front and rear of vehicle
Utility landing craft (LCU)	425 captives 30 guards	In front and rear of vehicle

FOOT

TYPE OF FORMATION	CAPACITY/GUARDS REQUIRED	LOCATION OF GUARDS
Close column	320-480 captives 40 guards	In front and rear and on both flanks

AIRCRAFT (Tactical evacuation within theater)

TYPE OF TRANSPORTATION	PASSENGER CAPACITY/GUARDS REQUIRED	LOCATION OF GUARDS
C-12 airplane	6 captives 2 guards	In front and rear of passenger compartment
RC-12D airplane	6 captives 2 guards	In front and rear of passanger compartment
U-21 airplane	8 captives 2 guards	In front and rear of passenger compartment
C-130E/H airplane	81 captives 9 guards	In front, rear, and middle of passenger compartment
CH-47 helicopter*	29 captives 4 guards	In front, rear, and middle of passenger compartment
UH-1C helicopter*	5 captives 2 guards	In front and rear of passenger compartment
UH-1H/V helicopter*	9 captives 2 guards	In front and rear of passenger compartment
UH-60 helicopter*	12 captives 2 guards	In front and rear of passenger compartment

GENERAL INSTRUCTIONS	SPECIAL INSTRUCTIONS
Segregate captives by category. Keep them as segregated as possible. Search captives and baggage before loading in any transport. Use handirons, leg irons, or special restraining jackets on captives if necessary. If handirons are used, restrain captives with their arms in front If prescription drugs are needed, dispense IAW medical officer's instructions If food is provided, do not allow use of utensils or can openers.	For all **vehicles**: Use a combination of guard methods for column of trucks or when visibility is limited. Brief drivers on route, schedule, rate of movement, actions on ambush or air attack. For all **trains:** designate guards to dismount at halts; supervise loading. For all **aircraft:** Load IAW instructions from crew. Before loading, remove from aircraft any equipment or gear that could serve as weapons. Instruct captives (in their native language) that the area near the flight deck/crew compartment is off limits. Ensure safety belts stay fastened on captives. **Do not** handcuff or tie captives to any portion of aircraft. Use personal flotation devices if captives are restrained. Designate separate latrines for captives and remove locks from the latrine doors.

*Load limits for helicopters may change based on the weather and the expected altitude.

Before leaving for the collecting point or holding area –

- Plan your route recon of the evacuation route.
- Verify the location of the collecting point. Do this shortly before your scheduled time for the move. (BSAs move often, other support areas less often.)
- Plan to stop only during daylight and outside towns or installations if you can.
- Plan ways to segregate captives by category (if possible).
- Check with MI interrogation teams for any property to be returned to captives before they are moved.
- Secure rations and water.
- Try to obtain captured enemy rations for the captives.

Brief the escort element on the need to –

- Accept custody and safeguard the captives.
- Ensure captives follow instructions and orders. (Be firm, but do not punish captives who fail to obey.)
- Ensure all captives (and any equipment) are listed on the custody receipt when custody is accepted.
- Retain custody receipts.
- Inspect passenger areas, latrines, and other places that might be accessible to captives. Look for means of escape or items that could be used as weapons.
- Remove latches from latrine doors, if possible.
- Talk to captives only to give orders and maintain control.
- Be prepared to foil escape attempts. If an escape occurs, recapture prisoners using the least force possible. If an attempt is made, shout "Halt!" If a captive fails to halt immediately, shout "Halt!" a second time. If necessary, shout "Halt!" a third time. After that, if there is no other way of stopping the escape, you may open fire. If you must fire at a captive, aim to disable rather than to kill. Increase security around recaptured EPWs.
- Take appropriate actions on enemy contact (air attack and ambush). Make sure the escort element knows who will control the captives and who will react to the enemy.

Before moving the captives, have them briefed on march discipline. Use a language understood by the captives. If available, have an interpreter give instructions. Captives must be told –

- The meaning of the word "Halt."
- That the "silence rule" applies at all times (no talking to the guards; no talking to each other).
- The actions they are to take during an emergency.

Be sure all captives have been field processed before they enter their transport.

OPERATING FIELD DETENTION FACILITIES

Field detention facilities are used to hold US soldiers in custody until they can be tried. Pretrial confinement is used only to ensure an accused appears at trial or when the seriousness of the offense or the threat of violence makes confinement essential. Whenever possible, soldiers awaiting trial remain in their units. Only when they are a hazard to themselves or others are they detained in pretrial confinement under MP control.

Field detention facilities also are used to hold sentenced prisoners awaiting transfer to a theater's field confinement facility (FCF) or to the continental US (CONUS). After trial, convicted military prisoners are moved, whenever possible, to confinement facilities outside the combat zone.

Each echelon commander sets procedures and policies for detaining and confining soldiers. Often US military prisoners in a combat zone are placed under the control of an MP unit operating an EPW collecting point. When small numbers of US prisoners are on hand, a squad operating an EPW collecting point can best take responsibility for the security of US prisoners. But US military prisoners must be kept physically apart from EPWs And policy and procedures for the care and treatment of prisoners and the safeguarding of their personal effects remain the same as that set for other Army confinement facilities.

When prisoners are retained in-theater, separate temporary detention facilities may be set up in the corps or division areas. US military prisoners are held in the division rear area for the shortest possible time. At a division facility you—

- Safeguard US prisoners.
- Coordinate for their food and medical care.
- Sustain them until they can be evacuated to a corps facility.
- Transfer them to the corps facility as quickly as possible.

When the situation permits, MP from a detention facility at corps come forward to pick up prisoners at the request of the division's detention facility commander. From corps, the prisoners are evacuated to the theater confinement facility.

If a temporary detention facility is set up in the corps, it usually is operated by confinement teams from the confinement battalion in a personnel command (PERSCOM). These teams are organized and trained to perform confinement operations. But when corps detention operations are limited to prisoners being evacuated to a confinement battalion in the PERSCOM, elements from a combat support company can operate a temporary facility.

A field detention facility usually is located near the MP company CP for food, transport, and supply support.

Request construction materials from Engineers to set up and run a facility. Your equipment and supplies must include –

- Barbed wire – roll.
- Barbed wire — concertina.
- Fence posts.
- Gates and doors.
- Floodlights and spotlights, complete with wiring.
- Emergency generator.
- Mess equipment and equipment for cleaning mess gear.
- Water cans and/or lyster bags.
- Typewriters.
- First aid equipment and supplies.
- Spare clothing and bedding.
- Hand restraints or leg irons.
- Heating equipment (cold climate).
- Field sanitation facilities.

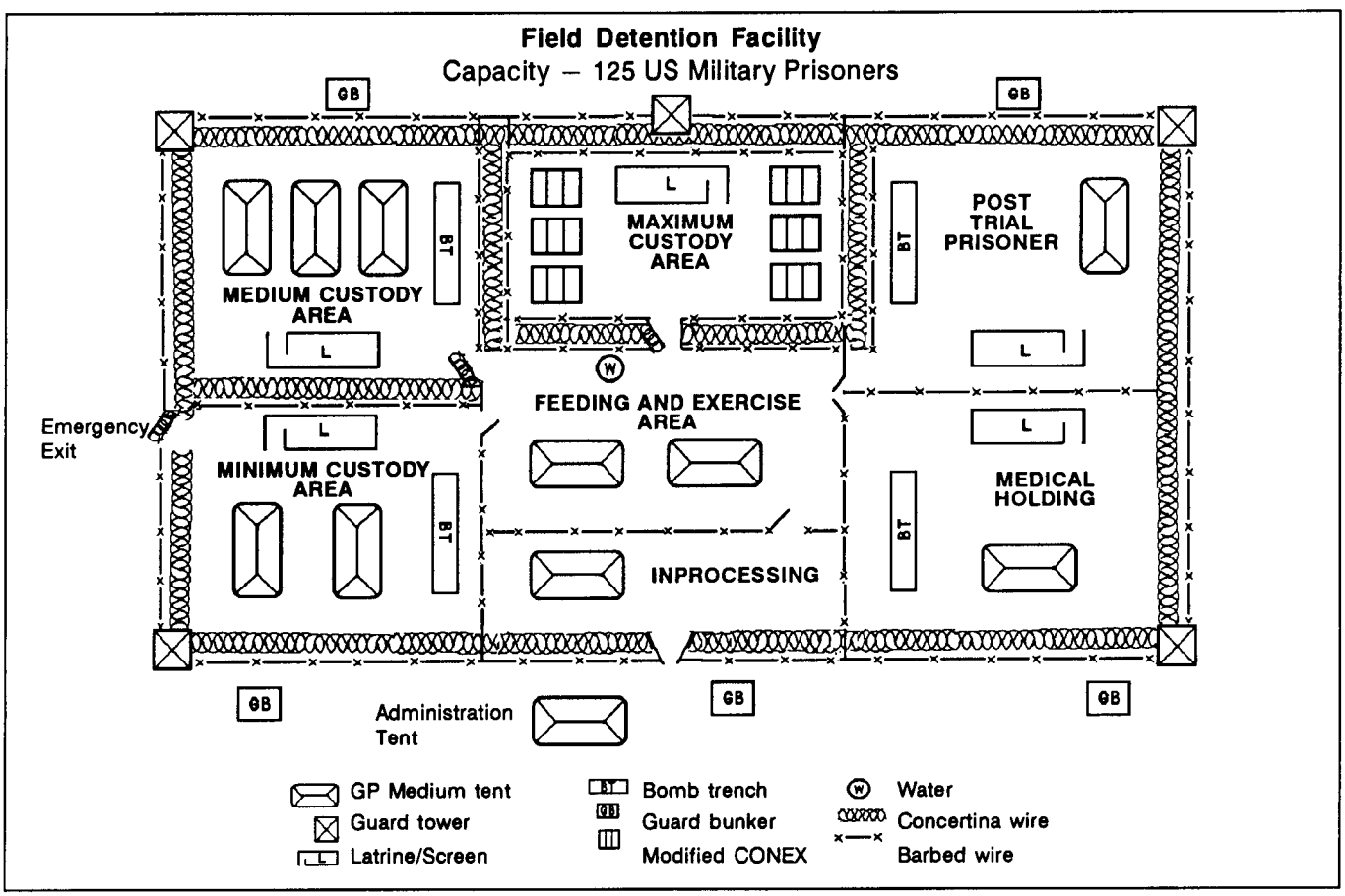
The facility must be large enough to separate prisoners by prisoner status, custody grade, sex and rank. The facility must be located away from a base's perimeter or any other area of increased risk.

The size of the facility is based on the number of prisoners being detained. It may be a room or a tent, as long as it provides shelter equal to that offered other soldiers in the combat zone. The physical criteria for permanent and temporary structures are basically the same. Use existing structures if you can. Otherwise, use tents. Field-expedient facilities must be approved and periodically inspected by a Medical Corps officer or his designated representative.

A team or a squad can operate a field detention facility. A team operating a facility may organize so that the team leader controls the operation and relieves the guards. The other team members perform guard duty in alternating 12-hour shifts. When operating a field detention facility–

- Accept sentenced soldiers on the written order (currently a DD Form 497) of a court-martial-convening authority (or his authorized representative).
- Ensure the order states the name, grade, social security number, organization of prisoner, offense for which convicted, and the sentence.
- Accept accused soldiers on the written order (currently a DD Form 497) of the accused's commanding officer.
- Sign a receipt for each prisoner on the correct and current form.
- Sign a receipt for the prisoner's property on the correct and current form.

See Appendix J for a list of forms.



CHAPTER 7

OPERATING MOBILE ELEMENTS IN CONCERT (SQUAD-MINUS TO PLATOON-PLUS)

When rear operations intensify, your priority of action in the rear areas shifts to meet the commander's need. As his "combat multiplier" in the rear area you can be called on to task-organize and operate as a light,mobile force. MP encountering enemy forces engage them with individual and crew served weapons, interdicting enemy elements within their capability. On an AirLand battlefield, for example, Threat intensity depends not on geographical location but on what operations the enemy beleives must be mounted, and to what degree, to acheive its objective. In the rear area, where defensive deployment is critical to prevent enemy interdiction, MP are one of the first mobile fighting forces available to fight the rear battle.

CONDUCTING COMBAT PATROLS

The size of an MP combat patrol is set by METT-T and the MP chain of command.

On patrol you act to maintain or restore control to areas vulnerable to saboteurs, terrorists, and enemy forces operating in the rear. You prevent Threat activity when possible. You respond to resolve it when required. You use both preventive and reactive measures to prevent and disrupt enemy operations. And at all times you coordinate closely with HN officials.

You focus on preventive measures like “hardening” potential targets with physical security measures. But you undertake aggressive combat patrols as well. MP security patrols, raids, and even ambushes can be used to help deter, detect, and disrupt enemy actions against CPs, bases and base clusters, and key personnel. *See FM 19-10 for discussion on vulnerability assessments and on procedures to detect and deal with terrorist actions.*

SECURITY PATROLS

MP security patrols help protect critical assets in the rear area. You operate multiple security patrols as a “mobile screen” around critical facilities. Screening helps prevent infiltration and surprise attack on CPs, ammunition supply points, bases/base clusters, pipelines, dams, bridges, and tunnels. The patrols detect and defend against the Threat before it reaches direct-fire range of the facilities. They–

- Maintain surveillance.
- Provide early warning.
- Impede and harass the enemy with supporting indirect fires.
- Destroy enemy recon elements within their capability.

One MP team may be able to conduct a security patrol if the Threat level permits. But most often a security patrol comprises more than one MP team. The size of the facility or area being patrolled or the degree of risk to which the asset is exposed influences the MP resources needed. When operating as part of a mobile screen, you must know the plan for 360-degree security around the facility, including–

- AO boundaries of adjacent elements/patrols.
- Call signs of other elements.
- Positions of OPs/LPs.
- Where dismounted patrols will operate to cover dead space.
- Where mounted patrols will operate to maintain contact with OPs/LPs.
- What actions are to be taken on contact with the enemy (attack/withdraw).

Prepare the patrol *(see Chapter 2)* using your troop-leading steps. Base your choice of movement technique on METT-T and the likelihood of enemy contact. Security patrols most often use traveling overwatch. A security patrol must always be ready to engage the enemy.

To conduct the patrol, pick a series of objectives (and en route rally points) in the area where you will reconnoiter. Have the patrol move from objective to objective until the area has been reconnoitered. Coordinate contact points on AO boundaries with adjacent screening elements. When checking on OPs/LPs be careful not to expose their position by needless contact. Report contact with friendly and enemy elements to higher HQ.

RAID PATROLS

MP patrols may raid a known enemy base camp in the rear area or even one of their "special-purpose force" safehouses to–

- Destroy the position.
- Capture personnel or equipment.
- Liberate "friendly" personnel.

A successful raid requires–

- Surprise to allow the patrol to attack when the enemy east expects it (in the dark, in limited visibility, or from an unexpected direction).
- Firepower to concentrate fire at critical points to suppress the enemy.
- Violence to allow the patrol to attack aggressively, with massed firepower.

The size of your raiding force (squad-size or larger) depends on the amount of time needed to consolidate teams versus the urgency of the raid. A raiding force is often divided into three elements:

- The assault element (the patrol leader and most of the patrol) assaults the objective to destroy or capture the enemy.
- The support element (the assistant patrol leader and crew-served gunners) provides suppressing fire on the enemy while the assault element is en route to and from the objective.
- The security element (a number of MP teams, varying with the size of the patrol) provides flank security for the support/assault elements. It also provides security at the ORP. It blocks avenues of approach to the objective and prevents enemy escape.

Prepare the patrol *(see Chapter 2)* using your troop-leading steps. Base your plans on METT-T Task members for EPW, aid/litter, and demolition functions. During the patrol submit SPOTREPs as events occur. Select your movement technique based on the likelihood of enemy contact. Make sure the patrol is always ready to engage the enemy. You should never be surprised by the enemy. At the objective—

- Ensure your security element moves into position early enough to warn you if the enemy approaches and to overwatch the movement of the support element.
- Position the support element where it can suppress the objective and shift fire once the assault begins (pre-arranged signal).
- Deploy the assault element close enough to the objective to permit immediate assault if detected by the enemy.
- Begin the assault by directing the highest casualty-producing weapon to tire.
- Control and direct the maneuver of the assault element to close with and destroy or capture the enemy.
- Seize and secure the objective, direct the withdrawal from the objective.

As the patrol withdraws from the objective, the raiding force returns to the ORP—

- One element at a time — if security is needed more than speed. The support/security elements cover the movement of the assault element. Each element moves to the ORP on order or by prearranged signal.
- All at the same time — if speed is needed more than security. All elements return at the same time.

Reorganize at the ORP. Then, suiting your movement technique to the situation, return to your vehicle assembly areas or to a preset pickup point. *See Appendix D for information on SPOTREPs.*

AMBUSH PATROLS

On an AirLand battlefield MP elements (usually platoon–sized) use ambush patrols along suspected enemy routes and elsewhere against enemy forces in the rear area.

An ambush enables a small unit with light weapons to harass or destroy a larger, better-equipped unit. A surprise attack from a concealed position on a moving or temporarily halted target, the ambush may be an assault. Or it may be an attack by fire only. A successful ambush requires—

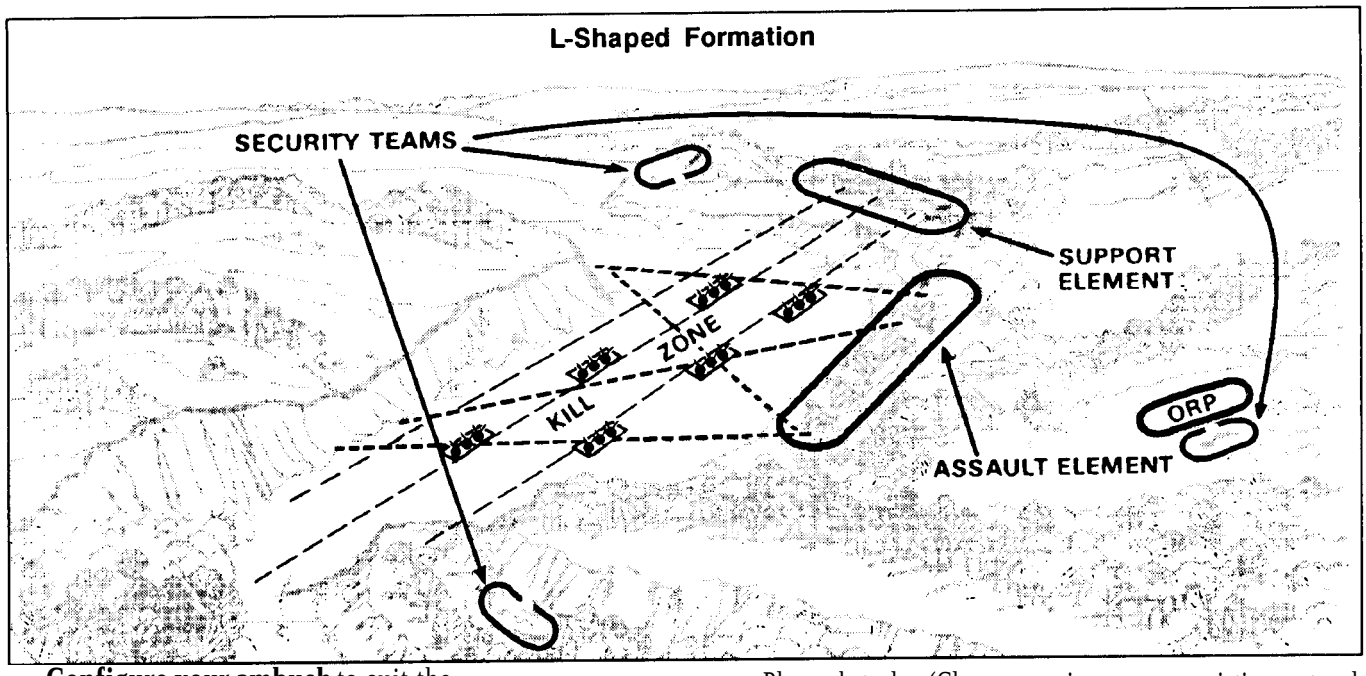
- **Surprise.** The patrol must seize control of the situation.
- **Coordinated fire.** The patrol must deliver a large volume of fire into the kill zone and (using individual and crew-served weapons, mines, demolitions, and indirect fire) isolate the kill zone to keep the enemy from escaping or being reinforced.
- **Control** before, during, and after the ambush. Elements must be able to receive detailed instructions (by communications and signals) on their activities.

An ambush patrol, like a raid patrol, has assault, support, and security elements. But the assault element of an ambush patrol does not always advance on the objective (the kill zone).

An ambush is laid on an enemy's expected route of approach. The leader picks the site. Members are positioned to have–

- Good visibility of avenues of approach and of the kill zone.
- Good fields of fire into the kill zone.
- Cover and concealment.
- Obstacles between the teams and the kill zone.
- Covered and concealed withdrawal routes.

A good ambush site restricts the enemy's movement to one flank by natural or man-made obstacles. Natural obstacles include cliffs, steep embankments, swamps, steep grades, sharp curves in the road, narrow trails, streams, and heavily wooded areas. Man-made obstacles can include mines, booby traps, and roadblocks.



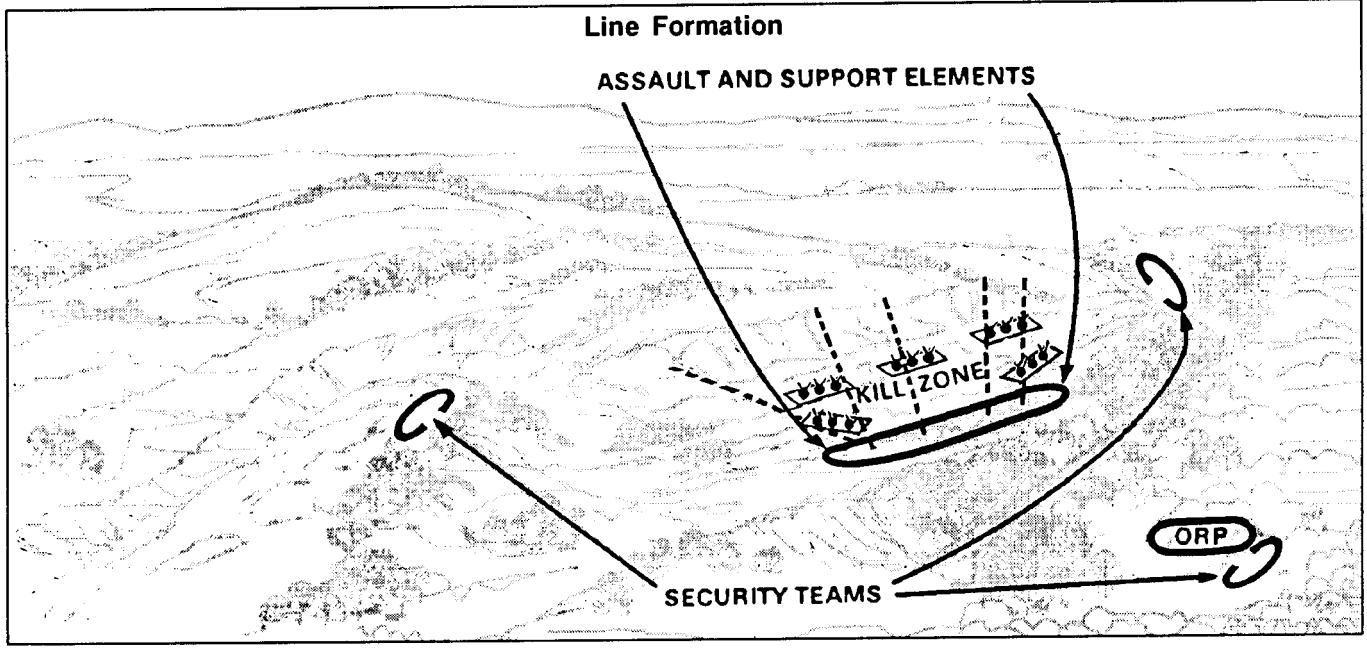
Configure your ambush to suit the–

- Type of ambush.
- Terrain.
- Troops available.
- Weapons.
- Equipment.
- Ease of control.
- Overall combat situation.

A **line formation is** easy to control and is useful in all levels of visibility. The assault and support elements parallel the long axis of the kill zone to engage the enemy with flanking fire. (But your target may be so dispersed that it extends beyond the kill zone.) You must—

- Position the assault and support elements parallel to the route of movement of the enemy (road, trail, stream).
- Limit the kill zone to the size area that the ambush can cover with a great volume of fire.
- Place obstacles (Claymore mines or use existing natural obstacles) between the kill zone and the ambush element to prevent counterambush actions.
- Leave access lanes through the obstacles so the kill zone can be assaulted (if directed).

An **L-shaped formation** is useful on a straight stretch of a trail, road, or stream. It also works well at a sharp bend in a trail, road, or stream. The assault element is the long leg of an "L," paralleling the kill zone to provide flanking tire. The support element is the short leg, capping the end of the kill zone at a right angle to the assault element. The support element provides enfilade tire to interlock with tire from the other leg.



To conduct an ambush—

- Position flank security elements.
- Emplace obstacles and mines.
- Improve fighting positions if time permits.
- Report to higher HQ when the ambush is in place.
- Position yourself where you can best control your teams. Normally you are with the crew-served weapons or the LAW/AT4 (if the enemy has armor).
- A crew-served weapon should be emplaced to cover the left and right limits of your kill zone. These weapons must ensure that once an element is in the kill zone, it cannot leave it laterally.
- Begin the ambush by prearranged signal.
- Ensure the remainder of the squad opens fire once the ambush has begun.
- If the enemy is close to finding or tripping the mines or devices, start the ambush immediately.

If you are setting up an antiarmor ambush (against one or two armored vehicles), plan your actions to the type of enemy armor:

- Equip selected personnel with LAWs/AT4s.
- Pick targets, usually the lead and trail vehicles (if there are more than two vehicles), for the gunners to engage.
- Begin the ambush by directing the gunners to engage the targets you have selected.
- Be ready to spring the ambush, break contact, and leave the area quickly. Keep in mind the speed and responsiveness of enemy armored vehicles. You must specify how to engage armor vehicles (volley or sequence).
- Engage tanks with LAWs/AT4s; engage mounted infantrymen with individual/crew-served weapons.
- If dismounted enemy troops precede armored vehicles, and the enemy can outflank your patrol before you can hit the armor, avoid contact at this time and, if possible, set up another ambush.

Most often you will deploy a squad-size element for an attack on a single kill zone (a "point" ambush). But if you are deploying a platoon-size force to conduct a number of coordinated, related ambushes (an "area" ambush), the principles are the same. An area ambush works best where close terrain keeps enemy movement largely limited to trails or roads. For an area ambush –

- Choose one central ambush site around which you can control and organize the outlying ambushes.
- Select outlying ambush sites on the enemy's possible avenues of approach and escape from the central site.
- Set up and maintain communications with all out lying sites.
- Assign general locations of the outlying sites to your squad leaders. They will each set and conduct a point ambush.
- Direct the squad leaders to let the enemy pass through their kill zones until the central ambush begins.
- Provide specific instructions to the squad leaders in case an outlying site is detected by the enemy before the central ambush begins.

CONDUCTING DELIBERATE AND HASTY ATTACKS

Deliberate and hasty attacks are similar offensive operations. They differ mainly in the depth of planning and preparation required to ensure success.

A **deliberate attack** is planned well in advance of the action. It is made only after a careful evaluation of recon data, current intelligence, relative combat strength, and a thorough consideration of all possible outcomes.

MP are unlikely to conduct a deliberate attack unless contingency plans call for an MP platoon-plus-size or larger response force such as that which would be used to counter an urban area Threat having well-prepared defenses.

A **hasty attack** is an immediate action taken—

- Without extensive preparations.
- With the resources at hand.
- If, by so doing, you can maintain momentum or take advantage of the enemy situation.

MP teams making unexpected contact with a small enemy force are unlikely to be ordered to make a hasty attack. But MP squads or platoon-plus-size elements responding to a base under attack or countering a small incursion operation quite possibly would be ordered to do so.

You would consider making a hasty attack if the enemy could be surprised because they—

- Are moving undeployed.
- Have an exposed flank.
- Are not ready to react.

Make a hasty attack only when you see that by acting immediately you can successfully seize and retain the initiative. To carry out a hasty attack you must act quickly to be able to make use of opportunities as they arise.

PREPARING TO ATTACK

On enemy contact or upon identifying a tactical situation that may call for an attack, you–

- Immediately assess the situation. (Can I defeat the enemy with the assets I have?)
- Send a SALUTE report to your higher HQ.
- Start your troop-leading steps. *See Chapter 2.*

- Estimate the situation and develop a plan of attack. No matter what the Threat level, your estimate and plan are based on METT-T.
- Develop a scheme of maneuver and a fire support plan.
- Break your force into two elements; one to be the moving element, one to provide fire support.
- Decide how you want each element to carry out its mission.
- Select a route that makes use of cover, concealment, and supporting fire.
- Decide what formation and movement technique to use. Base your choice on the unit's position, the likelihood of enemy contact, the terrain, visibility, and speed desired.
- Plan to place yourself where you can control the entire force. (This is usually with one of the movement squads or at the center rear of the platoon.)
- Select the means of communicating with subordinate leaders (hand-and-arm signals, radios, or other).
- Decide how, when, and where the crew-served weapons will displace.
- Await the order to attack.

PLANNING FIRE SUPPORT

You plan your fire support to complement your scheme of maneuver. Your goal is to kill as many enemy as possible and suppress the rest to keep them from seeing or shooting the maneuver element as it closes on the objective. Your plan includes the use of all available direct and indirect fire. (MP leaders mainly plan and direct the fires of their organic MGs, M203s, LAWs, and MK19s. The fire element's makeup depends on how much direct fire support is needed and on what support is to be provided by other platoons/squads.)

Plan control measures at the objective and initial employment of the fire element. If you have time before moving to the assault position, make a second recon to see if your plan needs changing.

Initial Employment of Fire Element

Position	When
Crew-served weapons on or near the LD.	Objective and the route to it can be seen and covered by fire from position on or near the LD.
Some crew-served weapons on or near the LD and some to go with the moving element.	Objective can be seen and covered by fire from the LD, but only a part of the route is visible. OR All of the route can be seen from the LD, but the objective is not visible or is out of range.

CONDUCTING THE ATTACK

Move to where you can lead the force and influence the fight. Move a fire element into overwatch position. Then have the attacking element move from the line of departure (LD) to the assault position, using covered and concealed positions. If, en route to the objective, you—

- Receive indirect fire, move quickly out of the impact area to a preset point.
- Meet obstacles, breach or bypass them. Tell higher HQ of the obstacles if they might affect units following you. Take special care when your unit crosses a danger area like a field, roadway, or creek. *See Moving in Contact, Chapter 2.*
- Meet direct enemy resistance before you reach the objective, return fire. If indirect fire or air support is available, call for and adjust fire on the enemy. *See Calling for Fire, Chapter 2.* Use aggressive maneuver against the enemy. Coordinate actions so your unit hits the enemy with its full combat power. **Do not commit your soldiers piecemeal.** Maneuver your force to strike the flank or rear of the enemy positions. While in contact—
  - When moving, immediately assume the best available covered positions and, at the same time, return fire in the direction of the enemy.
  - Locate actual or suspected enemy positions and engage them with well-aimed fire.
  - Distribute fires evenly over the objective when no individual positions have been identified.
  - Report and monitor the situation and recommend courses of action.
  - Make visual or verbal contact with soldiers on left or right. (Platoon members and team leaders make frequent visual contact with squad leaders. Squad leaders make frequent visual contact with the platoon leader. All hand-and-arm signals from the platoon chain of command are relayed.)

When resistance is destroyed, continue quickly onward to the assault position.

Just before reaching the assault position, deploy on line. To maintain your momentum, pass through the assault position and attack the objective. Halt at the assault position only if you must briefly do so to allow all soldiers to attack at once. The assault position should be as close to the objective as possible to prevent needless exposure to enemy fire.

As your force attacks, the tire element in its overwatch position will cover the attacking element by shooting at the enemy. Before the attacking element moves beyond support range, the fire element moves up to a position from which it can continue its support and shoot at the enemy.

With the fire element in its overwatch position, give the command or signal to open fire. The fire leader will control the method and rate of fire. He and the gunners watch the progress of the attacking element and engage targets that threaten it. When crew-served weapons are close together, the fire leader anticipates the masking of their fire and moves the weapons one at a time. When the crew-served weapons are separated, each crew displaces, under control of its gunner, when its fire is masked or when it can no longer support the attacking element. Displacement of weapons in a fire element is timed so that the attacking element has continuous fire support.

When the attacking element makes contact with the enemy, maneuvering begins. As the attacking element maneuvers near the objective, the fire element in overwatch suppresses the enemy with a high rate of fire.

When the attacking element reaches the objective and closes with the enemy, the fire element walks its fire across the objective in front of the maneuvering element. Then it shifts its fire to supplementary targets (rear of objective, escape routes) or lifts its fire to keep from endangering the attack element. Soldiers in the element closing with the enemy move singly, by pairs, by teams, by squads, or by a combination of these, using all the cover they can. As they close, they fire on selected targets to suppress the enemy. Automatic rifles are fired in short bursts across the forces' front. Rifles, M203s, hand grenades, bayonets, and MGs are used to overcome pockets of resistance. The advance continues past the objective far enough to shoot at any withdrawing enemy. Firing continues until the enemy is killed, is captured, or withdraws.

Searching Hints

TANKS	
What to Look and Listen For	**Where to Look**
Engine noise, truck clatter. Exhaust smoke, dust, and shine. Firing signature (flash, blast).	From 0 to 2,000 meters out. Near crest, next to buildings, in tree lines.
ATGMs	
What to Look and Listen For	**Where to Look**
Smoke trail of missile in flight.	May be launched from behind crest. Between 400 and 4,000 meters out.
Missile controller	May be up to 100 meters from launch site.
OTHER ANTITANK WEAPONS	
What to Look and Listen For	**Where to Look**
Firing signature.	From 0 and 1,000 meters out. Usually well camouflaged. 360-degree observation for tank-ambush teams using hand-held weapons.
Hand-held and crew-served weapons systems.	May be employed in reverse slopes in pairs or more, and protected by mines. Usually on flank.

CONSOLIDATING AND REORGANIZING

Once past the objective, consolidate and reorganize your force. You must be ready to repel a counterattack (or to resume the attack if so directed).

Consolidate by positioning your teams, squads, and weapons where they can defend the objective against a counterattack. Consolidation at the objective can be by either the clock method or the terrain feature method, In the clock method, each element is assigned a sector described by clock time, such as 12 o'clock to 3 o'clock. In the terrain method, each element is given two easily identifiable terrain features as the right and left limits of its sector. Elements consolidate at their assigned sectors and provide 360-degree security. It is vital during consolidation to set up OPs/LPs. You must ensure that enemy avenues of approach for a counterattack are properly covered.

Reorganize your elements and supplies:

- Report your situation, position, casualties, equipment and ammunition status, and captured equipment, material, and personnel to your superior.
- Redistribute/resupply ammunition.
- Treat and evacuate casualties as needed.
- Fill vacancies in key positions.
- Search, silence, segregate, tag, and safely send prisoners under guard (consider having your walking wounded take them as they travel to an aid station) to collecting points as soon as possible.
- Collect and report enemy information.

Unless otherwise directed, prepare to move back to the assembly area using an alternate route.

ATTACKING ON URBAN TERRAIN

In military operations on urban terrain (MOUT), you must be able to find, isolate, and evict enemy concealed in hardened structures. When attacking and clearing a building in an urban area, try to—

- Determine and isolate the area around the objective. (In urban terrain it is often hard to pinpoint the enemy's position.)
- Number the area's buildings and use those numbers as reference points to control movement and for clearing operations.

- Clear buildings from the top down if possible.
- Retain a reserve force to have the flexibility essential for urban combat.

The support element isolates the building to keep its defenders from escaping or being reinforced. The assault element conducts the actual assault and clearing operations. (Exact makeup is based on METT-T.) The security element protects the unit's rear and flanks. The assault and support elements closely coordinate their actions using radios, telephones, pyrotechnics, or hand and arm signals.

The security element provides suppressive fire. The security element usually fires the MGs. But the assault force may find a MG useful for its power. The assault element attacks the building to gain a foothold. Then the support element moves into the building and secures the foothold while the assault element clears the building. The support element usually has one or more elements ready to replace the initial assault element if it runs out of ammunition or takes casualties. When moving into the building—

- Enter at the least defended point. It is best to enter where walls have been breached by explosives or gunfire. Be wary at doors and windows: They are usually covered by fire or are booby-trapped.
- If possible, start at the top of the building to fight downward. (Let gravity and building construction help you as you move and throw hand grenades from floor to floor.)
- Use ladders, drainpipes, vines, or ropes to reach the top of the building. Or move from roof to roof if buildings are close together.

Before entering a room the assault party (two-person minimum)—

- Determines how it will clear the room. (Do not clear rooms in the same way every time. Vary the technique so the enemy cannot predict the assault.)
- Prepares to react automatically to any situation inside the room.
- As walls of rooms are usually thin, scans for cover to take after throwing the grenade.
- Allows a grenade to cook off for two seconds and throws it through the doorway of the room. (Throw grenades vigorously. They will bounce about the room before exploding, denying the enemy the chance to throw them back.) Then enter the room through the doorway.
- Can blast a hole in the room's wall (a "mousehole") with demolitions, cook off and throw in a grenade, and enter through the hole.
- Using existing mousehole between rooms, can throw a grenade in through the mousehole, and then enter the room through its doorway.

To enter each room, one man quickly moves through the room's opening (to one side or the other). He sprays the room with automatic fire as he moves through the opening. Inside, he takes up a position where he can see the whole room. The rest of the assault party takes care not to be silhouetted in the opening. A second man shouts, "coming in," enters, and conducts a systematic search of the room. He avoids silhouetting himself in windows. To leave the room each man shouts, "coming out," before passing through the guarded exit.

Assault party members must—

- Be aware of each other's whereabouts at all times.
- Avoid all food, furniture, and potential souvenirs. These items could be poisoned or booby-trapped with explosives.
- Leave doors open as rooms are cleared.
- Place a predetermined mark (chalk, tape, spray paint) on the doorjamb or over the door of cleared rooms.

You must clear and secure basements carefully to keep the enemy from infiltrating back into cleared areas. Basements often offer access to sewers and communications cable tunnels. If there is a basement, clear it as soon as possible. If you can, clear it at the same time the ground floor is cleared. Use the same method for clearing basements that you use for clearing rooms.

For other information on fighting in urban terrain, see FM 9O-10 and FM 90-10-1. For discussion of clearing buildings in hamlets, see FM 90-8.

DELAYING THE ENEMY

A delay is conducted to slow an enemy's advance to gain time without having to commit a force heavy enough to ensure destruction. MP patrols, even in multiples, do not have the combat power to conduct a combat delay. They do, however, conduct very limited defensive, delay-type actions to hinder the enemy. But they do not become decisively engaged. As a combat multiplier for rear operations MP can be called upon to buy time for base defense forces to reactor for the base to displace. Or they may buy time for additional response forces to assemble. MP deliberately conduct a delaying action only when directed to do so by higher HQ. (In which case, higher HQ determines the size of the MP force.)

Choosing Your Ground

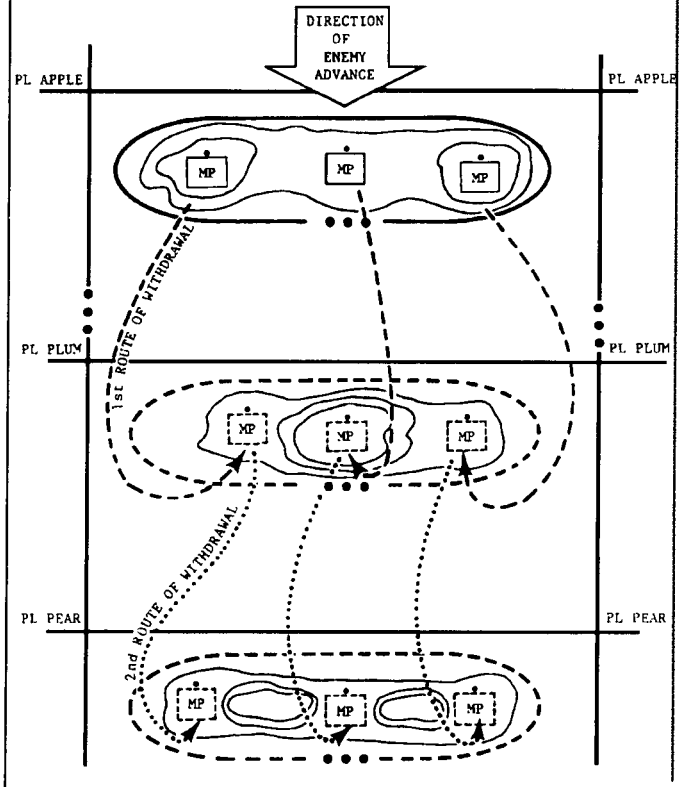
Delay forward of a specified line or terrain feature if you have –

- A narrow sector.
- Cross-compartmented terrain.
- An area restrictive to armor and the enemy can be canalized into a selected area.
- Terrain dominating mounted avenues of approach.

Delay in sector if you have –

- An area of responsibility that cannot be adequately covered from one battle position.
- Multiple enemy avenues of approach.
- Limited fields of fire and observation.

Delay By Successive Withdrawal Positions

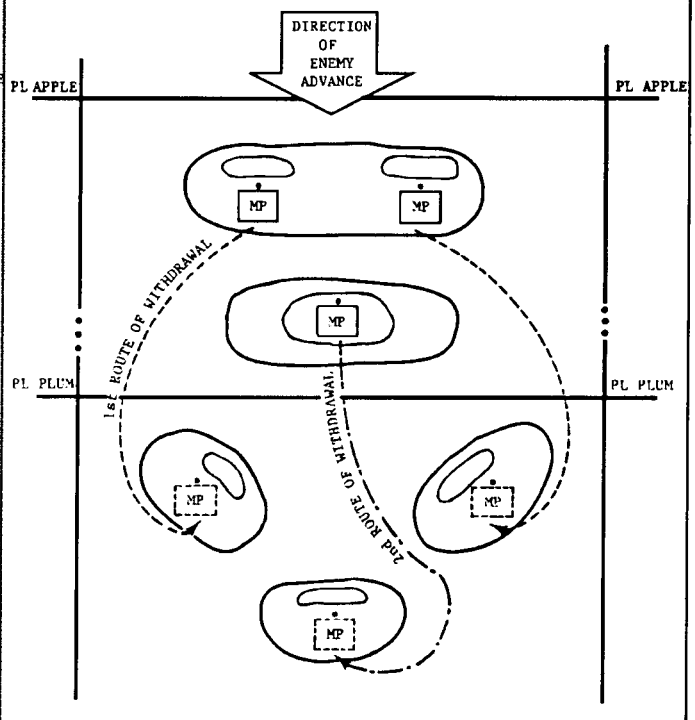


Delay from successive positions when you –

- Have wide sectors or limited observation, fields of fire, and visibility.
- Have a mobility advantage over the enemy.
- Can disengage elements simultaneously or one or two at a time.
- Are in less dangerous sectors.
- Lack good defensible terrain in depth.

This method simplifies command and control. But you have few forces in depth and little time to prepare your positions.

Delay By Alternate Withdrawal Positions



Delay from alternate positions when –

- The sector is narrow or there is long-range observation and fields of fire.
- The enemy is superior in combat power.
- There is good defensible terrain in depth, and the terrain facilitates movement by bounds.

This method places forces in depth, enhancing security with overwatching fires. It provides more time to prepare or improve subsequent positions. But it requires continuous coordination of fire and movement, which complicates command and control within the element. And it is less certain to maintain contact with the enemy.

PLANNING THE ACTION

You delay either from successive positions or from alternate positions. When **delaying from successive positions** you fight rearward from one position to another, holding each position for a given time or until you are likely to become decisively engaged.

When **delaying from alternate positions** you fight rearward with your force deployed so elements can provide overwatch and subsequent maneuver. While the forward element is fighting, the rear element prepares to assume the action. The forward element disengages. It passes through or around the rearward element to prepare to assume the action from a position in greater depth.

Develop your plan of action, using the factors of METT-T and your understanding of the commander's concept and intent. Give priority to—

- Obtaining a detailed knowledge of the terrain.
- Gearing your terrain analysis to the enemy's intent, his avenues of approach, and his likely positions and targets.

- Gaining information from aggressive patrolling and recon of the area.
- Choosing ground where you will have long-range fields of fire.
- Checking for rivers, defiles, chokepoints, or gaps you may need to cross while delaying. (You must protect crossing sites to keep from being cut off if the enemy becomes able to bypass or break through.)
- Rehearsing movements. Your force must gain the advantage to be successful. Delay actions are more likely to be a series of coordinated independent actions than other defense operations, thus **rehearsing is essential.**
- Having alternate communications, both sound and sight, ready to be used in case radio communications are disrupted.
- Forecasting time. You must consider how fast the enemy will close, how long it will take to move off your positions, how long to get to and occupy your next positions. In delaying actions, timing can be critical.
- Requesting fire support along the route.

In your OPORD to subordinate leaders, include the—

- Concept of conducting the action.
- Initial delay positions.
- Trigger points, identifiable on the ground. ("Squad leader, I plan to initiate fires when the enemy reaches the railroad track.")
- Phase lines/delay lines.
- Length of time to delay on or forward of the given position or phase line.
- Coordination/contact points.
- Indirect fire plan (smoke, high explosives [HE] munitions, artillery-delivered scatterable mines).
- Responsibility for adjacent unit coordination (passage and the like).
- Fire control measures, engagement areas, targets, and rate of fire.
- Disengagement criteria. ("Squad leaders, I plan to start disengagement when the enemy has three BMDs across the railroad tracks.")
- Plan for moving after disengagement (signals, breakpoint, use of smoke, and the like).
- Subsequent delay positions, routes, and sequence of disengagement.

Most of your firepower will be oriented toward the enemy. But flank and rear security must be provided. Plan fire support for in front of, on top of, and behind your positions. Plan fires to cover your disengagement and move to subsequent positions. Have fires concentrate on breaking up the enemy's advance at long range.

Higher HQ will resupply, rearm, and refuel you. On a platoon action the platoon sergeant is pivotal in ensuring the platoon has the required support to continue a delaying action. The OPORD should provide for a central point where the teams or squads can recover.

Conducting The Action

If directed to delay the enemy, position yourself where you can best control the action. Make good use of terrain to mask your movement and to provide vantage points for observation and for harassing fire.

The enemy will try to bypass you. As you move, try to keep the enemy in front of or on an oblique angle to your position. Prepare positions as thoroughly as time permits. And reconnoiter routes to subsequent positions.

When selecting delay positions, look for—

- Clear observation and fields of fire onto the avenues of approach.
- Positions offering mutual support and interlocking and flanking fires where possible.
- Restrictions to canalize the enemy.
- Short, covered, concealed, and trafficable routes to rearward positions.
- Positions hidden from enemy observation and fires.
- Defilade positions for HMMWVs.

If you have time—

- Emplace obstacles to slow the enemy while you move to rearward positions.
- Block obvious routes rearward; direct your force to use more hidden routes.
- Continue preparation of positions.
- Consider preparing ambush sites along the routes to slow enemy pursuit.
- Select primary and alternate firing positions for your initial fighting positions and all subsequent positions.
- Have leaders familiarize themselves with the routes to these positions.
- Place OPs/LPs, PEWs, and/or other security means far enough forward to warn the platoon, particularly if the enemy is using a secondary avenue of approach.

ENGAGING THE ENEMY

Fire control is extremely important. Engage the enemy at maximum range with all weapons systems. Fire on a prearranged signal or event (trigger point). Aim for leaders and command and control vehicles. Avoid premature firing. Consider holding your fire until the enemy reaches a preset point on the ground. Then use ambush-type fires to quickly destroy lead enemy elements. This also keeps the enemy from learning your size and location.

If the enemy forces cannot evade you, they will make every effort to envelop and destroy your delaying force. Avoid presenting an exposed flank to the enemy. (Using contact points can help ensure coordination of flanks.)

Each time you move back you will have less time to plan and prepare. Speed, firepower, and maneuver become ever more important. Call for added fire support or assistance from higher HQ if decisive engagement or envelopment seems likely.

If additional elements arrive, use them to augment the element in contact. Employ them on the left and right of the element in contact. Ensure that as the element in contact moves back the left and right elements know to also move, but not at the same time. As the element in contact moves back, the flank screens can open harassing fire. Drawing enemy attention to flank elements will allow the element in contact to disengage more easily.

Keep your higher HQ informed of the situation. Forward elements must not become so heavily engaged that they cannot be withdrawn effectively. If contact with higher HQ is lost, use initiative. Base your moves on METT-T, the events on the battlefield, and your commander's intent.

DISENGAGING

Deciding when to disengage is difficult. If you remain too long, you risk decisive engagement or envelopment. If you move too soon, you give up ground unnecessarily and risk pursuit. The decision of which element to move depends on the factors of METT-T. But you usually move the least heavily engaged element first.

To disengage—

- Direct supporting elements to engage enemy forces forward of the disengaging element.
- Concentrate fires and mutual support.
- Give priority fires, if available, to the disengaging element to rapidly increase its firepower.
- Begin an orderly movement to successive or alternate positions.
- Use all available fires.
- Place the tires far enough forward to avoid impeding personnel leaving protected positions.
- Place smoke between you and the enemy.
- Move into subsequent positions from the rear to avoid skylining.
- Report your arrival to higher HQ.
- Tell elements left in contact to disengage and take their next positions.

When you must and can, replace key leaders, give crew-served weapons a priority of manning, evacuate casualties, and redistribute ammunition. *For more information on defensive tactics used for delays, see FM 17-95.*

CHAPTER 8

GENERATING COMBAT POWER

Some MP operations to help protect critical combat resources may, for short periods of time, place you in a direct combat role. MP generate substantial short-term combat power in the rear area. MP elements defending a base or countering small enemy incursions in the rear area extend a tactical commander's combat power by reducing his need to use his tactical combat forces in the rear area.

COUNTERINCURSION OPERATIONS

MP counterincursion operations are "limited" combat operations. They focus on impeding enemy intelligence-gathering and movement. Multiple MP elements throughout the AO work in concert to prevent or counter enemy access to critical facilities, supplies, and LOC. The intent is to locate enemy activity in the rear area before the enemy can dictate the time and the place of an encounter.

When you counter small, scattered incursions of light enemy forces, you act to neutralize the threat if possible. For larger incursions by ground, airborne, or air assault elements, you seek out and report the size and apparent intent of the Threat. (A TCF is needed to counter large or concentrated incursions, although sometimes MP elements are tasked to harass the enemy to gain time for the TCF to arrive.) Regardless of the size of the enemy force, you keep it under surveillance and keep your chain of command apprised of your actions.

DISCOVERING AND COUNTERING INFILTRATORS

The MP element most likely to first find evidence of enemy activity is a team on mounted patrol. But one team alone cannot stop infiltrating groups of special-purpose forces (like SPETSNAZ). Infiltrating long-range reconnaissance elements (LRREs) and special-purpose forces are usually squad-size or smaller. But special-purpose forces can be platoon-size. Defeating such infiltrators requires multiple MP elements operating in concert. MP teams must concentrate on–

- Finding indicators that infiltrators are operating in the area.
- Using their contacts with the local populace and with friendly units in an AO to link signs of enemy activity to likely enemy objectives.
- Maintaining constant contact with HN police and the rear CP G2 for information that could indicate infiltrator activity. (For example, an upsurge of stolen vehicles, clothes, or food could be caused by infiltrating teams obtaining supplies.)
- Confirming information from local and HN intelligence.

LRREs and special-purpose forces are highly trained in infiltration techniques. Many are particularly adept at demolitions, weapons, communications, and languages. In areas where there is suspicious activity, multiples of MP teams and/or larger MP elements work in concert. In such areas, you conduct aggressive mounted and dismounted patrols to impede infiltrators, saboteurs, and other enemy forces. All patrols watch for signs of enemy activity. Area recon patrols analyzing terrain move off-road to obtain as much information as possible. Use overlapping search techniques to–

- Make it difficult for enemy infiltrators to reach their objectives without being exposed and stopped.
- Provide random coverage not easily predictable by simple observation.

To help locate the enemy's efforts and identify his next target, the MP company commander and the operations section maintain a situation map at the CP. Each enemy incident can be assigned a number, posted on the map, and constantly updated. With this knowledge, you can focus your most aggressive mounted/dismounted patrol plans on those AOs.

Key Elements To Countering An Incursion

- Using terrain to shield yourself from observation and enemy fire. You want to see, but not be seen.
- Using the heaviest supporting fires you can.
- Operating your weapons systems at the limits of their ranges.
- Firing from defilade positions, adjusting fire to suit the observer you have placed well forward of the positions.
- Using maneuver. *See Moving in Combat, Chapter 2.* As men are added to the fight, the senior man controls and moves them from covered position to covered position. Once maneuvered teams are in defilade positions, fire continues.
- Employing your force intelligently, ensuring their survivability.

Infiltrating elements use the cover of darkness for their operations. You must make maximum use of illumination to help detect their movement. Put the devices on key terrain that oversees avenues of approach to critical bases, and cover the area with crew-served weapons. Coordinate with HN authorities and friendly units to prevent friendly units from firing on one another. If you cannot use night-vision devices, use PEWS and trip flares. When likely targets are known, consider setting up ambushes to obtain the initiative.

Infiltrators are most vulnerable during the day. Concentrate daytime mounted/dismounted operations on locating their base camp or "hide positions." Combat patrols can conduct a search-and-destroy mission and systematically check grid squares during daylight until the special-purpose forces are found. Once they are discovered you can lay ambushes on likely escape routes. Have mounted patrols deny access to the roadway and surrounding terrain. If enough MP can be assembled, you will be directed to close with and destroy them.

COUNTERING RECON UNITS

MP counterincursion operations are most likely to be against LRREs or small-element special-purpose forces. But patrols in brigade and division areas may come in contact with the larger-sized Threat recon elements. Threat recon elements push far out in front of their combat unit to gain intelligence of their rear area objective, Contact is possible even in a corps' rear area.

Enemy recon units operate at night, reconnoitering extensively before an attack. They look for –

- Nuclear-capable units and storage locations.
- Base clusters.
- CPs.
- Intelligence units.
- Air defense sites.
- Critical bases.

Threat doctrine calls for the recon force to determine our strength and find a weak point. Recon units (usually platoon size) will range great distances to complete their missions. They are as mobile as MP. And they have more firepower. To help keep the initiative if you make unexpected contact, use the bounding technique when you move. *See Encountering the Enemy, Chapter 2.* If contact is made, you may be directed to maintain contact (surveillance) until enough force can be assembled to counter them. Or you may be directed to disrupt their movement and delay them until a large enough force is available to defeat them.

If directed to disrupt and/or delay, clearly identify the enemy before attempting to engage them. Make good use of terrain and of your weapons' capabilities. You may use harassing fire from crew-served weapons if you can do so without becoming decisively engaged. Do not become decisively engaged unless ordered to do so. Just maintain harassment until reinforcement arrives. Heavy harassing fire from crew-served weapons and artillery may cause the enemy to believe he has encountered a defense. The enemy must not realize your actions are delaying tactics.

COUNTERING SMALL SCATTERED GROUND, AIRBORNE, OR HELIBORNE INCURSIONS

MP route and area patrols continuously look for signs of the enemy's presence. They watch for enemy attempts to gain access to DZs, LZs, maneuver corridors, and avenues of approach to critical assets. If you can counter or, possibly, neutralize the threat without becoming decisively engaged, do so. Otherwise, use barriers, employ smoke, and aggressively use mounted and dismounted patrols in the surrounding area. Your intent is to deny the enemy freedom of movement.

If you discover a small enemy air insertion, within your element's capability attack quickly. You will want to interdict their progress as they descend into a DZ/LZ, engaging and disrupting them when they are most vulnerable. Take immediate action to–

- Report the enemy insertion. (The responding MP element ensures that SALUTE reports are sent up the chain of command.)
- Interdict helicopters/troops before or as they are landing.
- Call for fire support, if enemy targets are large enough, on preplanned targets (DZ/LZ identified by the IPB). *See Calling for Fire, Chapter 2.*
- Call for additional MP support if it is needed. (When multiple teams are joined by additional teams, the senior MP leader controls the tight.)
- Maintain contact tactics if the enemy can move from the DZ/LZ.
- Attack or ambush the enemy along maneuver corridors/avenues of approach leading from the DZ/LZ to their targets.

You can harass the DZ/LZ using indirect fire support and your weapons. Do not become decisively engaged by the enemy–delay and disrupt them. After landing, the enemy needs time to consolidate and organize before moving toward his objective. Aggressive actions by multiple MP teams can disrupt the initial reorganization and cause command and control problems. This allows more time for friendly forces to react. Use "hit and run" maneuvers while minimizing exposure. Harass the enemy until enough force can be assembled to eliminate the threat. Operate most often at the maximum range of your weapons. Call for fire support (artillery and CAS) to strike the enemy on the DZ/LZ.

MAKING CONTACT

If you make contact with the enemy, immediately report (using the SALUTE format). *See Chapter 3.* Continue to monitor the enemy situation. (Your superior immediately forwards your information up the chain of command. If you must engage the enemy and MP assets will be used to delay the enemy, MP elements must be directed to consolidate for combat action as quickly as possible.) *See Delaying the Enemy Chapter 7, for further discussion.*

Plan your course of action. *See Using Troop-Leading Steps, Chapter 2.* Make a leader's recon of the situation before deciding when or how to use your elements. Make maximum use of terrain and your weapons' capabilities. Move your teams to bring effective fire on the enemy without becoming decisively engaged. *See Moving in Combat, Chapter 2.* Maintain contact with the enemy. Report your status to the next higher element leader. He determines if more MP response is needed based on your report of the size of the enemy force. If additional elements arrive, they move to a contact point to link up with and receive direction sent by the elements in contact.

BASE RESPONSE FORCE AND AIR BASE GROUND DEFENSE OPERATIONS

Any threat to combat support bases must be dealt with swiftly. Few rear area units can sustain their mission while under attack by even a low-level threat.

The echelon commander designates what ground forces are the response forces for ground and air bases under attack. Response force options include—

- MP units.
- Engineer units.
- Transiting combat units.
- Elements of the reserve.
- HN assets if available.

The rear CP operations cell designates which ground forces will respond to bases or base clusters under attack. MP often are designated as a rear response force. But MP mission requirements routinely exceed available MP assets. The echelon commander and rear operations commander must make a risk assessment:

- Accept risks to BCC and EPW operations.
- Augment MP with additional fires and/lor combat multipliers to enhance their response ability.
- Assign the response mission to another force (TCF).

Early warning information is critical to RAOCs, response forces, and the TCF. Bases and base clusters must be able to adjust their level of security to meet the assessed threat.

Rear operations rely on MP to stay apprised of enemy activity near bases. MP forward early warning of enemy activity up their chain of command to the operations cell at the rear CP. The rear operations cell immediately notifies subordinate RAOCs and bases and base clusters. They may also alert the rear area's response forces.

If a base or base cluster or an air base comes under attack, the base commander responds within his capability. But interruptions of base sustainment operations must be kept to an absolute minimum. Rear area response forces help bases under attack retain their ability to carry out their functions. If a threat exceeds a base's ability to defend itself, the base commander requests response force support (through his corps' RAOC or his TAACOM's rear tactical operations center [RTOC]).

Response forces move quickly to counter the enemy before it can cause much damage to the base. Base commanders lift or shift base defense fires to support the maneuver of the response force. If the response force cannot destroy or deter a threat, the force attempts to delay and disrupt the threat until the arrival of a TCF. When base defense and the rear area response force engage enemy forces exceeding their combined ability to defeat, they notify their RAOC (or RTOC if in the TAACOM). They maintain contact with the enemy force until the TCF arrives. When a TCF is committed, the TCF commander has operational control (OPCON) of all bases and response forces within the TCF's designated AO.

CONDUCTING BASE RESPONSE FORCE OPERATIONS

MP elements in an AO may be tasked by the rear CP operations cell to be the area's base response force. If so, multiple MP elements are task-organized for response force operations. MP providing area security and/or BCC near the base or base cluster under attack quickly consolidate and deploy.

The MP chain of command directs both the size and composition of the force. The nature and size of the enemy force to be engaged influences the size and number of MP elements that make up the response force. So, too, does the current rear IPB and the rear operations commander's risk assessment. The PM, in coordination with the rear operations commander, considers—

- The priority of operations being performed at the time.
- The criticality of the base under attack.
- The amount of time needed for given elements to consolidate.

He assesses the situation continuously and, if appropriate, commits more response force assets to deal with the threat, while keeping the rear CP informed.

RESPONSE FORCE PLANNING

Extensive planning and coordination help the response force eliminate the threat and avoid the need for committing a TCF. You must know the terrain and be able to use it against the enemy. You must be able to mass combat power quickly to destroy the enemy or delay them until a TCF can arrive. To do this, you must integrate available field artillery, Army aviation, joint air attack team, and CAS fire support into your plans. (The rear CP fire support element along with the main CP fire support cell establishes procedures by which you can call for fire support.)

You must consider—

- Coordinating with supported RAOCs and bases or base clusters.
- Conducting a joint IPB.
- Exchanging SOI information.
- Developing contingency plans to counter likely enemy activities, including rally points and fire control measures.

You must know the location of bases within your AO. And you must know which bases are the most critical and which are the most vulnerable. Include this information in your local IPB. In coordination with the rear CP operations cell and the affected RAOC, position your elements where they can best–

- Detect enemy incursions (near DZs, LZs, and the like).
- Interdict enemy forces en route to their targets.
- Consolidate quickly in response to threatened key assets in the corps rear.

As a response force commander you should have readily available the–

- "Base defense status" of each base.
- Locations of any obstacles or mines near the base.
- Locations and direction of fire of crew-served weapons.
- Signal for final protective fires.
- Locations of target reference points and preplanned fires.
- Method of contacting the BDOC or BCOC, to include call signs and frequencies.
- Locations of OPs/LPs and friendly patrols if employed.

You also must be able to mass supporting fires and be able to support TCF operations if need be. You must know the—

- Call signs and frequencies for supporting artillery and Army aviation units tasked to respond.
- Call signs and frequencies for the TCF, RAOCs, and rear CP.
- Fire support targets that are on the "approved" list.
- Locations of the nearest medical treatment facility, NBC decontamination site, and ammunition supply point.

COORDINATION WITH BASES

Continuous communication is the key to knowing how and when your response force will be needed. Bases and base clusters establish 24-hour communications with the RAOC, if they are located in the corps area; with the rear CP, if they are located in the division. This liaison and interface allows timely response and information dissemination.

Your force will be effective only if it can react swiftly. When you can, obtain a copy of the base defense plans to effect coordination between bases and your response force.

Coordinate all your response actions for a base through its BDOC. (For base clusters go through its BCOC.) Coordinate—

- Call signs/frequencies.
- Base defense plans/layouts.
- Positions of critical internal assets, external coordination points, and no-fire areas.
- Indirect fire support.
- Engineer support, if needed, to help prepare defensive positions or for ADC.

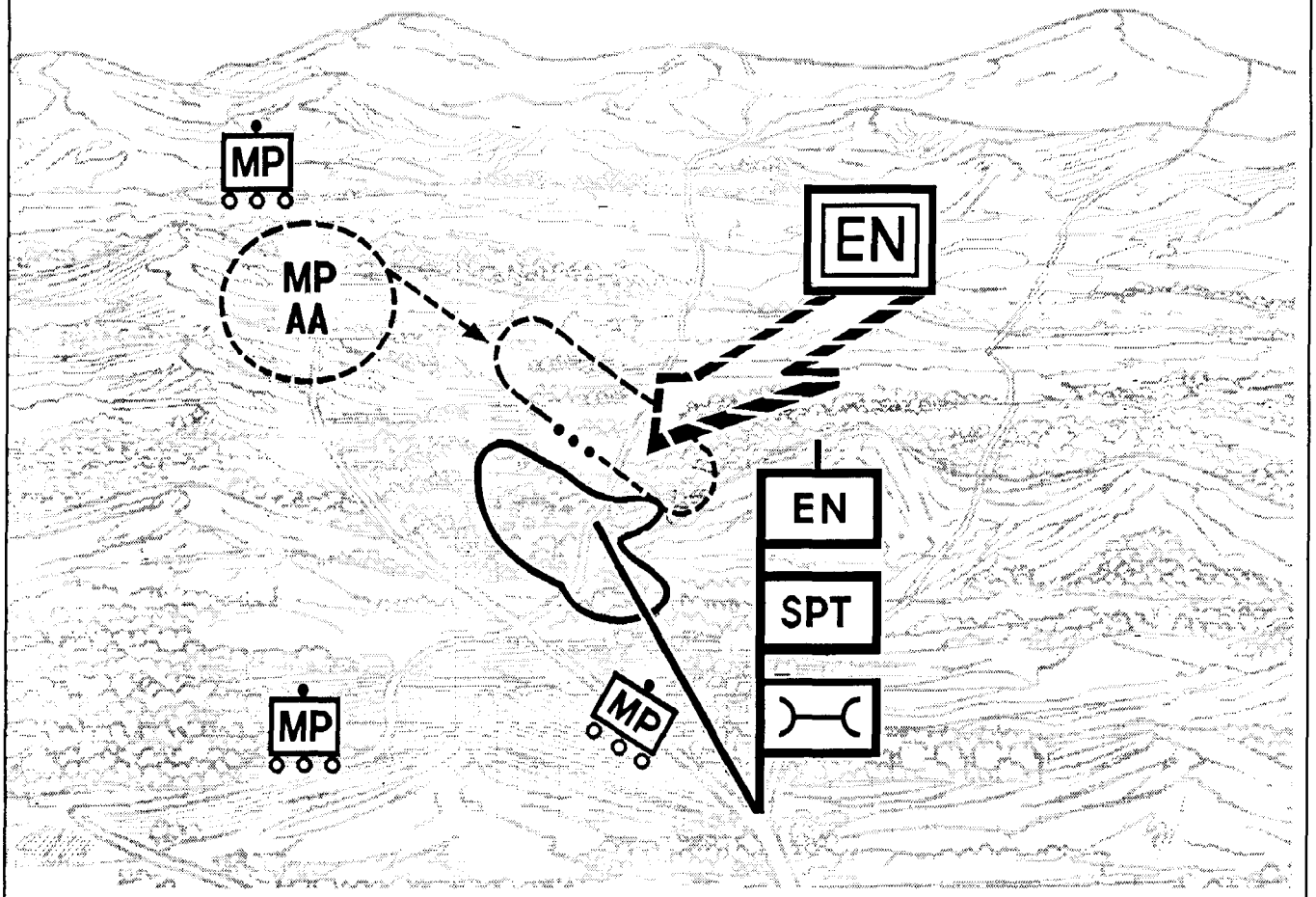
MP battalion commanders and/or their staff most often coordinate with RAOCs. (All plans for and overlays depicting MP support are forwarded by the BDOC to the BCOC. There they are consolidated and forwarded to the RAOC. If a base is not part of a base cluster, the base forwards the plans and overlays directly to the RAOC.) MP providing area security and/or BCC in the vicinity of the base receive the plans through their chain of command.

In coordination with the main CP fire support cell, the operations cell sets procedures by which you can call for fire support. (Just as you can call for and adjust indirect fire provided by artillery, so too you can call for and control CAS if you have help from a tactical air control party or Army aviators trained in joint air attack team operations.)

You may be called on to assist base and base cluster commanders in preparing their defense plans. New bases may need MP assistance in assessing their—

- Vulnerability.
- Access control procedures.
- Perimeter defense measures.
- External coordination and control measures.

Scenario of a Base Response Force Operation



An enemy tactical recon squad attacks a friendly multi-unit base. The enemy unit has significant firepower and mobility. They will try to destroy the base.

The base, responsible for its own defense, immediately stops its support mission and mans its perimeter. The base commander determines that the attack is beyond the base's capabilities and reports this to his base defense operations center (BDOC). The base commander immediately activates his reaction force.

The base commander, through his BDOC, notifies the base cluster commander at his BCOC. The BCOC notifies the RAOC, who in turn notifies the rear command post. The rear CP notifies the MP brigade, and brigade tasks the MP battalion operating in the area of the base under attack to provide a response force. The battalion forwards this mission to the MP company that has the responsibility for the base.

The MP company commander assesses the mission given him by his higher HQ. Based on the commander's intent and METT-T, he determines what resources, to include fires and CAS, are needed to accomplish the mission. The MP company commander designates one platoon to serve as the response force. (He also considers his other missions that must be accomplished while providing the response force, and he shifts his other platoons to cover them.)

He gives the response force leader the mission of destroying the enemy. That platoon leader has his platoon sergeant assemble the entire platoon at a prearranged assembly area near the base under attack. The platoon's elements come from their various locations to assemble.

As the platoon sergeant assembles the platoon at the assembly area, the platoon leader meets with the base commander to determine how to respond to the enemy. The MP platoon can either reinforce the base defense force or act as a maneuver element against the enemy. The base commander gives the platoon leader an objective and a tactical AO. He may designate a small force to assist the MP platoon. This small force would be under the OPCON of the MP platoon leader. (Detailed planning is essential.)

The MP company commander handles all coordination. The platoon leader is responsible for the call for fire if fire support is available. The platoon leader executing the mission provides continual SPOTREPs. Only the initial and final SPOTREPs go the company commander. The other SPOTREPs go to the base/base cluster commander. The MP company commander forwards the initial and final SPOTREPs to his higher HQ operations section. At the conclusion of the operation, the platoon leader forwards an after-action report to the company commander. That report is then sent to the next higher HQ.

RESPONSE FORCE ACTIONS

Base response force operations call heavily on MP tactical skills. Base your choice of action on METT-T and the base commander's tactical assessment. When possible, you attack the enemy from outside the base's defense perimeter. You might—

- Call for fire support to make the enemy break contact.
- Attack into the flank of the enemy, using the base for fire support. Use extreme caution when lifting and shifting the fires of the base.
- Use ambushes along likely escape avenues if it is obvious that the attacking force is not strong enough to overrun the base.
- Enter the base to augment the base's defense forces and provide support from within abase, but only if you must. Efforts to augment a base from within must be very carefully coordinated. MP must ensure rally points are not within the range of that defensive fire.

While your response force elements are consolidating at a rally point, plan your operation and begin your troop-leading steps. (Company and platoon tactical SOPS help speed your response time.) Plan your response operation using information gained from the rear IPB, METT-T, and prior coordination with base/base clusters. You may want to use OPs to observe the enemy attack on the base. Review the base/base cluster detailed defense plan and contingencies plan if you can. *See Conducting Combat Patrols, Chapter 7, for actions to take.*

When you defeat the enemy, consolidate, reorganize, and ready your response force for the next operation directed by your chain of command. If the threat exceeds your capability, request a TCF. Continue to maintain contact with Threat forces and send SALUTE reports to the rear CP and TCF commander until the TCF arrives. Be prepared to aid the TCF as needed.

CONDUCTING AIR BASE GROUND DEFENSE OPERATIONS

The Army is responsible for defending air assets from ground threats outside the boundary of the air base and its area of responsibility. The Army tasks "air base ground defense forces" to defend particularly critical air bases. They may be forces operating in the area specifically on-call for ABGD operations. Or they may be the rear area response forces. The ABGD forces provide an "all-around" defense in depth in the area surrounding the base. The needed depth of the projected defense area surrounding the air base depends on the IPB, METT-T, and other normal defensive planning factors. The focus of the defense is on providing the base early warning of an enemy attack. The ABGD force tries to destroy the enemy, when possible, or tries to delay and disorganize the enemy until a TCF can arrive.

How Army units conduct the external defense depends on the IPB. Ground forces in the defense area operate combat patrols, construct fighting positions, and man OPs/LPs. They use obstacles and PEWS whenever they can. The ABGD force conducts ambushes and, when they must, delays and withdrawals. The AO for an ABGD force normally ranges out past the base tactical perimeter. However, METT-T and Threat weapons' capabilities determine the actual size of the AO.

If MP are tasked by the echelon commander to provide an air base with long-term protection against attack, MP providing area security reduce the Threat opportunities for attack by providing the air base with the "security-in-depth" they provide to other critical ground facilities.

MP SUPPORT FOR DEFENSE OF AN AIR BASE

Your actions to help an air base defend against an incursion are much like your response force actions for ground bases. But you must have made prior contact with the chief of security police (CSP) as well as with the echelon tactical operations center to gather all available information/intelligence. And your response force may transition to the OPCON of the air base commander. This ensures MP actions do not interfere with air sorties being generated by the air base commander.

Aggressive defense tactics are employed in the defense area. Area security plans provide for increased security patrols and static security measures around an air base. Aggressive mounted and dismounted patrols "screen" the area day and night. *See also discussions of CP security in Chapter 6, security of special ammunition in Chapter 13.* Screening operations are coordinated with the echelon RAOC or RTOC, depending on whether the air base is in the corps or TAACOM. You must keep the enemy from destroying resources on the ground and from interrupting or stopping air operations. To do this you—

- Focus most of your efforts on night operations because the Threat is most active at night.
- Conduct area/zone recon patrols.
- Increase mounted security patrols.
- Man OPs/LPs at possible enemy DZs/LZs.
- Locate defensive positions on key terrain.
- Set up defensive measures like mines (if available), sensors, and barriers to deny key terrain.
- Set up BCC measures like TCPs and holding areas to control all traffic moving onto the base (if large numbers of troops must depart the country from the air base).
- Increase NBC detecting and reporting.
- Conduct combat patrols and hasty attacks to close with and destroy the enemy if you can.
- If needed, conduct ADC operations and seal off contaminated areas.

- If needed, conduct a deliberate defense to keep enemy forces from overrunning the base.
- Conduct delays to allow a TCF to assemble if the enemy exceeds the combined capability of the security police (SP) and the MP forces.

The air base commander often delegates OPCON of responding MP forces to the base CSP. He is in charge of all aspects of the defense of the air base. The CSP will inform you of the current tactical situation and threat facing the base. And he will provide guidance on where your assets are needed to defend against the Threat. You direct the tactical operations of your force, keeping the CSP informed of your actions. If a TCF must be called to defeat the Threat, all units, Air Force and Army, are under the OPCON of the TCF commander until the Threat is defeated. When the Threat is defeated or withdraws, all elements revert to their normal chain of command.

For the local ground defense of their base, the Air Force provides an SP group HQ that closely resembles the Army's BDOC organization. It is responsible for combat intelligence, combat operations, logistics, and personnel administration. It collects the ground combat intelligence within each ABGD area. Smaller bases without an assigned SP group also organize a BDOC, but on a smaller scale. The use of mortars and other indirect fire weapons sited in the defense area is coordinated through a fire support coordination center in the BDOC.

Portions of ABGD forces may be tasked to reinforce inside the air base to counter penetrations by ground forces or landings on the base by airborne or airmobile forces. These forces become OPCON to the SP commander controlling the battle within the defense area. Rally points and assembly areas on the air base must be known to the ABGD units to facilitate their contribution to the battle.

AIR FORCE SUPPORT FOR DEFENSE OF AN AIR BASE

The Air Force is responsible for defending air assets from within the air base and inside their area of responsibility. SP provide defense by using—

- Mounted and dismounted patrols.
- Tactical sensors.
- OPs/LPs.
- Mines if available.
- Obstacles.

Prepared defensive positions can be manned if early-warning of a possible incursion is received. The positions are developed IAW an integrated fire plan that has determined the best means to cover all ground surrounding the defensive perimeter within the ground defense area. Security measures are used to restrict access to critical facilities. Such measures may include the occupation of selected areas. Areas of the base not deemed critical enough to warrant physical occupation are defended by firing positions near them on—

- Likely avenues of approach.
- Points of entry into the area.
- Key terrain.

The SP maintain a mobile reserve force. The mobile reserve's purpose is to mass sufficient firepower to destroy Threat forces within the air base boundary or, at least, to delay the Threat until a larger force can be assembled. The mobile reserve is usually a mounted force. It is under the direct control of the BDOC. The mobile reserve tries to contain any direct landing by the Threat on the airfield. It also responds to penetrations of the defense area by forces that have managed to elude external defense forces. SP must be aware of the disposition of the friendly forces in front of them. Fire discipline between SP, MP, mobile reserve (and TCF if called) is imperative. Positive control must be maintained at all times.

If the Threat penetrates deeply into the defense area, the MP commander can request that the BDOC commit the mobile reserve to battle. If the mobile reserve is committed, it usually will be under the OPCON of the ground force commander. Contact points and assembly areas are established around the base to assist in integrating the mobile reserve during combat operations outside the ground defense area. Upon the arrival of a TCF, all ABGD forces come under the OPCON of the TCF commander.

FIRE SUPPORT

Planned targets for indirect fire support are provided to the RAOC and to the forces in the defense and screening areas. Organic indirect fire systems on the base are incorporated into the base defense plan for both SP and MP. This ensures compatibility with all air base defense measures in the surrounding area and mutual support to other bases when practical.

The use of mortars and other indirect fire weapons located in the defense area are coordinated through a five-man FDC located at the BDOC. SP primarily use their mortars for illumination. SP weapons controlled by the FDC vary. And the number of weapons available depends on the size of the air base.

Often air defense artillery (ADA) units are employed in direct support of an air base or in general support to the echelon. Other support units may be positioned around the air base to help have defense in depth.

CAS is obtained from aircraft at the base. Aircraft may be sent aloft to provide CAS. Or targets may be assigned to aircraft already airborne for other purposes. CAS can provide suppressive fire or increased detection capabilities. Among the CAS aircraft that may be available, the AC-130 Spectre gunship and the A-10 Thunderbolt II both have night flying capability. Both have compatible FM communications equipment. Both are especially effective for use against targets considered dangerously close to ABGD forces. Both aircraft, however, are very susceptible to surface-to-air missiles (SAMs).

COMMUNICATIONS

Communications equipment of both services supporting rear battle operations must be interoperable. Continuous coordination between the SP and the ABGD forces is a must, both to conduct effective operations and to prevent inadvertent destruction of friendly forces. The MP communications net must include–

- Higher HQ.
- The BDOC.
- Any other defending elements.
- Support facilities.
- Air Force support activities, when appropriate.

Switchboards should be located at your CP both company and battalion (if battalion-level staff is present), and the BDOC. Defense forces check the wires frequently while conducting patrols to ensure the wire net has not been compromised. The alternate method of communication is by FM radio.

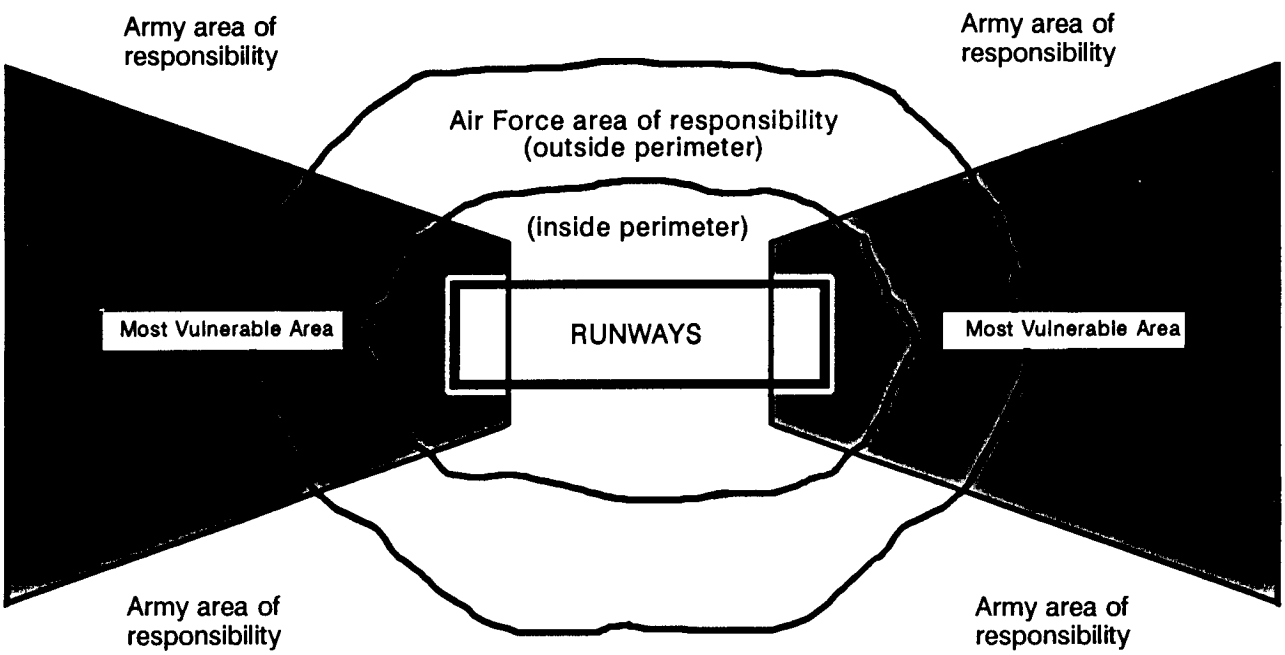
Effective coordination must be an ongoing process. Call signs and frequencies are exchanged among the ADA unit, the BDOC, Army units, and ground bases located near the air base. Intelligence information provided by ADA and other units must be processed in "real time" so that friendly forces can react.

SPECIAL CONSIDERATIONS FOR ABGD

Significant air base avenues of approach are those leading into special weapons storage areas and areas fanning out from the ends of runways. The latter are of particular importance to ground forces within the defense area. It is the area on either end of a runway where, because aircraft taking off or landing are moving slowly, the aircraft are particularly vulnerable to enemy ground fires. Targeting of aircraft with portable SAMs is easier for the Threat if they can set up firing positions in such areas. Leaders should concentrate efforts within these areas to discourage the enemy from engaging aircraft. Conducting mounted or dismounted operations in those areas can detect and help prevent the Threat from engaging aircraft as they take off and land.

Threat forces reconnoitering around air bases will try to identify sector boundaries and hard-to-reach areas like swamps where external defense may not be as extensive. Consequently, a dismounted Threat will try to infiltrate an air base through these areas.

Areas Where Aircraft Are Most Vulnerable to Enemy Ground Fire



The greatest single threat to air sorties are man-portable, shoulder-fired, low-altitude missiles similar to the US Army's Redeye. These missiles have high-explosive warheads and passive infrared homing guidance. One version is a tail-chasing missile system that locks onto the heat source of low-flying aircraft. Aircraft taking off and landing are unable to outmaneuver its speed. Another version can engage targets head-on at a range of up to 4,000 meters. Both systems, however, are susceptible to suppressive fires and battlefield obscurations.

Night Operations

Air bases are most vulnerable when visibility is limited. In response to the threat, the bulk of both internal and external ABGD operations must be dedicated to detection of Threat forces during periods of limited visibility. The large gaps between defensive positions facilitate Threat infiltration through the external defenses. To narrow these gaps during limited visibility, external defensive efforts may have to be set up closer to the ground defense area. External Army units, therefore, may have to collapse their external defenses to within 2 to 3 kilometers of the ground defense area. External defensive efforts should integrate the extensive use of–

- Reconnaissance, surveillance, and target acquisition (RSTA) devices.
- Tactical deception.
- OPs/LPs.
- Aggressive patrolling.

Water Obstacles

Many air bases border water obstacles. Air bases located next to rivers, lakes, or oceans provide unique ABGD problems. Threat efforts directed against an air base from the water include infiltration, reconnaissance, and stand-off weapons attacks. As a result, water obstacles that penetrate the defense area may require ABGD forces to set up continuous battle positions between the water and any critical air base facility near the water. ABGD obstacle plans should include fences, mines, and sensor employment along that portion of perimeter. Planned fires are coordinated to defeat water craft trying to fire at aircraft. Floating expedient barricades may have to be assembled. Warning buoys should also be anchored offshore. Underwater approaches provide excellent avenues to air bases. They must be considered during ABGD planning. Joint support from Navy and/or Coast Guard may also be needed.

Urban Terrain

Air bases bordered by urban areas pose a special challenge for ABGD operations. Increased security is a necessity. You must be aware of underground approaches like sewers that could bypass defensive positions. This is especially true for Threat agents and saboteurs. They will use these avenues of approach to gain access to the air base. Many air bases use local public services like water and refuse disposal. Countermeasures and procedures must be established to prevent access to the air base through these means. Cooperation and coordination with the local government, police, and fire officials can enhance operations.

Infiltrating groups like special-purpose teams will be very difficult to detect because they avoid direct confrontation and usually move at night. These teams have the greatest potential for disrupting air operations throughout the rear area. These teams also will try to surreptitiously enter the air base.

The ABGD commander may want to evacuate areas next to the air base to enhance local security. Or he may choose to rubble the area to deny the Threat a tactical advantage.

Selective rubbling can be done if a building provides an unimpeded view of the air base or could serve as a weapons site for enemy fires. An alternative to selective rubbling is sealing off or occupying buildings that provide overwatch of the air base. This option, however, is so manpower intensive it may be prohibitive.

General rubbling also may have to be done to deny the Threat a small arms vantage from within an urban area. A clear zone prevents the use of rocket-propelled grenades against—

- Command and control facilities.
- Aircraft hangars.
- Aircraft support facilities.
- Nuclear storage sites.
- Crew quarters.

A clear zone helps prevent fires set by Threat forces in the urban area from affecting air base operations. Rubbling is employed as an extraordinary measure against a known Threat. Indiscriminate or unnecessary rubbling only antagonizes the local populace and adversely affects US efforts.

Fighting as Part of a Dedicated Asset

Given the size of air bases and their high priority as Threat targets, providing ABGD as a dedicated asset requires a force the size of at least two companies. MP do not have the force structure to be dedicated for ABGD. But an echelon commander could decide to redirect MP mission priorities to ABGD and redeploy his limited MP assets to serve as part of a larger composite force, such as a TCF. MP serving as part of such a composite force would use all of their aggressive area security measures (addressed earlier) and also static defensive techniques.

They might also need to conduct refugee control, straggler control, and EPW operations.

MP operating as part of a larger ABGD force–

- Set up checkpoints and roadblocks to limit access to the air base.
- Prepare fighting positions on key terrain and likely avenues of approach to the air base.
- Are prepared to conduct hasty attacks.
- Are prepared to take part in a battle handover in the event of a large enemy incursion.
- Are prepared to conduct EPW operations.

CHAPTER 9

HANDING OFF OPERATIONS TO A TACTICAL COMBAT FORCE

As part of the echelon commander's first line of defense in the rear area you respond to halt enemy actions and counter the enemy when you can. But if the combined efforts of the base/base cluster defense force and your response force are unable to jointly neutralize the threat the operation becomes the responsibility of the rear area's TCF. (The TCF is often a composite brigade-sized force of ground maneuver, Army aviation, and field artillery units. Response forces come under the OPCON of the TCF when the TCF assumes responsibility for the battle. A response force may remain OPCON to the TCF until the Threat has been eliminated. Or it may be released from OPCON so it can resume other priority missions.) To ease the transfer of responsibility for the defense operation from the response force to the TCF, defense forces conduct a battle handover.

A battle handover–

- Protects and helps the response force disengage from the fight without excessive losses.
- Delays the Threat if the response force must conduct a withdrawal.
- Keeps the Threat under continuous contact during the transfer of control.

COORDINATING A HANDOVER

Coordination is essential to determine when, where, and how the response force gives up responsibility for the fight and the TCF takes over. A battle handover line (BHOL) and contact points are used as control measures to set both forces' responsibilities. The rear CP's operations cell designates the BHOL and contact/passage points. Both commanders coordinate the BHOL,s location. The BHOL is shown on the operations overlay and in the OPORD as a phase line or a boundary. It identifies ground as "owned" by the TCF or by the response force. It sets the location where control of the battle passes from one commander to the other. It is where the TCF can use direct fires and observe indirect fires.

The handover occurs at the time or event coordinated by the TCF commander. The TCF commander decides the method of handover based on METT-T. Generally, one of the following methods will be chosen:

- The MP response force passes rearward through a stationary TCF.
- The TCF passes forward through a delaying MP response force.
- The MP response force sets up a final blocking position with elements of the TCF conducting an attack to destroy the enemy.

The TCF coordinates directly with corps MP or other response forces to exchange recon information, battle handoff procedures, and contingency plans. Liaison involves the exchange of information needed to conduct the battle handover. This includes–

- BHOL or LD/line of contact (LC).
- Mission of units and scheme of maneuver.
- Presence of NBC contamination.
- Fire support.
- Enemy situation.
- Friendly location.
- Contact and coordination points.
- OPs/LPs and patrol routes.
- Assembly areas/attack positions.
- Obstacle locations and types.
- Passage points and lanes.
- SOI information.
- Recognition signals.

Planning Considerations For Battle Handover

ORGANIZATION

- Maintain unit integrity for command and control.

ORDER OF MOVEMENT

Base your order of movement on—

- The number of passage points.
- Degree of security required.
- Enemy situation.
- Terrain.
- Prevent confusion and congestion by giving priorities indicating which units move and when they move.

COMMUNICATIONS

- Ensure that both units have SOI compatibility.
- Both units monitor the rear operations net (critical for recognition signals and fire support).
- Both outgoing and incoming unit elements operate on the outgoing unit's command net.
- The outgoing unit maintains routine radio traffic volume while the incoming unit monitors.
- When the responsibility of the battle has changed over, the incoming unit operates on its own net only.

COMMAND AND CONTROL

- The number of passage points can determine the method of command and control used.
- Ideally, multiple passage points are set up, dictating decentralized control.
- The TCF commander decides how he can best influence the action and positions himself accordingly.
- The MP response force commander collocates with the command group of the TCF during the passage of lines.
- The time or circumstances when responsibility for the battle is transferred is mutually agreed upon beforehand by the response force and TCF commanders.
- Responsibility can be passed by radio communication if need be.

CONTROL MEASURES

- All units must follow the control measures.
- For a response force passing through a stationary TCF, control measures include—
  - **Assembly area.** Used by a unit to prepare for an upcoming mission.
  - **Battle handover line.** The single most important control measure in delineating MP response force and TCF responsibilities. A phaseline where the TCF assumes responsibility for the battle from the MP response force.
  - **Attack position.** The last position occupied or passed through by the TCF before crossing the LD.
  - **Passage lanes.** Areas along which the response force moves to avoid the stationary TCF.
  - **Passage point.** A place where the response force will pass through TCF units. It is located where the commander desires subordinate units to physically execute the passage of lines.
  - **Time of passage.** The time at which the passage is executed by the leading element of the response force to facilitate control through the passage point.
  - **Recognition signals.** Established signals to prevent the response force from directing fire on the TCF, and vice versa.
  - **Contact points.** Designated, easily identifiable points on the terrain where two friendly forces are required to physically meet.
  - **Release points.** Points on the ground where subordinate units are under the control of their respective commanders while en route to their appropriate destination.
  - **Routes.** The prescribed course to be traveled from a specified point of origin to a specific destination.
- For a TCF passing through a delaying response force, control measures include—
  - **Battle position.** A defensive location established by the response force oriented on the most likely enemy avenues of approach.
  - **LD/LC.** This control measure replaces the BHOL in that control of the battle is assumed by the TCF once its units cross this phaseline.

PASSING A RESPONSE FORCE THROUGH A STATIONARY TCF

The TCF commander coordinates with the MP response force at a designated contact point. The rear CP's operations cell dictates the contact point location and notifies both units.

The contact point should be located forward (50-200 meters) of the BHOL. It should be near or on easily identifiable terrain features. At a prescribed time, liaison parties from both forces will meet. Normally, a response force representative is sent to the contact point. At the contact point, the TCF commander, S3, or XO briefs the representative. Response force teams may remain in the vicinity of the BHOL if passage is imminent. TCF security forces screen along the BHOL and monitor the response force command net.

The actions of the elements on the BHOL are critical. At the BHOL, the TCF scouts, or others assigned the BHOL action, pick up the fight from the passing response force elements. If the response force is in contact, its maneuver elements bound behind the BHOL, preferably to a covered and concealed location. At the same time the TCF elements on the line relieve the pressure on the response force elements.

At the passage point, response force teams identify passing response force units. They make sure the passing vehicles are displaying the correct visual signal. TCF scouts on the BHOL notify the forward TCF company teams by prearranged signal that contact has been made and friendly forces are at the BHOL. Response force elements continue to delay forward of the BHOL. Once behind the BHOL and covered from enemy direct fire, the response force should–

- Display the proper visual signal.
- Orient weapons systems toward the enemy.
- Move quickly, in the directed formation, through the passage points and along designated routes to the release point.

Stationary TCF elements overwatch this movement. The only time the TCF should fire is when positive enemy identification is made.

At the completion of the handover, response forces may either be released by the operations cell to resume other priority missions or tasked to remain, OPCON to the TCF, and continue the fight.

PASSING A TCF THROUGH A DELAYING RESPONSE FORCE

This technique is similar to the response force passing through the stationary TCF. The response force will have more information on the terrain and enemy situation than the TCF.

The response force commander sets up contact points, passage points, and routes. At the least he provides guides. The guides meet the TCF at contact points and lead them along routes to passage points and/or release points near the LD/LC.

The response force maintains normal radio traffic. The TCF and response force operations elements temporarily collocate. The TCF commander assumes control of the battle handover at this time. TCF company teams may maintain listening silence on their TCF command net. The response force guides notify their commander when the TCF begins moving forward from the contact points. As the TCF company teams deploy across the BHOL, the commanders of the response force and the TCF transfer responsibility for the battle.

The TCF fire support officer (FSO) may collocate with the response force forward observer (or the individual appointed to act as forward observer for the artillery unit in the AO). Fire missions are approved by the RAOC supporting the response force until the battle handover has occurred. After that, any fire missions for the response force are cleared through the TCF FSO. Response force units provide direct fire overwatch IAW the TCF commander's scheme of maneuver. It is coordinated directly by the commanders at collocated command groups.

Response force direct fire support depends on the TCF commander's attack plan and the handover of the battle. But the stationary unit lifts and shifts its direct fire as coordinated by the collocated command groups.

BLOCKING FOR A TCF CONDUCTING A FLANK ATTACK

When defending from a battle position, the response force positions its elements to achieve the TCF commander's, intent. The response force sets up blocking positions to keep the enemy from escaping. They select battle positions where they can control, maneuver, and concentrate direct fire on the enemy. As blocking positions are set up, the TCF maneuvers to attack the enemy's flank. A contact point must be set up for coordination, and a reconnaissance of this point can be conducted, time permitting. The TCF and response force commanders coordinate command and control. Other information that must be exchanged includes–

- When to lift or shift fires.
- What targets must be destroyed to allow the TCF to close on the enemy.
- Time, location, or activity to pass control of the battle.
- Engagement areas.

The TCF and blocking force coordinate so that the TCF flanks the enemy. The enemy will be suppressed from the front and also forced to fight in another direction.

The TCF commander will specify tasks for the response force teams defending battle positions critical to achieve the TCF's scheme of maneuver. The response force normally will have to orient its weapon systems on the enemy avenue of approach using target reference points or engagement areas.

The response force may be tasked to–

- Destroy a certain enemy force from the battle position.
- Control the terrain or block an avenue of approach by holding the battle position against the enemy assault.
- Reorient weapons systems on a secondary avenue of approach from supplemental positions or avenues of escape for the Threat.
- Assist in any other task needed to achieve the TCF mission.

CHAPTER 10

SUPPORTING COMBINED ARMS OPERATIONS

On the battlefield, you play a key role in helping combined-arms units conduct river crossings, passages of lines, and ADC operations. MP support for these combined arms operations enhances the tactical commander's options and conserves the use of his combat resources.

SUPPORT FOR RIVER CROSSINGS

MP support for river-crossing operations helps maneuver units move rapidly across river obstacles. Your support for a river crossing can be vital to help reduce congestion, speed the crossing, and enable the maneuver forces to maintain momentum.

River crossings, which most often take place in AOs where battle tempo and direction are subject to rapid change, are usual in division areas. But they also occur in corps areas.

Maneuver forces, generally division-size, conduct the river crossing. Engineers and MP support the maneuver force. *See Engineer support for river-crossing operations in FM 5-100 and 90-13.* Division MP companies most often support division assault forces on the entrance and exit banks of the river and at the crossing sites. Support must be available from MP outside the division. Usually, each division MP company must be augmented by an MP company from corps. The augmenting MP company is placed under the OPCON of the division PM. He task-organizes and employs its elements where they can best support the river crossing. Sometimes a platoon is placed with each division MP platoon supporting a brigade. A fourth platoon can augment MP elements supporting the division rear.

A hasty river crossing, conducted as a continuation of an attack to ensure little or no loss of momentum by the attacking force, is a decentralized operation using organic, existing, or expedient crossing means. When there is an MP platoon in direct support of a maneuver brigade, that platoon supports the crossing without the need for additional MP support.

Deliberate and retrograde river crossings, however, do require intensive MP support. Deliberate crossings require planned and augmented MP support. In a "deliberate" river crossing, undertaken when a hasty crossing cannot be made successfully, when offensive operations must be renewed at the river, or when forced by a significant river obstacle or a strong defending enemy, enemy forces must be cleared from the area. A buildup of firepower and equipment is needed on both the entry and the exit banks.

Retrograde crossings also must be closely planned and controlled. Timing is critical. Massed crossing forces could slow momentum or exceed classification limits of the bridging. Forces moving to the rear may retrograde to defensive positions beyond the water obstacle. But they also may be slowed as they set up to defend the exit bank. You support retrograde crossings like you do deliberate crossings. You perform BCC within the crossing area and on the entry and exit sides of the river. But emphasis also is placed on area security to keep critical locations along MSRs from being cut off by small Threat forces trying to disrupt the retrograde movement.

CONTROL MEASURES

To ease control of large, fast-moving forces, the river crossing plan usually allots one crossing area for each maneuver brigade. Each area is set by control lines on the left and right flanks, and begins and ends at the traffic regulating lines (TRLs) on the entrance and exit banks of the river. The lines are located along easily identifiable terrain features.

Each crossing area has a crossing area commander. The crossing area commander has OPCON of all forces working within or passing through the crossing area. When you are operating inside the crossing area, you are OPCON to the crossing area commander for the duration of the operation. MP operating outside the crossing area are under the command of their appropriate echelon commander.

Emphasize BCC in the AO leading into the crossing area. You —

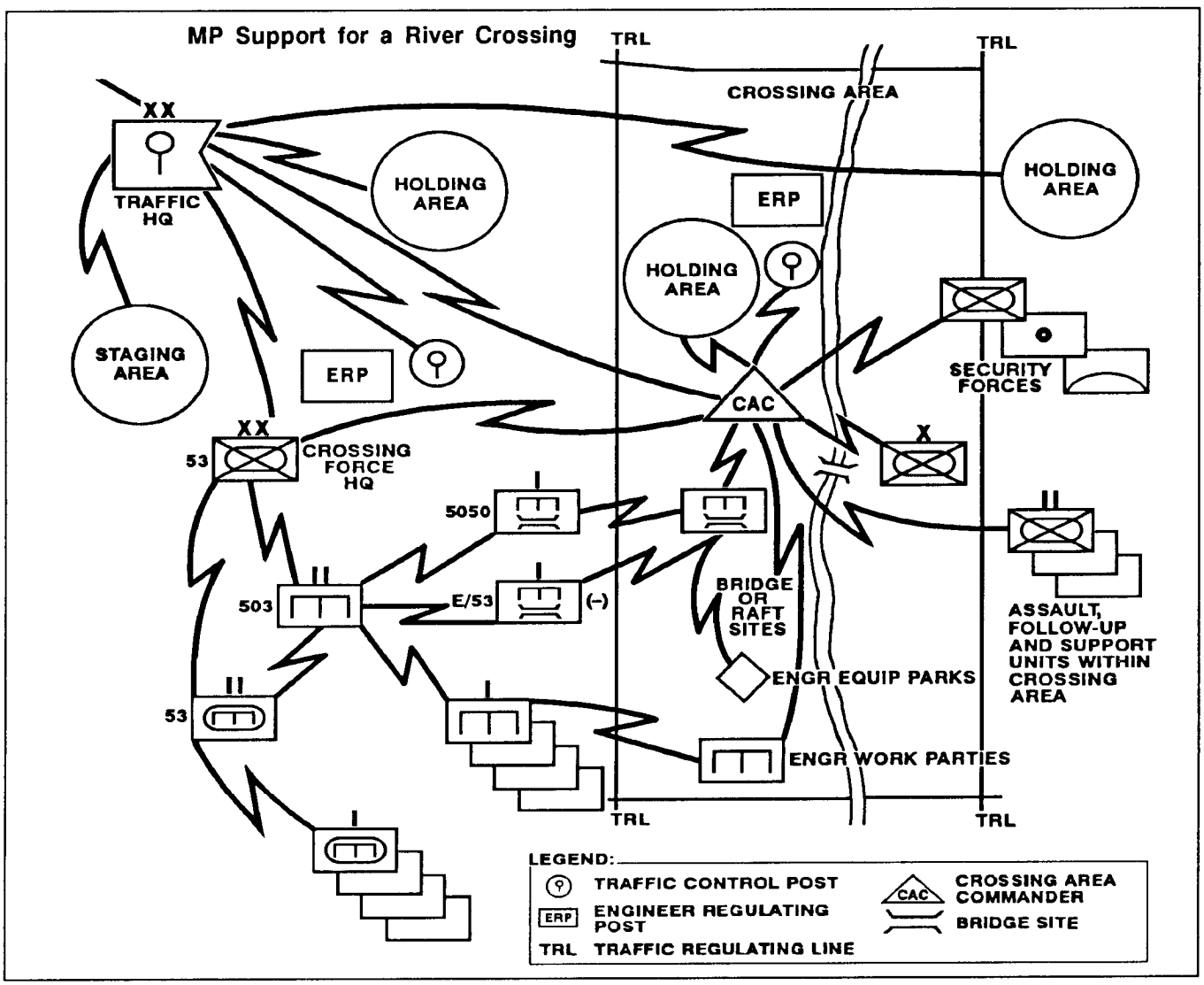
- Enforce MSR regulations.
- Emplace temporary signs to direct crossing units to their proper locations.
- Ensure units move through the crossing area on schedule.
- Disseminate information that assists in controlling the crossing unit.

You set up holding areas on the entry and exit banks of the river. Exit bank holding areas temporarily hold sections of a convoy until the convoy can reassemble and continue its movement. MP elements operate exit bank holding areas within the crossing area beyond the TRL. TRLs identify the beginning and the end of the crossing area commander's OPCON.

You operate TCPs at holding areas and staging areas to control movement to and from those areas. (A staging area is a larger version of a holding area. It is located outside the crossing area on the entrance bank of the river. It is used to hold convoys until their designated departure times.) Elements of the augmenting MP company from corps normally operate entry bank holding areas and TCPs from the staging areas to the TRL or release line. Selected teams at TCPs report the movement of units and convoys to the echelon transportation office. They also relay messages between this office and moving units. MP communications enable them to communicate with the transportation office, the crossing area commander, and other MP in the area.

You collocate TCPs with engineer regulating points (ERPs). Engineers use ERPs to make technical checks on vehicles. You make sure all vehicles clear the ERPs. MP mounted patrols control circulation and disseminate information to assist crossing units. They operate along primary routes, spotting problems and rerouting traffic in case of emergencies. You may also operate TCPs at the TRL.

After placing temporary signs along the routes to guide convoys from the staging areas to the crossing area, mounted patrols check the signs from time to time to make sure no one has tampered with them. You recon the area to locate small-scale enemy activity and to gather information. You also recon the crossing unit's flanks and rear.



You accept EPWs from capturing units. An MP element from the division MP company sets up and operates temporary EPW collecting points on the entry and exit bank sides. Corps MP often take control of the EPW collecting points and temporary collecting points and, using transportation returning from the exit bank, begin evacuating the EPWs. But the division PM task-organizes all augmenting corps MP elements. He may place a platoon with each division MP platoon supporting a maneuver brigade. He then may use the remaining corps elements along with the remaining division MP elements for general support as the need arises.

PLANNING

The crossing force commander and his staff plan the river-crossing operation. They prepare an OPORD and specify what support they need. The PM, based on the OPORD, plans MP support. The plan includes how MP assets will be used and what additional resources are needed to do the job. The MP unit commander supporting the river crossing plans the use of his troops based on the OPORD and taskings from the PM. The OPORD routinely gives OPCON of all units, including MP entering the crossing area to the crossing area commander.

The MP leader supporting the crossing site develops a traffic control plan to support the circulation control plan. He must plan for –

- TCPs, temporary route signs, and mobile patrols at –
  - Major crossroads on MSRs and near crossing sites and lateral boundaries to control traffic from adjacent unit areas that could interfere with division surface movements.
  - Staging areas/ERPs to–
    - Provide directions and information.
    - Control movement to and from staging areas according to planned times.
    - Relay messages between traffic HQ and the moving unit.
  - Holding areas on–
    - The entrance bank to direct traffic to crossing sites.
    - The exit bank (inside the TRL) to control movement.
    - The exit bank (outside the TRL) to temporarily hold sections of a convoy or a unit until it can reassemble and continue its movement.
- Mobile patrols to operate along primary routes to control traffic, spot problems, and reroute traffic when necessary.
- Temporary EPW collecting points. The collecting points should be set up outside the TRLs. EPWs being evacuated must be moved through the crossing areas as quickly as possible so their transit does not impede the movement of friendly forces.

SUPPORT FOR PASSAGES OF LINES

Moving a maneuver unit through the positions of an emplaced unit that is in contact with the enemy is a critical action. It requires detailed coordination, detailed planning, and close, continuous supervision of the movement.

Both passing and stationary units are vulnerable, because —

- The units may become concentrated.
- The passing unit, due to the location of the stationary unit, may not be able to correctly react to enemy contact.
- Either unit could become subject to friendly fire while the other unit is in contact.

MP support for a passage of lines operation helps combat units in contact with the enemy maintain movement. When a force moves on the enemy by passing through a forward unit holding its position, MP can ease the moving units' passage through the holding units' lines. If a covering force withdrawing from the enemy must pass through friendly positions, MP can speed the force's rearward passage from the MBA.

CONTROL MEASURES

When planning control measures for a passage of lines, you must consider the placement of the –

- Assembly areas where units prepare for further action.
- BHOL where the stationary force assumes responsibility for the sector from the covering force.
- Forward edge of the battle area.
- Passage lanes along which the passing units move to avoid stationary units and obstacles.
- Passage points where units will pass through one another. They are located where the commanders want the units to execute the passage of lines. To help eliminate congestion, multiple passage points should be designated.
- Contact points (designate an easily identifiable piece of terrain) where the units will physically meet.
- Start points where unit elements come under the control of the commander responsible for the movement.
- Phase lines, used in controlling the timing of the operation; usually selected for recognizable terrain features extending across the zone of action.

- Release points where unit elements revert to their respective commanders and continue moving to their destinations.
- Routes of travel from point of origin to destination.
- Checkpoints used to coordinate friendly movement. (Checkpoints are not used as reference points for reporting enemy locations.)
- Battle positions, oriented on the most likely enemy avenue of approach, from which each unit will defend or attack. The unit locates within the general outline of the battle position.

LIAISON

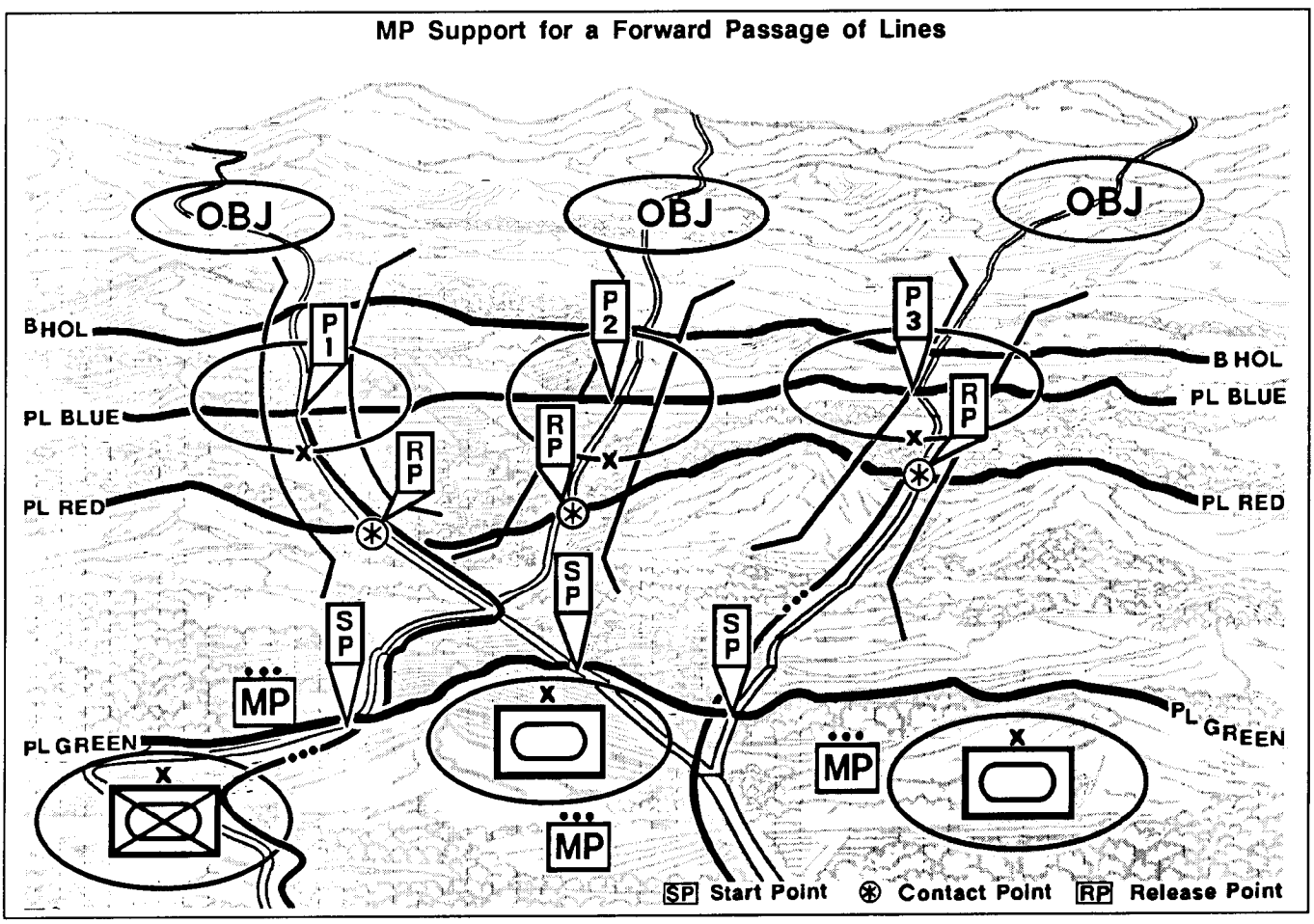
Commanders of the passing and stationary units often collocate to ensure exact timing for the transfer of responsibility. Other key people in these units also collocate to be sure they know exactly when they must begin or end support for their unit. Stationary and passing units exchange information on —

- Designations and types of units to pass.
- Missions of units and schemes of maneuver.
- Presence of NBC contamination and actions to minimize NBC munitions.
- Fire support.
- Intelligence (enemy and friendly situations).
- Contact and coordination points.
- Combat service support provided by stationary units, with locations for emergency support.
- Security measures during the passage, including OPs and patrol routes.
- Locations of passage points and lanes.
- Obstacle locations and types.
- Locations of assembly areas and attack positions.
- Routes, including start points and release points.
- Recognition signals to be used.
- SOI.
- Time or circumstances when responsibility for the control of the AO is transferred.

SUPPORTING THE PASSAGE

The degree of MP support for a passage of lines depends on the needs of the commander and the number of MP available. But when a corps or division commander orders a passage of lines, MP must immediately become involved in the planning and coordination. The PM section must quickly coordinate with the division transportation officer or the HTD at corps and the G3. The PM must know what units are involved and the location of their assembly areas.

MP Support for a Forward Passage of Lines



If your MP element is tasked to support a passage of lines, you coordinate with your operations section for the routes. Traffic on MSRs, refugee control routes, or elsewhere should not degrade your traffic circulation plan supporting the passage of lines. You continuously coordinate with your operations section to confirm –

- The size of the passing units.
- Locations of assembly areas.
- Recognition signals.
- Actual time that the passage of lines will take place.

You begin supporting a passage of lines at the route start point, which serves as a contact point. Recognition signals are displayed at the start point. You monitor the passing unit's command net during the entire passage. Your element and the passing unit may maintain radio silence.

Depending on the situation, you can support the passing unit with –

- TCPs.
- Escort/guide vehicles.
- Temporary route signs.
- A mix of these measures.

Where you can, use route signing. It will decrease the number of TCPs you need to operate. But if routes are not well defined, or if they cross congested areas, you should expect to provide TCPs. If need be, you could provide escort vehicles.

MP SUPPORT FOR AREA DAMAGE CONTROL

Area damage control is basic to successful rear operations. ADC measures, taken before, during, and/or after hostile actions or natural or man-made disasters, minimize effects and reduce damage. All rear area units try to limit the impact of enemy actions and reestablish unit operations as quickly as possible. Commanders and operations sections at each level of command plan ADC operations.

ADC operations integrate the functions of many specialized units. Engineers plan and coordinate ADC operations at the site. Medical teams help sort and treat mass casualties and assist in initial evacuations. Army aviators help evacuate casualties and provide emergency resupply, communications relay operations, area damage assessment, and command and control actions. MP expedite and/or control battlefield movement into, around, or through damaged or contaminated areas. Signal elements reestablish the signal system. And many host-nation civil efforts on behalf of their population, like clearing rubble, aid military operations.

The amount of MP support needed for ADC operations depends on the extent of the damage, the importance of the affected area, and the effect of the damage on the movement of troops and logistical supplies. Enemy attacks on key military facilities can leave them unprotected. Heavy damage in urban civilian areas can disrupt or interdict local government services. (Protecting civilian facilities is a host nation's responsibility. But MP preserve law and order in such an area if so doing protects military needs and facilities.) Route and area recons are key to determining the trafficability of the routes into, out of, and around affected areas, to obtaining a damage assessment, and to having early warning of the continued presence of the enemy.

The enemy's damage to the terrain determines the degree and kind of MP support needed and where you place your priority of effort. Downed trees, urban rubble, damaged or destroyed bridges, cratered roads, and contaminated road networks impact on BCC. If the roads can be traveled, you can provide circulation control operations locally in the affected area. But damage to an area may be so great that roads must be closed and MSR traffic rerouted.

Security patrols may be needed around key facilities. Or you may need to set up OPs/LPs to observe sectors of the affected area. The OP/LP teams can watch for enemy agents trying to exploit the effects of a conventional attack through arson, sniper fire on firefighters, or other disruptive acts. OPs/LPs also watch for theft, pilferage, or arson against military property.

Your ADC operations may be either part of an ongoing operation or a separate requirement. During ADC operations you –

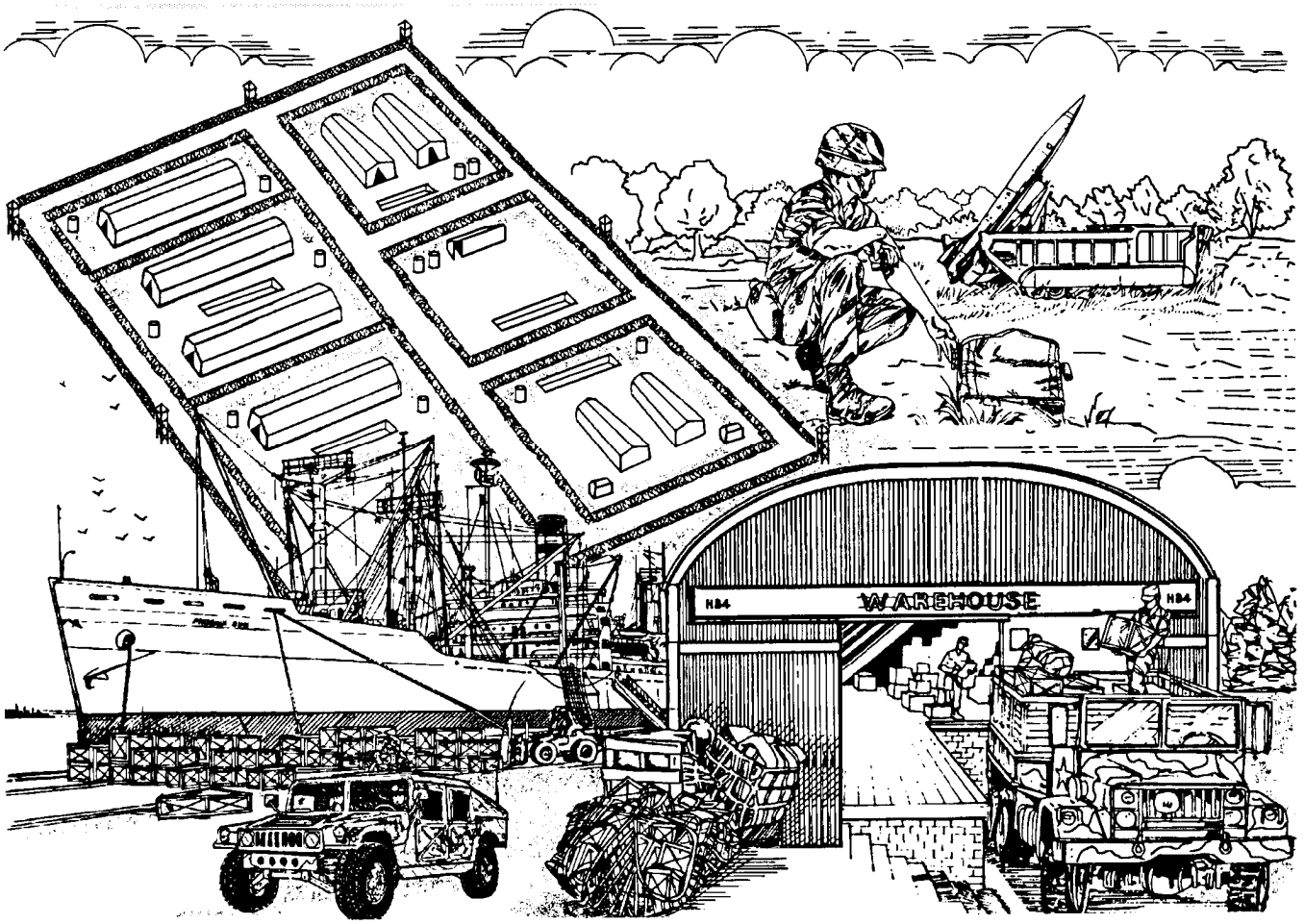
- Perform route and area recons in affected areas.
- Evaluate the serviceability of the road network.
- Note and report the development of critical points caused by damage to bridges, tunnels, and the like.
- Monitor the flow of refugees from the damaged area.
- Report and block off affected areas.
- Provide area security for involved critical facilities.
- Reroute battlefield movement to alternate road networks.
- Check for and report NBC hazards and contamination.
- Prevent sabotage, looting, and pilferage in the damaged area.
- Protect property, contain panic, and enforce emergency restrictions.

- Direct persons to first aid stations, emergency shelters, and the locations of other emergency operations.
- Post temporary signs to prevent entry into unsafe buildings or to redirect activity to temporary locations.
- Help establish populace control in affected areas.
- Operate mounted and dismounted mobile patrols, checkpoints, and roadblocks to –
  - Enforce emergency restrictions on movement into, within, and out of the affected area.
  - Direct refugees.
  - Collect stragglers.
  - Enforce curfews, stand-fast orders, and movement authorizations and prioritizations.

PART THREE

OPERATING IN SUPPORT OF A THEATER ARMY

In some operational contingencies your unit may be called on to carry out a "special-purpose" MP opertional. In carrying out a special-purpose operation your unit concentrates on performing one complex set of actions continuously. A unit carrying out an MP special-purpose operation like processing captives for internment, interning EPWs, providing the special security measures needed for security of nuclear ammunition, or providing security for deep-water port, rail, or pipeline cargoes provides its single, specialized function in support of the whole theater.



Historically, the functional commands of the theater Army (TA), and the MP special-purpose units assigned to those TA functional commands, have provided the technical expertise, equipment, and force structure to carry out special-purpose functions. In a mature theater of operations, MP guard companies, escort guard companies, and processing elements assigned to the PERSCOM control, process, intern, and sustain large numbers of EPWs and CIs. The PWIC maintains records of EPWs who are processed for internment or international transfer by US forces within the theater. And MP security companies and heavy security companies assigned to the theater Army's transportation command (TRANSCOM), petroleum group, ordnance group, and special ammunition brigade provide the specialized security needed for the type of facilities operated or supplies controlled by each of those TA functional commands.

But even in mature theaters the number and kind of special-purpose MP units in the theater varies with–

- The type, size, and mission of the parent unit to which these MP companies are assigned.
- The operational environment of the theater – most of the TA functional units to which special-purpose MP units are assigned are present only in fully developed theaters.

Now, in the early days of a developing theater, TAACOM MP can expect to undertake special-function MP operations if they are needed in the theater. Until a PERSCOM's MP PW brigade is available in the theater, TAACOM MP brigades can expect to process or temporarily intern EPWs/CIs. Until a TRANSCOM is operating in a theater, TAACOM MP elements can expect to provide, in limited form, security for railway, port, or pipeline cargoes.

The theater's need for specialized security operations and EPW operations is always integrated into the TA commander's overall plan. At times, when the TA commander must delegate MP functional security or EPW requirements to his TAACOM commanders, the specialized operations also must become integrated and prioritized with the MP combat support operations for each TAACOM.

CHAPTER 11

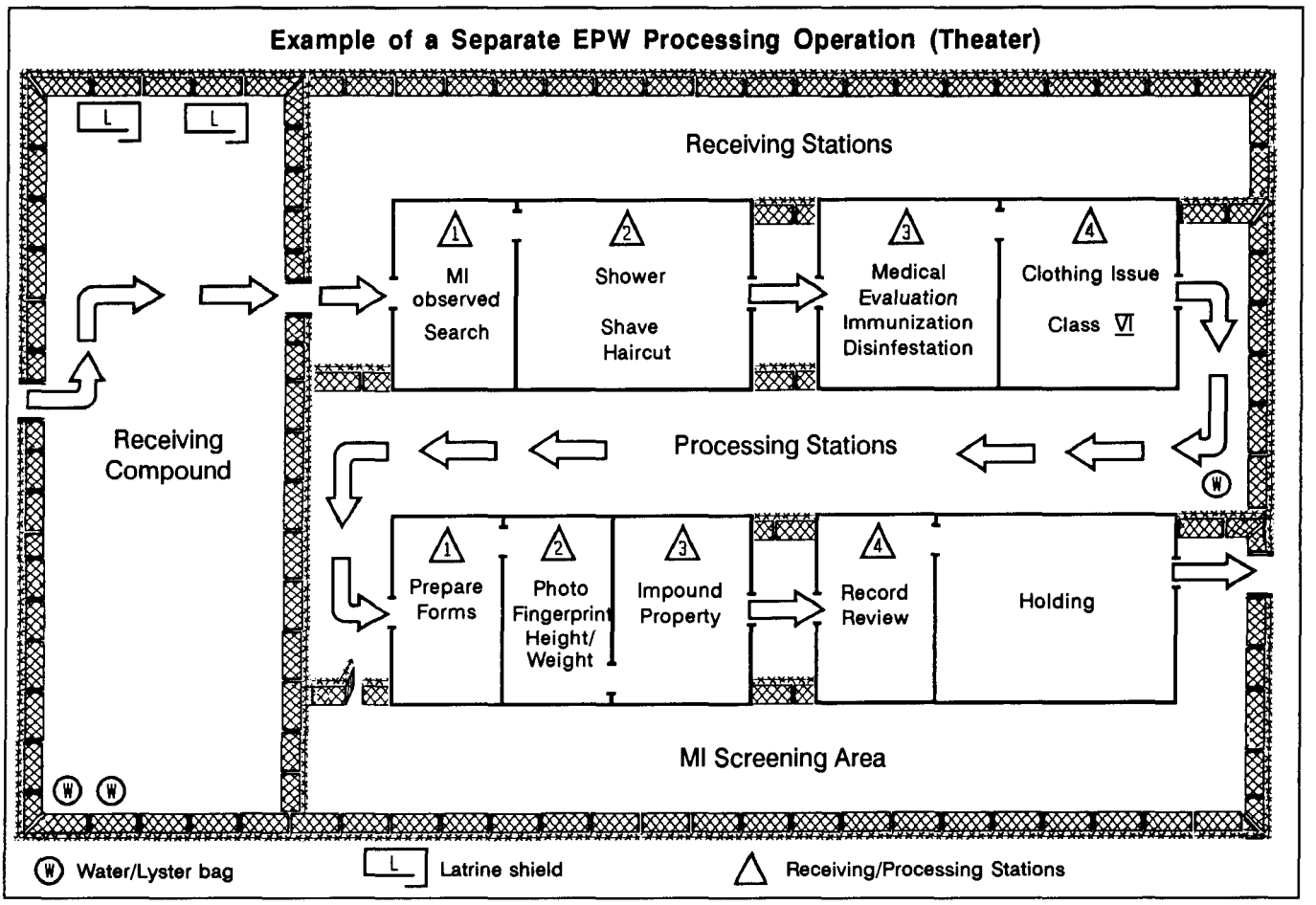
PROCESSING, EVACUATING, AND INTERNING CAPTIVES

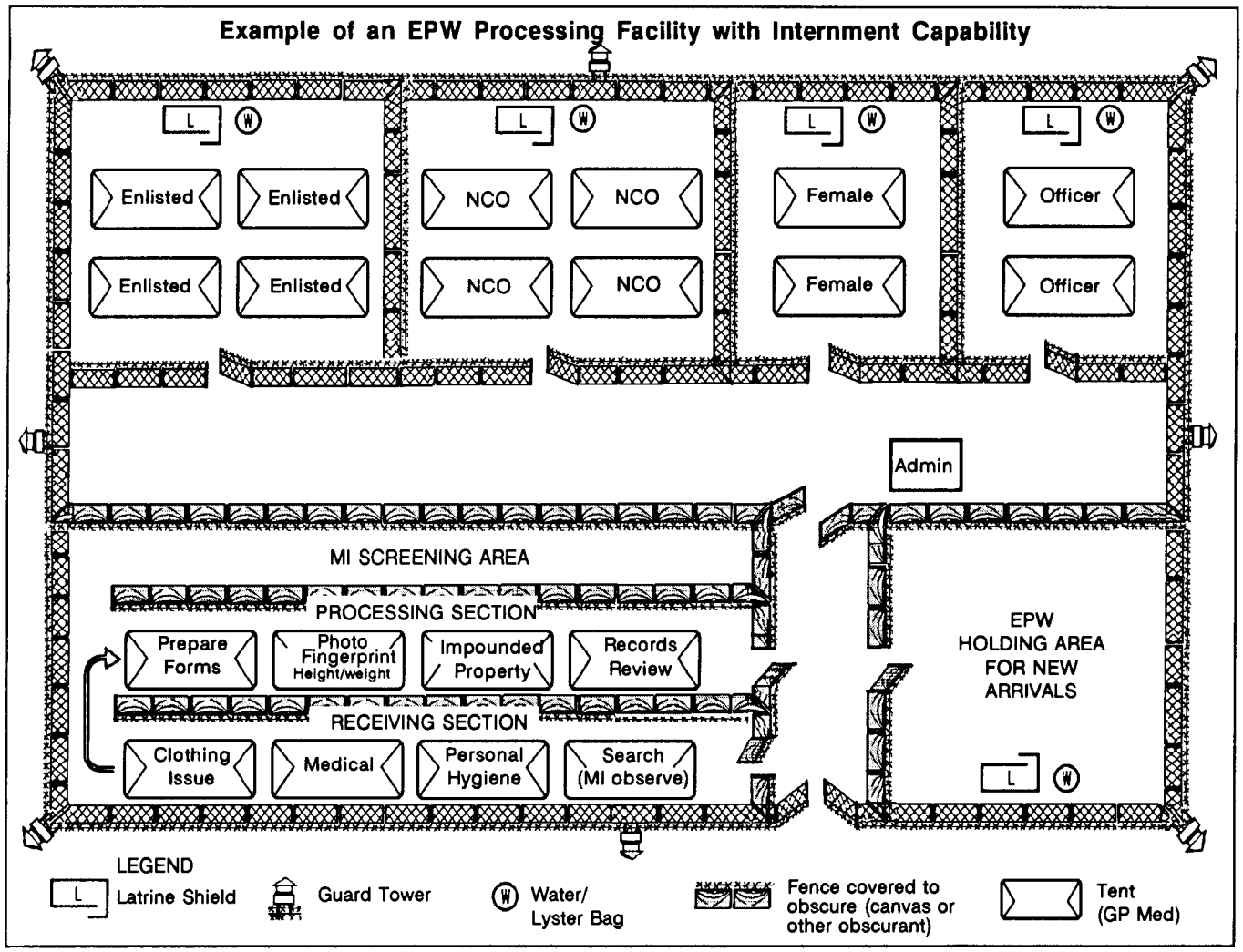
This chapter implements STANAGs 2033,2044,2070, and 2084

As an MP you have the mission to safequard, account for, and maintain captives until the captives are transferred to HN or Allied forces, released, or repatriated. MP maintain accountability of US-captured EPWs and CIs at all times. Even if a HN agrees to secure US-captured EPWs, MP in-theater are responsible for the processing and accountability of those EPWs. Division and corps MP operate EPW collecting point and holding areas. MP in TA units like the PERSCOM have traditionally provided the technical expertise and force structure to process, evacuate, and intern captives. But MP in corps and TAACOM elements must also bev able to carry out these operations. *For detailed discussion of the PERSCOM see FM 12-6.*

PROCESSING CAPTIVES

Captives must be fully processed before they can be interned, evacuated out of theater, or repatriated. Processing may be done where captives will be interned. It also may be done separately at facilities set up for just that purpose. For instance captives being sent to CONUS for hternment could be processed at temporary camps set up near overseas terminals. Captives to be interned by HN or allied forces could be taken to an international processing and transfer point. And sick or wounded captives to be hospitalized, or perhaps repatriated in a neutral third country during hostilities, would be processed at the medical facility to which they had been taken.





When setting up a processing point–

- See that facilities offer shelter, water, and latrines of the quality available to the US forces guarding the captives.
- Use existing structures if you can. If they are not available,use tents. Or you can request help from Engineers to plan and construct a facility. There is no set design. But ideally the design should keep a captive from knowing what is taking place at any processing station but his own. (Uncertainty reduces prisoner collaboration, organizing, and escape attempts.)
- Use captives (except officers) to help build, maintain, and run the facility. *For more information on using captive labor see section on Setting Up and Operating Internment Facilities in Theater later in this chapter.*
- At the least, set up a receiving compound separate from the processing compound. And try to have separate areas for segregating captives.
- Request interpreters (linguists) from MI or PSYOP units or from HN or allied forces. Or ask for help *in* identifying and clearing trusted captives or local nationals to interpret.

Once in operation, be sure the facility can–

- Receive captives arriving at any time, day or night.
- Field process captives then they arrive if this has not been done earlier.
- Segregate captives into groups. Have one group for officers, one for NCOs and so on for enlisted soldiers, civilians, males, females. Separate also by nationalities and ideologies as much as possible. And segregate captives who surrendered willingly from those who resisted capture.
- Provide first aid for a captive who is wounded or ill.
- Provide rations and water.

When directing operations, be sure the receiving element–

- Counts arriving captives and receipts for captives and their effects from escort guards.
- Keeps newly assigned captives apart from those who arrived earlier and who may have been partially processed.
- Assigns a temporary control number to each captive to link captives with their property until an internment serial number (ISN) is assigned by the processing element (STANAG 2044). (You could use the capture tag number for the temporary control number.

Or you could use the julian date and a sequence number of four digits, starting with 0001 each day at 2400 hours. In which case the control number 8265-0001 would denote the first captive received after 2400 hours on julian date 8265 [17 September 1988].)

- Records the captive's temporary control number and the captive's last name on a prisoner identification band.
- Attaches a wrist band to the left wrist of each captive, using the prisoner banding kit.
- Marks the captive's control number on the property that was taken from each captive as he or she arrived.
- Stores the property in temporary storage areas nearby until the captives can be processed.
- Controls access to the temporary storage areas.
- Ensures each captive receives physical and medical processing.
- Tales captives to the processing compound as soon as possible.
- If captives cannot be processed immediately, holds them in the receiving compound.

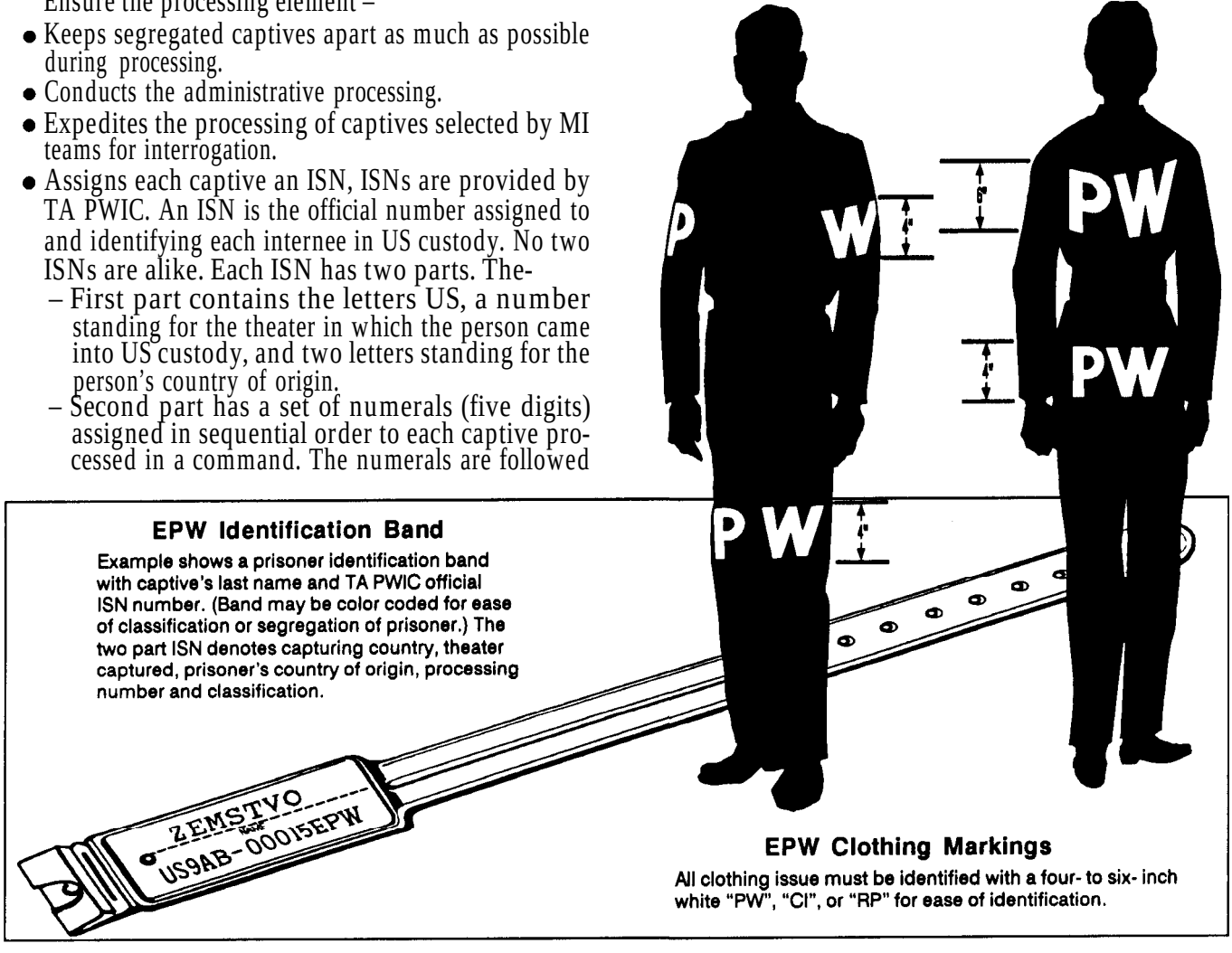
Ensure the processing element –

- Keeps segregated captives apart as much as possible during processing.
- Conducts the administrative processing.
- Expedites the processing of captives selected by MI teams for interrogation.
- Assigns each captive an ISN, ISNs are provided by TA PWIC. An ISN is the official number assigned to and identifying each internee in US custody. No two ISNs are alike. Each ISN has two parts. The-
  - First part contains the letters US, a number standing for the theater in which the person came into US custody, and two letters standing for the person's country of origin.
  - Second part has a set of numerals (five digits) assigned in sequential order to each captive processed in a command. The numerals are followed by the letters EPW, RP, CI, or OD to denote the person's classification group. For example, the first EPW to be processed by the US Army in a theater that was designated as "9" and whose country was designated as "AB" would be assigned an ISN of US9AB-OOO01EPW. The fifteenth such EPW to be processed by the same command would be assigned US9AB-00015EPW. *Detailed discussion is in the* ***Prisoner of War Information System Users Manual.***
- Replaces the control number on each captive's wrist with the ISN.

MP are not assigned to medical facilities to process or guard captives. But you may be tasked to take an element to medical facilities to process sick or injured captives. Process the captives as soon as possible after medical personnel have decided the captives' physical condition is fit enough. Obtain, at the least, a captive's name and–

- Grade.
- Serial number.
- Date of birth
- Fingerprints.

See Appendix J for more information on forms and their preparation.



EPW Identification Band

Example shows a prisoner identification band with captive's last name and TA PWIC official ISN number. (Band may be color coded for ease of classification or segregation of prisoner.) The two part ISN denotes capturing country, theater captured, prisoner's country of origin, processing number and classification.

EPW Clothing Markings

All clothing issue must be identified with a four- to six- inch white "PW", "CI", or "RP" for ease of identification.

Receiving EPWs			
Station	**Purpose**	**Who Performs***	**Actions**
ONE	Search	MP	o Escort captives and their property to station. o Strip search captives (by MP of same sex if possible). Assign temporary control number to each captive to link captives to their property until an ISN number can be assigned. o Examine property, place in container or tray, mark property with control number, take to temporary property storage area to be held until captives are processed. o Supervise movement of captives to next station.
TWO	Clean Up	MP/Processed captives (when possible)	o Allow captives to shower and shave, get haircuts for hygiene. o Supervise movement of captives to next station.
THREE	Medical Evaluation	Medical personnel (typically, those assigned to PERSCOM's EPW and CI battalion). Echelon surgeon. MP	o Inspect captives for signs of illness or injury (to discover health problems that require care beyond processing facility capability). o Decide if captives need to be evacuated for treatment and what facilities they will be taken to. o Give immunizations or request such support from the medical unit supporting the area. o Initiate treatment and immunization records. o Place captives' control numbers on their medical records to reduce linguist requirements. Other information (name, rank, service number, and ISN) is entered at processing station one with aid of interpreter. o Disinfest captives. o Make entries in medical records showing were inspected, immunized, and disinfested. o Order immunizations needed before internment or evacuation. o Supervise movement of captives to next station.
FOUR	Issue Personal Items	MP	o Give captives personal comfort items (toilet paper, soap, toothbrush, toothpaste). o Issue clothing (clean and distinctive, like brightly colored jump suits if possible) either– –Taken from captives at station one. –Obtained from captured enemy supplies. –Procured through normal supply channels. o Ensure clothing is marked ("PW", "CI", or "RP"). o Escort captives to processing area, station one.
Processing EPWs			
Station	**Purpose**	**Who Performs***	**Actions**
ONE	Administrative Accountability	Processing clerk aassisted by interpreter, MI, or others	o Assign an ISN to every EPW, CI, RP, or OD. Note what temporary control number it is replacing (so late-arriving property can be matched to its owner). o Initiate personnel records, identification documents, and property receipts. o Use ADP equipment, if available, to generate forms and records. o Prepare forms and records to maintain accountability of captives and their property (STANAGs 2044, 2033, 2084). *See Appendix J for specific forms and requirements.* o Prepare forms for repatriation or international transfer if any are specified in local regulations or SOPs. o Supervise movement of captives to next station.
TWO	Photography	MP	o Weigh and fingerprint captives. Identify and record the information on a fingerprint card and a weight register. o Take two photographs (with instant print film), having captives look straight ahead with face filling picture as much as possible. Photograph name board (black background with white lettering) listing ISN and name at bottom center (letters of name translated to English characters). Attach one photo to captive's personnel record. o Provide a completed, laminated ID card (with second photo) to the captive. o Supervise movement of captives to next station.
THREE	Property Inventory	MP	o Inventory and record, in the presence of captives, property brought from temporary property storage area. Make separate lists for returned, stored, impounded, and confiscated property. List property to be returned to captive or stored during internment on a separate personal property list.
FOUR	Records Review	MP	o Supervise movement of captives to next station. o Review processing records for completeness and accuracy. o When needed, escort captives back to processing stations to correct errors. o Let captives prepare a notification of capture card. If being interned at same place as processing, let captives prepare a notification of address card. o If captives are unable to write their own capture and notification of address cards, have someone authorized by the facility commander do it for them. o Prepare and maintain an accountability roster of all captives processed. o Prepare manifests for moving captives to internment facilities.
	Transfer of Accountability	MP escort guards from internment facility	o Sign for and take custody of captives (may use movement manifest for this), their records, and their impounded property. Evacuate or ship impounded property separately according to joint travel regulations.

* Number depends on the number of captives and time available

EVACUATING OR TRANSFERRING ENEMY PRISONERS OF WAR FOR INTERNMENT

US-captured EPWs may be interned in a theater of operations. They may be evacuated out of a theater of operations or to the CONUS for internment. (Civilians may not be removed for internment.) Or they may be transferred to HN or allied forces for internment. EPWs may be transferred only to another country that is a signatory of the Geneva Conventions. Prisoners are transferred after the US is satisfied that the HN or allied force is willing and able to apply the provisions of the Geneva Conventions. Then the EPWs are escorted to an international transfer point.

EPWs to be moved must first be processed. The MP unit with overall responsibility for EPWs in a theater of operations processes EPWs in US facilities. The EPWs remain in US facilities until transportation is available for evacuation or transfer.

EVACUATED OUT-OF-THEATER TO CONUS

If EPWs are to be evacuated out of the theater, the EPW unit responsible for their internment is responsible for their evacuation. MP units in the CONUS EPW Command under the Forces Command commander are responsible for evacuating US-captured EPWs to CONUS and for operating CONUS EPW facilities. The CONUS unit responsible for EPW internment sends MP into the theater to assume accountability for and to evacuate captives. The escort guard MP from CONUS accept custody of EPWs in-theater and evacuate the EPWs from the theater to CONUS and on to their final destination. Transport from point of arrival in CONUS to internment camps is arranged by the CONUS PW Command through the Military Traffic Management Command (MTMC).

To evacuate EPWs out-of-theater, request transportation through a Regional Movement Control Team (RMCT) assigned to the Theater Army Movement Control Agency (TAMCA). The TAMCA coordinates transportation to CONUS through a representative from the MTMC in theater. The MTMC representative arranges movement with a representative from the US Air Force Military Airlift Command (MAC) or the US Navy Military Sealift Command (MSC) in theater. (The CONUS PW Command maintains liaison with the TA MP responsible for EPWs. The PW Command liaison officer in the theater coordinates movement of escort guards from CONUS to evacuate EPWs.)

EPWs may be evacuated out of theater by ship or aircraft, Both military cargo aircraft and civil aircraft from the civilian reserve aircraft fleet (CRAF) may be used. Selection of aircraft is made by MAC. Passenger aircraft are most suited to evacuating EPWa. They–

- Are built to carry a large number of people in a small space.
- Have passenger cabins that can be sectioned for easier control, especially on large wide-body jets like the 747.
- You can erect barriers of chain link fencing or other material.
- Have less easily exposed hydraulic and electrical lines.
- Have a seating configuration that allows guards to quickly reach and subdue EPWs who become disruptive.
- Make it easier to meet the comfort and safety requirements of the Geneva Conventions, which may encourage the cooperation of EPWs.

Policies and procedures for securing EPWs to protect the aircraft and for maintaining discipline among the EPWs and US military prisoners are set by Army regulations. *See lists of ARs in Appendix J, in References, and also in FMs 19-10 and 19-60.* Procedures for loading and unloading US military prisoners on aircraft and for restraining high risk or belligerent US military prisoners apply also to en route EPWs.

EPWs may **not** be restrained in their seats by more than their seat belts. Do not use additional restraining devices to secure prisoners to freed portions of the aircraft. (For EPWs deemed to be high-risk individuals, consider using a body restraint or having one guard per five high-risk EPWs.)

The type of weapons that may be carried for use while on board the aircraft varies with the theater of operations. You must securely store on the aircraft weapons used during other phases of the evacuation. Plan to use nightsticks or riot batons to maintain discipline. Consider the need for–

- Carrying .38-caliber pistols with plastic or rubber stun bullets.
- Carrying specially adapted 12-gauge shotguns with half-loads that will not penetrate the skin of the aircraft when fired.

Guards should wear helmets and flak vests if these weapons are to be used.

The aircraft commander is responsible for the security of the EPWs and the aircraft. He may decide additional measures are needed. Follow his instructions, if any, in addition to your standing orders.

Evacuating Captives Out–of–Theater

Type of Transportation Aircraft	Passenger Capacity/ Guards Required	Location of Guards	General Instructions
US Air Force Fleet		– In front and rear of passenger compartment. – Also in middle of passenger compartment if on a large aircraft.	O Remove from aircraft, before loading captives, any equipment that could serve as weapons. O Search captives and baggage before loading. O Load IAW instructions from pilot or crew. O Instruct captives (in their native language) that the area near the flight deck/crew compartment is off limits. O Use handirons, leg irons, or special restraining jackets on captives, if necessary. O Handcuff captives with their arms in front. O DO NOT handcuff or tie captives to any portion of aircraft. O Ensure safety belts stay fastened on captives. O Designate separate latrines for captives. (Remove lock from latrines.) O Dispense prescription drugs per medical officer's instructions. Use lunch boxes without utensils or can openers.
C-141B (P5)	188 captives/12 guards		
C-141B (P2)	133 captives/10 guards		
C-5A (passenger configuration)	322 captives/18 guards		
C-5A (cargo configuration)	67 captives/6 guards		
(For more detail on evacuation of captives on USAF aircraft,see AF Reg 125-18)			
Civil Reserve Aircraft Fleet			
B-727	100 captives/10 guards		
B-747	361 captives/18 guards		

TRANSFER FOR INTERNATIONAL INTERNMENT

Accountibility must be maintained for US-captured EPWs who are transferred to HN or allied forces for internment. If the accepting HN or allied force fails to carry out the intent of the Geneva Conventions, the US is responsible for taking corrective action.

Specific procedures for transferring US-captured EPWs to HN or allied forces is governed by treaty or agreement between the US and the HN or allied force. US processing-point liaison teams locate at HN and allied processing points. They ensure US interests are maintained at the point of transfer and they document transfer of custody.

Prisoners of war and CIs who are not sick or wounded are normally sent home or released at the end of hostilities as directed by the State Department and the Department of Defense. But chronically ill or wounded EPWs may be repatriated or accommodated in a neutral country during hostilities. (Captives are not repatriated during hostilities against their will.) A medical commission set up by HQDA determines which cases are eligible. The medical commission consists of two members appointed by the International Red Cross and approved by the parties to the conflict. The third member is a medical officer of the US Army selected by HQDA. Decisions made by the commission are communicated to HQDA, Office of the Deputy Chief of Staff for Personnel (ODCSPER); the protecting power and the International Committee of the Red Cross (ICRC). Decisions of the commission are carried out by the US government within three months of notification.

SETTING UP AND OPERATING INTERNMENT FACILITIES IN THEATER

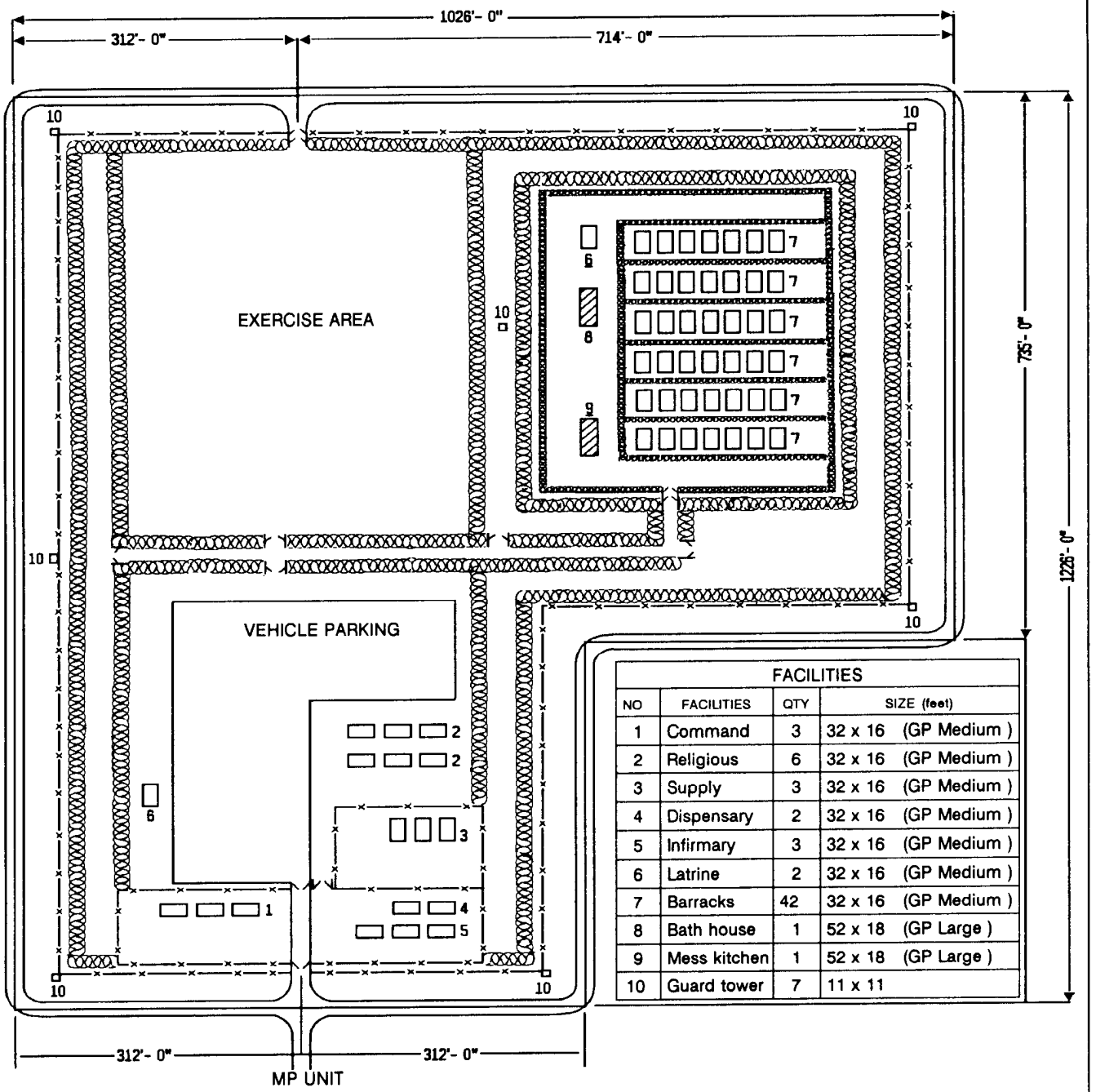
Captives who are to be interned in the theater of operations must be sustained and safeguarded as far to the rear as possible. In a mature theater of operations, MP special-purpose EPW elements will escort, guard, process, and intern captives. In a developing theater, or under conditions involving mass captures or surrenders, TAACOM MP elements may be needed to intern captives for a short time under field-expedient circumstances. (Field-expedient internment lasts only until the captives can be moved to an out-of-theater internment facility or until MP special-purpose units arrive from CONUS to intern the captives in theater.)

PHYSICAL LAYOUT

If you must set up an internment enclosure, even as an interim facility, select the location based on the–

- Number of captives you expect to intern.
- Location of sources for transport, supplies, and medical treatment.
- Degree and kind of Threat activity in the area.
- Attitude of local civilians toward the captives.
- Presence of a collocated MI interrogation site.
- Presence of usable structures.
- Need for and presence of electricity, fuel, water, sewage treatment, garbage disposal, latrines, laundry facilities, and firefighting equipment.
- Ability to expand operations. If you found yourself operating for an extended period of time, you would need space in which to set up a place for—
  - Storing impounded property.
  - Receiving, storing, and issuing supplies.
  - Retaining captives in need of maximum security.
  - Treating and caring for persons with light illnesses or injuries.
  - Segregating hard-core uncooperative captives under maximum security.
  - Repair and utilities elements.
  - Work projects.
  - Staff operations.

Example of an Engineer–Built 500–Person Enclosure with One Compound



FACILITIES			
NO	FACILITIES	QTY	SIZE (feet)
1	Command	3	32 x 16 (GP Medium)
2	Religious	6	32 x 16 (GP Medium)
3	Supply	3	32 x 16 (GP Medium)
4	Dispensary	2	32 x 16 (GP Medium)
5	Infirmary	3	32 x 16 (GP Medium)
6	Latrine	2	32 x 16 (GP Medium)
7	Barracks	42	32 x 16 (GP Medium)
8	Bath house	1	52 x 18 (GP Large)
9	Mess kitchen	1	52 x 18 (GP Large)
10	Guard tower	7	11 x 11

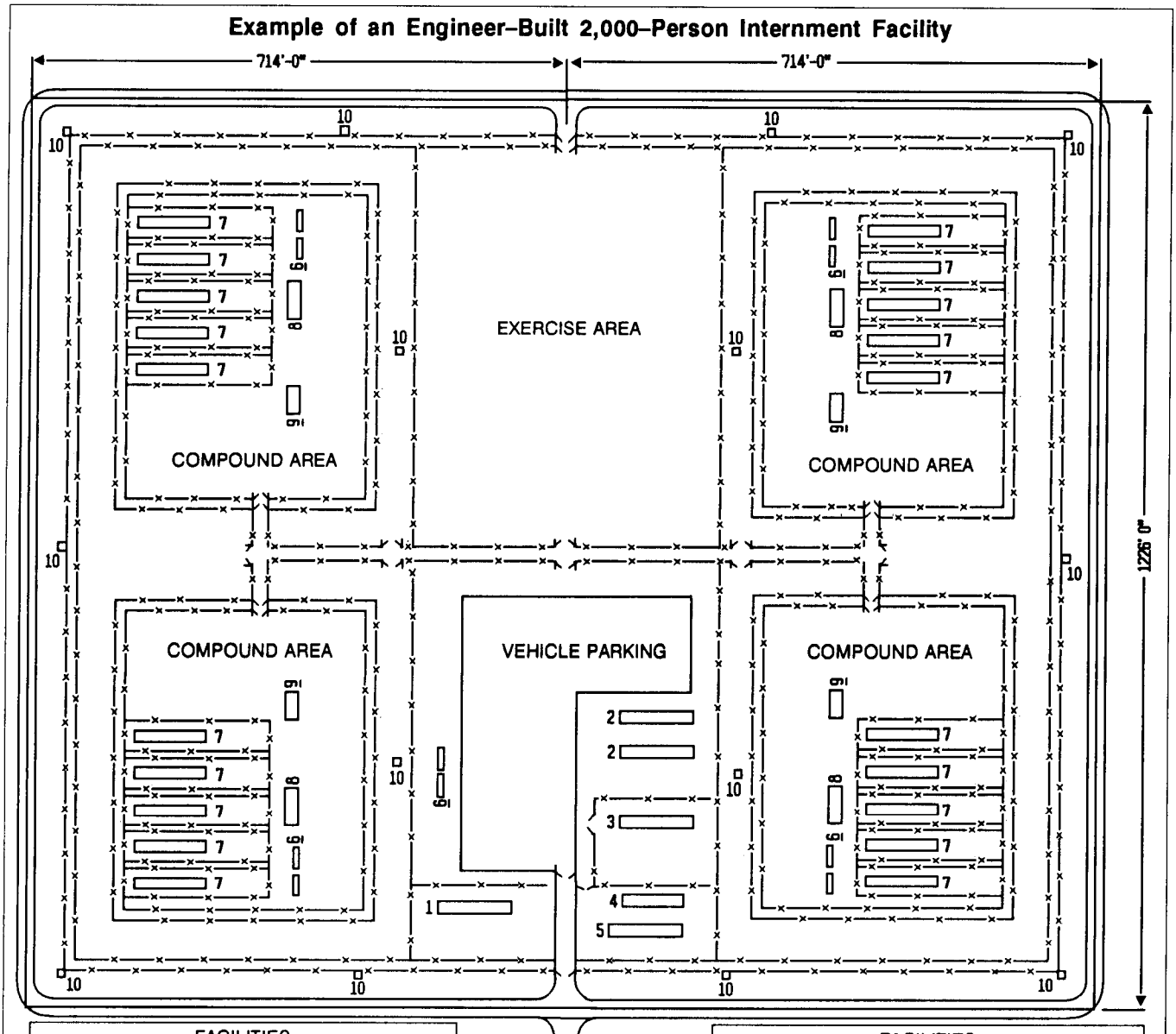
The longer you must operate an enclosure, the more you need space for–

- In-processing and records areas.
- Showers, barracks, and dining facilities.
- ACP and an administrative office.

However long you operate, you must have space to segregate captives by rank (officer, NCO, or enlisted), status (EPW or retained person), and sex. You must be able to keep separate those captives providing information to MI interrogation teams, safeguarding them from other captives. And you must intern CIs in an enclosure separate from that holding EPWs or retained persons.

You may locate your enclosure by itself or near other enclosures for mutual or shared support. But each enclosure must be separate from all others. You want it to be hard for captives to communicate with each other.

Example of an Engineer–Built 2,000–Person Internment Facility



FACILITIES			
NO	FACILITIES	QTY	SIZE (feet)
1	Command	1	100 x 20
2	Religious	2	100 x 20
3	Supply	1	100 x 20
4	Dispensary	1	80 x 20
5	Infirmary	1	100 x 20

FACILITIES			
NO	FACILITIES	QTY	SIZE (feet)
6	Latrine	10	30 x 10
7	Barracks	20	100 x 20
8	Bath house	4	50 x 20
9	Mess kitchen	4	40 x 20
10	Guard tower	14	11 x 11

Use terrain features as obstacles between enclosures when possible. On level terrain, set enclosures up to one mile apart to prevent collaboration if need be. When using existing structures—

- Consider using a multistory structure to keep the size of the perimeter small.
- Consider adapting a vacant warehouse, school, apartment building, or the like.
- Avoid choosing a building shaped in a way that would make perimeter security or patrolling difficult.
- Do not use building sharing walls with other structures that are not part of your faciltity.

Make and keep a diagram showing the placement of–

- Doors, windows, stairwells, elevators, fire escapes, skylights, and other entry and exit points.
- Fuse panels, circuit breakers, light fixtures, switches, and outlets in the electrical system.
- Telephone outlets and equipment.
- Barriers, guard posts, and gates.

If you must construct an enclosure–

- Consider the climate, likely permanency of the enclosure, and the number of facilities in the area.
- Consider the availability of labor and materials. Use of local materials reduces transport needs and reduces the diversion of resources from the MBA.
- Keep in mind that conditions need not exceed that under which US forces are billeted in the same area.
- Use tents for temporary shelter during construction.
- Use captives, except officers, to help construct the enclosures (closely supervise them).

Using EPWs/CIs as Laborers	
Potential Laborers	Labor that can be required
EPW Officers, Clergy	None. Can volunteer.
EPW NCOs	Only supervisory work.
Other EPWs	Any work for which the person is physically fit and that is not dangerous, unhealthy, or humiliating.
Retained Persons	None.
CIs	None. Can volunteer for administrative, maintenance, and domestic work.

Enclosures must have 360-degree secure perimeters. If Engineer help is not available, you may have to construct perimeter fences yourself. Enclose open areas with double perimeter fences. Set up a sally port. You must be able to search vehicles and people entering and leaving the enclosure. The sally port must be large enough to handle both kinds of traffic. Have separate gates for captives and vehicles whenever you can. Minimum standards include –

- Two barbed wire fences around the perimeter, one outside the other.
- Barbed wire top guards at the top of the outside perimeter fence.
- A 12-foot clear zone, free of any vegetation or shrubbery, between the inner and outer fences. *Procedures for constructing temporary fences are discussed in FM 5-34.*

External security requires elevated perimeter guard posts. Build these "tower" posts –

- With platforms wide enough to mount crew-served weapons.
- High enough to permit observation of the compound and the area between the inner and outer fences.
- Low enough to provide an adequate field of fire.
- With cover for the guards.
- To mutually support each other with direct fires.
- With retractable access to the towers (for example, a rope ladder).
- In areas at risk from the Threat, build fighting positions at ground level for use if the facility is attacked.

Install and use more than one source of power for the facility. Consider the need for generators and battery packs. Consider using portable exterior lights. Ensure lighting on perimeter fences –

- Does not light or silhouette guard posts.
- Is powered by at least two sources, alternating every other light. A total blackout can occur if the same source of power is used for all perimeter lights.

Protect facility lighting from the captives. Put wire mesh coverings on light bulbs and reflectors.

SUSTAINMENT OPERATIONS

Be sure captives have adequate clothing and sleeping equipment. Until it wears out, use clothing worn or carried by captives at the time of their capture. Replace clothing when needed. Select clothing suited to the environment and type of work that the captives perform. Issue class X and nonstandard clothing when captured supplies are not available or suitable. All outer garments worn by captives must be marked "PW" or "RP". ISNs or other identifying marks may be put inside the clothing.

If dining facilities are not available at the enclosure, feed captives field rations like those they ate before arriving at the enclosure. Such rations do not need refrigeration or dietary supplements. You can prepare the rations in a mobile kitchen.

Ensure the quantity, quality, and variety of the food ration keeps captives healthy and prevents weight loss and poor nutrition. (Ask medical personnel to keep you apprised of any special situational needs.) When you can, give thought to the food habits and rules of captives' national groups. Have captives prepare their own food under supervision of US personnel. Control rations to keep captives from stockpiling food. Give working captives additional rations. When you can, give thought to the food habits and rules of captives' national groups. Have captives prepare their own food under supervision of US personnel. Control rations to keep captives from stockpiling food. Give working captives additional rations.

You must sustain the health of captives at a level equal to that of the US forces guarding them. To prevent the spread of disease, carry out hygiene and sanitation measures. *See AR 40-5.* To the degree you can under field conditions, you must—

- Provide potable water for drinking and cooking, and sufficient water for bathing and laundry.
- Have latrines available day and night.
- Provide separate latrines for females. Dispose of waste according to the facilities available.
- Provide captives with soap, shaving equipment, detergents, and brushes to ensure personal cleanliness and a sanitary environment.
- Ensure the enclosures are kept clean.
- Provide enough space to prevent overcrowding.

During internment, dental, surgical, and medical treatment are provided by medical personnel. Medical personnel examine and inspect captives on a monthly basis. Each captive is weighed and his weight is recorded.

Captives are checked for vermin, diseases (especially tuberculosis, malaria, and sexually transmitted diseases), and their general state of health, nutrition, and cleanliness. Medical personnel maintain, according to blood type, a list of captives who have volunteered to furnish blood. The echelon surgeon prescribes immunizations to be given to captives. If a captive dies in US care, the medical commander prepares a certificate of death. Deaths resulting from suicide, from accident, or from unknown causes are investigated to the same degree for both US soldiers and EPWs/CIs. In the event of a captive's death, burial is carried out IAW STANAG 2070 and with the same care given US soldiers.

If there are retained persons qualified to perform medical duties, they are allowed, under the supervision of US medical personnel, to provide as much medical and hygiene care for the captives as possible. But medical retained persons must belong to the same armed forces as the captives they are treating.

Medical personnel give captives a record of their medical treatment. The record cites the nature of their illness or injury and explains the length and kind of treatment needed. Medical personnel make sure a copy of the record goes to the branch PWIC. The same medical records and forms are used for EPW as those used for US Army personnel, but "EPW" or "RP" is stamped at the top and bottom of each medical record.

ADMINISTRATIVE OPERATIONS

A personnel, finance, and supply record must be kept for each captive interned. You must also prepare and distribute strength reports and legal documents. And you must account for impounded property. *For details see AR 190-8 and AR 37-36.* You submit your reports through command channels. Ultimately they go to the PWIC. Use captured materials and supplies to reduce the use of US supplies. Send your request for such materials through your chain of command to the logistics officer of the corps or TAACOM. (The logistics officer will coordinate with the intelligence officer before issuing the captured material.)

When preparing captives for transfer to more permanent internment facilities—

- Verify captives' personnel, finance, medical, and supply records for completeness and accuracy.
- Place records in a sealed envelope.
- Have records signed for and carried by the MP element responsible for security during movement.
- Ensure captives have all of their authorized clothing and equipment.
- Ensure captives have their personal effects:
  - Each EPW and retained person may handcarry a maximum of 55 pounds.
  - Each EPW officer may also ship 50 pounds at government expense.
  - Chaplains and EPWs who have been serving as clergymen may also ship 110 pounds of theological and religious material at government expense.

If impounded property and effects must be transferred, be sure they are ready for forwarding with the escort or by separate shipment. (When transport requirements allow, MP responsible for security during movement sign for and transport impounded property of captives.)

PROVIDING SECURITY AT INTERNMENT FACILITIES

Secure construction and the presence of guards are the basic means of providing security and control. But maintaining a high state of discipline is important. A system of routines and standards for behavior also contributes to security and control.

PLANNING

You must constantly update security plans based on current intelligence. Be alert for information about uprisings, outbreaks, or escapes. Security and administrative personnel in their day-to-day contact with captives can acquire important information by their observations and insight. Everyone must be alert to detect and report significant information.

Plan responses for internal and external threats to the interment facility. And be alert for attempts by the enemy to communicate with captives by smuggled radios or by foreign language newspapers, or through agents. Sometimes members of enemy armed forces submit to capture in order to infiltrate a camp and become agitators. When planning security–

- Try to identify agitators, leaders, and their followers.
- Try to determine if clandestine organizations exist inside the facility.
- Try to determine the identity, strength, and objectives of the organization and its members.
- Search for evidence of underground communications systems between local civilians and compounds, enclosures, or camps.
- Be alert for overt attempts by captives or local civilians to communicate with each other.
- Be alert for suspicious actions of local civilians, like taking photographs or sketching near the facility.
- Watch for the presence of weapons and stores of food and/or clothing.
- Be alert for plans for demonstrations (date and time, number of captives, nature of the demonstration and its objectives).

If MWD teams are available to augment security, they can be a very effective adjunct to a guard force. MWD teams working with the guard force–

- Offer a real and a psychological deterrent against escape attempts.
- Reinforce security against attacks by hostile elements.
- Offer guards an effective alternative to the use of deadly force.
- Are an economy-of-force measure.

To increase the psychological deterrent of MWDs, hold periodic demonstrations. Do this in full view of captives using the best qualified MWDs. These demonstrations—

- Show the ease and speed with which MWDs can overtake an individual who is running.
- Show the ability of MWDs to attack and overcome physical resistance.
- Show the tracking capabilities of MWDs.

Use MWDs for–

- Perimeter security. Use them to make unscheduled patrols around the perimeter fence during periods of limited visibility or darkness.
- Work details. Place them between captives and the area that offers the greatest opportunity for escape. Place them where they are noticeably visible to captives.

Use of MWDs is also discussed in Appendix K.

GUARDING

Preventing escape from or liberation of internment facilities requires sound security measures. You must continuously—

- Evaluate your available resources.
- Weigh the ability of the captives to resist your control measures.
- Adapt your security measures to current intelligence information on EPW plans.

Classification of Captives

ENEMY PRISONERS OF WAR	QUALIFYING FACTORS
Enemy armed forces, military or volunteer corps.	o Are members of organized enemy armed forces or part of enemy armed forces.
Military or other organized resistance movements.	o Operate inside or outside their territory (even if territory is occupied). o Are commanded by a person who is responsible for subordinates. o Have fixed, distinctive sign (symbol) that is recognizable at a distance. o Carry arms openly. o Conduct operations according to laws and customs of war.
Regular armed forces.	o Are members of armed forces who profess allegiance to a government or authority not recognized by the detaining power.
Nonmembers who accompany armed forces (civilian members of military aircraft crews, war correspondents, supply contractors, members of labor units, members responsible for welfare of enemy armed forces).	o Receive authorization from armed forces that they accompany. o Possess ID card issued by armed forces they accompany.
Crew members (masters, pilots, apprentices of merchant marine; crews of civil aircraft of enemy).	o Do not benefit by more favorable treatment under any other provisions of international law.
Members or former members of armed forces of country occupied by the US.	o Are considered by the TA commander to need internment because of their allegiance. o Have made unsuccessful attempt to rejoin their armed forces that are engaged in combat. o Have failed to comply with summons because they fear internment.
Inhabitants of non-occupied territory.	o Have taken up arms to resist "invading" forces without having had time to form into regular armed units, but carry arms openly and respect laws and customs of war.
RETAINED PERSONNEL	**QUALIFYING FACTORS**
Medical personnel.	o Are members of medical service of their armed forces.
Other medical personnel.	o Are exclusively engaged in searching for, collecting, transporting, or treating sick or wounded; preventing disease; administrating medical units and establishments exclusively.
Chaplains.	o Are attached to enemy armed forces.
National Red Cross societies and other voluntary aid societies such as the Red Crescent.	o Are duly recognized by their governments. o Are subject to military laws and regulations.
CIVILIAN INTERNEES	**QUALIFYING FACTORS**
Protected persons who do not meet criteria for classification as an EPW or RP.	o Are enemy nationals protected by the Geneva Conventions who are found in occupied territory or territory of a party to the conflict and have been interned for imperative security reasons (in accordance with Article 78 of the Geneva Conventions). OR o Have been convicted of an offense against the US and interned in lieu of confinement (in accordance with Article 68 of the Geneva Conventions).
DETAINEES	**QUALIFYING FACTORS**
All other persons, including innocent civilians, displaced persons/refugees, suspect civilians, terrorists, espionage agents, and saboteurs.	o Are being held in custody by the US until a more definitive legal status can be ascertained. Treat as EPWs until a different legal status is ascertained by competent authority.

External guards man tower and gate posts. They ensure captives remain inside the enclosure unless removed for labor details, transfer, or other authorized purposes. External guards also repel attempts to liberate captives through direct military action by regular or irregular enemy forces. You—

- Ensure tower and gate guards have a means of communicating with other external guard posts and with the operations center.
- Augment security during periods of limited visibility by posting static and/or roving guards between towers outside the perimeter.

Internal guards maintain segregation and order. They also ensure captives do not have access to buildings that have a wall included in the fence line. Locate internal guard posts –

- At entrances.
- On stair wells.
- In corridors.
- In maximum security areas.
- On rooftops.
- Where guards will have protection.
- Wherever else needed.

Provide a reliable means of communication with other internal guard posts and with the operations center.

Set up communications between internal and external guard posts, maximum security areas, reaction force areas, foot patrols, and the operations center. When wire is used, locate it where it can be inspected but where captives cannot tamper with it.

Use lighting on walls and fences to illuminate the entire perimeter and to detect escape attempts. Use lighting inside compounds and enclosures to control movement of captives at night. The security force available to guard captives must consist of–

- An on-duty force of at least one guard for each tower, gate, and internal post.
- A reserve force large enough to reinforce the posted guards if needed. (The reserve force is usually drawn from the relief guards, guard company elements who are not on duty.)

Leaders of a guard force include –

- A commander of the guard.
- One or more sergeants of the guard.
- A relief commander for each relief shift.

As a leader of a security guard force, you must ensure equipment is functioning, guards are alert, and the facility is secure. Check to see that guard elements —

- Are familiar with the facility.
- Know, understand, and comply with their general and special orders.
- Make periodic communications checks, using hand and arm signals between guard posts that are within sight of each other.
- Know the pyrotechnic signals (designated by local SOP) to use when rapid notice of the entire facility is needed during darkness. For example, if the facility were being attacked, guards might –
  - Fire red star clusters to mark an attack location.
  - Fire parachute flares to illuminate the area.
  - Fire green star clusters to mark the location of an escape attempt.
- Know the duress codes set by the facility SOP. (The duress codes are changed periodically.)

PROMOTING GOOD PRISONER BEHAVIOR

The controlled well-being of captives is central to humane internment operations.

Allowing Representation

The senior EPW officer assigned to each camp is recognized as the EPW representative, unless he or she is determined by US authorities to be incapacitated or incompetent. If an EPW officer is not present in camp to represent enlisted EPWs, they may elect an enlisted representative. In officer EPW camps, one or more advisors are chosen by the interned officers to assist their representative. In mixed camps (enlisted and officer EPWs assigned) advisors are elected by and from the EPW population to assist the prisoner representative.

Elected and appointed representatives must have the same nationality, customs, and language as the prisoners they represent, Each group of EPWs interned in separate compounds or enclosures because of differences in nationality, language, customs, or ideology is permitted to have an elected representative.

EPW representatives further the physical, spiritual, and intellectual well-being of the prisoners they represent. Representatives are given freedom of movement (within security requirements), (Representatives do not have authority to discipline prisoners,) They are allowed to –

- Inspect labor detachments.
- Receive supplies.
- Communicate with US military authorities, protecting powers, ICRC and its delegates, medical commissions, and other organizations authorized to assist EPWs. (The protecting power, such as the ICRC, will periodically inspect the compound and interview the prisoner regarding the conditions of their internment welfare, and rights.)
- Use postal and telegraph facilities.

Representatives are not required to work if it makes their job as representative more difficult.

Representatives are elected by secret ballot and serve for a term of six months. EPWs are permitted to consult freely with their elected representative. In turn, their representative is allowed to represent them before —

- The ICRC.
- The protecting power.
- US military authorities.
- Other relief or aid organizations authorized to represent EPWs.

The camp commander approves prisoner representatives before they are allowed to perform their duties. If the camp commander refuses to approve or dismisses an elected representative, a notice citing reasons for the refusal is forwarded to HQDA, ODCSPER. EPWs are permitted to elect another representative. An elected EPW representative may appoint assistants. Assistants must be approved by the camp commander.

Captive medical personnel and chaplains are not considered EPWs and may not be represented by prisoner representatives. The senior captive medical officer in each camp is responsible to US military authorities for the activities of retained medical personnel. Captive chaplains have direct access to camp authorities.

Each member of the committee must be approved by the camp (battalion) commander. A notice must be sent through the branch PWIC to the national PWIC and the protecting power when a committee member is removed from office or not approved by the camp (battalion) commander. Each committee member may have an assistant.

CONTROLLING

It is important to maintain humane but firm control of EPWs. To control captives you must—

- Observe rigorous self-discipline.
- Maintain a soldierly, impersonal attitude.
- Cope calmly with hostile or unruly behavior or incidents.
- Take judicious, yet immediate, decisive action.

Content of Standing Orders for Captives

- O Daily Formations and Routines
  - – Reveille.
  - – Morning roll call.
  - – Readiness of quarters for inspection.
  - – Sick call.
  - – Mess call.
  - – Evening roll call.
  - – Blackout.
  - – Lights out.
- O Daily fatigue details.
- O Fire drills.
- O Air raid drills.
- O Announcement of hours for recreational activities, religious services, and operation of camp facilities.
- O Emergency sick call procedures.

Example of Standing Orders for Captives

You must comply with rules, regulations, and orders. They are necessary for safety, good order, and discipline.

You must immediately obey all orders of US personnel. Deliberate disobedience, resistance, or conduct of a mutinous or a riotous nature will be dealt with by force.

You are subject to disciplinary or judicial punishment if you disobey a rule, regulation, or order, or commit any act, conduct, disorder or neglect that is prejudicial to good order or discipline.

You will not receive disciplinary or judicial punishment until you have an opportunity to explain your conduct and to defend yourself. If you commit an offense for which judicial punishment may arise, investigation of the offense will be coordinated with the staff judge advocate before being undertaken to ensure it is conducted according to the Geneva Conventions. You may call witnesses and, if necessary, will be provided with the services of a qualified interpreter.

Disciplinary punishment you may receive includes discontinuance of privileges granted over and above the treatment provided for by the Geneva Conventions. You can receive a fine not to exceed one half of the advance pay and working pay that you would otherwise receive during a period of not more than 30 days. You can be assigned fatigue duties not exceeding 2 hours daily for privates. If you are a noncommissioned officer you may be required to perform supervisor duties only. Officers will not be compelled to work.

If you are in confinement, you may be given a restricted diet in conjunction with disciplinary segregation.

You may not establish courts or administer punishment over other captives.

You may not have in your possession at any time knives, sticks, pieces of metal, or other articles that can be used as a weapon.

You may not drill or march in military formation for any purpose except as authorized and directed by the internment facility commander.

You may not meet or issue propaganda for political purposes.

You may not wear or display national political emblems.

You may not gamble.

You may not possess or consume intoxicating beverages.

You may retain only personal effects and property that are authorized by the internment facility commander.

You may smoke only at times and places specified by the internment facility commander.

In addition to the courtesies required in your own army toward your officers, if you are an enlisted captive you will salute all commissioned officers of the US Armed Forces. If you are an officer EPW you are required to salute only officers of a higher grade and the internment facility commander, regardless of his grade.

Notice Posted in Every Compound

(To protect captives from acts of violence or threats of reprisal from other captives)

Captives, despite faith or political belief, who fear that their lives are in danger or that they may suffer physical injury at the hands of other captives will immediately report the fact personally to any US Army officer of this facility without consulting the detainee's representative.

From that time on, the facility commander will assure adequate protection to such captives by segregation, transfer, or other means. Captives who mistreat fellow captives will be punished.

(*Commanding Officer*)

You also must—
- Set policies, procedures, and techniques that provide firm control of EPWs.
- Give reasonable orders.
- Give orders decisively and in a language that captives understand.
- Post copies of the Geneva Conventions where captives can read them in every compound.
- Post the rules, regulations, instructions, notices, orders, and announcements that captives are expected to obey. Posted information must be–
  - Printed in a language that captives understand.
  - Copied and given to captives who do not have access to the posted copies.
- Make sure captives obey orders, rules, and directives.
- Report captives who refuse or fail to obey an order or regulation.

If necessary the commander can initiate judicial proceedings against EPWs. They can be by courts-martial or civil court. The **Manual for Courts-Martial and the Uniform Code of Military Justice** are used when prisoners are court-martialed. EPWs can be delivered to civil authorities when authorized by the Secretary of the Army. An EPW will not be delivered to civil authorities for an offense unless a member of the US armed forces would be delivered for committing a similar offense.

Disciplinary measures should be used instead of judicial punishment whenever possible. Disciplinary measures include—
- Discontinuing privileges that are granted over and above the treatment provided for by the Geneva Conventions.
- Confinement.
- A fine not to exceed one-half of the advance pay and working pay that the EPW/CI would otherwise receive during a period of not more than 30 days.

Fatigue duties not to exceed two hours per day. This punishment will not be applied to officers. NCOs can only be required to do supervisory work.

Prisoners cannot be disciplined until they are given precise information regarding the offense of which they are accused. They must be given a chance to explain their conduct and defend themselves. They will be permitted to call witnesses and use an interpreter if necessary.

EMPLOYING INSPECTIONS AND SEARCHES

Make daily inspections to help maintain discipline and control. Account for captives by number when you conduct roll call formations. Do this–
- At least twice each day, morning and evening.
- Immediately following a mass disturbance, discovery of a tunnel, or detection of a hole or break in the perimeter fence. Count captives outside the facility on work details often and at random.

Inspect ID bands at random intervals. ID bands are attached to captives when they are processed for internment. They are used—
- To account for captives during activities in internment facilities, such as during compound inspections or while waiting in line to eat.
- To match captives to medical, supply, and personnel records and for other administrative uses.
- To identify captives departing for and returning from work details.

Make sure that every captive has an ID band. Because ID bands can be removed or altered, compare the ID band with an ID card when positive identification is required. Replace ID bands when the ISN or the name is not legible or the band is weakened because of wear or damage. Normally, ID bands will last about six months.

Conduct periodic and unannounced searches of compounds and facilities. When searching–
- Look for evidence of tunneling.
- Look for caches of food, clothing, weapons, maps, money, or other valuables that make escape easier.

Maintain strict accountability for tools and equipment used by captives. Check tools and equipment into and out of the compound or enclosure by item and number. Search all captives when they enter or leave an enclosure.

Examine all perimeter fences daily. Report and immediately investigate any evidence of weakness or damage.

USING AVAILABLE INFORMATION

You must be able to identify captives as cooperative or uncooperative. Be aware of the importance of observing, recognizing, and reporting information. To collect information at internment facilities, offer captives the chance to volunteer information. Accurate and timely information about captives' attitudes and activities helps you to —
- Determine measures needed to maintain control and to adjust to trends in prisoner behavior.
- Counter resistance and minimize the use of force.
- Identify and segregate "hard-core" uncooperative captives in maximum security facilities.
- Protect cooperative captives from reprisal.

PSYOP civil affairs, and MI elements also have an interest in captives' behaviors. They support efforts to promote captives' cooperation with US forces and to ensure the safety of cooperating captives. PSYOP elements working under the OPCON of the MP EPW commander–
- Screen the camp's EPWs to find suitable interpreters and translators.
- Develop comprehensive information, reorientation, educational, and vocational programs that prepare the EPWs for repatriation.
- Develop good relations with the local population near EPW camps to reduce the camps' impact.

- Help EPWs and CIs understand and appreciate US policies and actions.
- Encourage EPWs and CIs to accept camp authority and regulations.
- Try to gain cooperation of EPWs and CIs. (This can reduce MP guard requirements.)
- Aid in controlling the camp population during emergencies.
- Develop indoctrination programs to help eliminate political activities of activist EPWs and CIs.
- Identify malcontents, trained agitators, and political officers in the camp population. This reduces likelihood of organized resistance or unexpected disturbances.
- Gain information or PIR regarding enemy forces.

MI personnel at the theater army's interrogation facility are located close to a theater's internment facilities to provide access to EPWs for questioning. MI interrogators interact with PSYOP and civil affairs units working with EPW at the internment facility to gain information or PIR. And they coordinate with the internment facility to enable MP to safeguard from other captives those who are providing information to the MI interrogators.

COUNTERING DISRUPTIONS

All displays of conflict must be brought under control quickly. You must promptly segregate and/or isolate offenders. Aggressively uncooperative captives will try to—

- Refuse to eat, work, or attend formations.
- Malinger, sabotage equipment and facilities, or intimidate other captives.
- Commit acts of violence, like assaulting other captives or US personnel.
- Take hostages to secure concessions from US forces.
- Plan and attempt individual escapes or mass breakouts.
- Make weapons or other illegal or prohibited items.
- Print and distribute propaganda.
- Create embarrassing situations, make false accusations, or start disturbances to influence inspection teams or members of the ICRC or to create unfavorable publicity.

Sometimes captives form groups that promote conflict with or attempt to gain concessions from or to harass authorities. Captives may protest kinds and quantities of food and clothing, other living conditions and treatment, and the like. Demonstrations and protests can lead to riots. Riots can arise spontaneously even from–

- Group singing.
- Religious gatherings.
- Fires or other endangering or disruptive events–any events that promote strong feeling.

And a spontaneous riot may be organized and used by determined leadership to–

- Protest grievances.
- Intimidate persons or groups who are cooperating with US forces.
- Divert attention from an escape.
- Cause US forces to divert assets from other operations.
- Embarrass the US in relations with protecting powers and other nations.

To maintain control you must have a well-developed, well-rehearsed plan for defusing tense situations, handling unruly captives, and quelling riots should they occur. Only through quickly restoring order can you exercise effective control. Because physical layouts of internment facilities can differ, you must plan your actions to suit your given—

- Terrain features.
- Structural needs.
- Number of captives.
- Size of control force.

You must restore order using the least degree of physical force possible. Often PSYOP resources can play an effective role in restoring order. And you can, if need be, incapacitate captives with riot control agents.

You are authorized to use riot control agent CS, in both the powder and burning forms, for the control of EPW riots. CS is effective in very small amounts. In seconds it distresses exposed personnel. It causes extreme watering of the eyes, a choking sensation, and chest pains. Although the effects of the agent will disappear in 5 to 10 minutes in clear air, the experience is one few captives care to repeat.

Riot Control Agent CS Characteristics and Treatment

Delivery Means	Delivered by hand grenades, rifle grenades, ring airfoil soft projectiles, or as a dry spray by dispersers.
Employment Conditions	Has greatest effect when there is little or no wind; effectiveness greatly diminished by rain.
Persistency	Varies according to wind conditions; powder form persists longer in still air and in wooded terrain. Is not to be used in buildings, near hospitals, or in areas where lingering contamination could cause problems.
Time to Maximum Effect	Requires 20 to 60 seconds.
Duration of Effects	Lasts 5 to 10 minutes.
Effects	Causes extreme burning sensation in the eyes, abundant flow of tears, coughing, breathing difficulty, tightness in chest, involuntary closing of eyes, stinging sensation on moist skin areas, sinus and nasal drip, and nausea and vomiting on exposure to high concentrations, especially when ingested.
Minimum Protection	Requires protective mask and field clothing.
First Aid	Move victim to uncontaminated area, face victim into wind, caution victim not to rub eyes; keep affected people well apart; have victim shower first with cool water for 3 to 5 minutes, then proceed with normal showering; for gross contamination, flush body with large amounts of cool water, then wash with a 5% sodium bisulfite solution (except in and around eyes), and flush again with water (a 1% solution of sodium carbonate or of sodium bicarbonate may be substituted for the sodium bisulfite solution).

In good circumstances, 20 pounds or less of CS agent should provide an effective concentration over the open area of a compound. Riot control agent dispersers let you rapidly cover extensive areas. And you can supplement dispersers with bursting and burning riot control grenades. *See FM 19-15 for detailed information on the use of riot control agent dispersers, not control grenades, and the not control agent launcher and projectile.*

Only when extreme weather conditions prevent the use of riot control agents should you use physical force alone to restore order. Even then, you must weigh the benefit of using immediate force against the risks of delaying action until favorable weather would allow the use of riot control agents.

To be able to effectively use riot control agents, you must, before an incident —

- Review riot control plans in detail.
- Review basic loads of riot control agents to be sure you have an adequate supply.
- Be able to quickly supplement your stock from strategic storage points.
- Develop and implement courses of instruction in riot control operations appropriate for administrative and security personnel.
- Conduct operational checks of protective masks.
- Identify and train elements of the riot control force who will operate agent dispersers or supervise the operator as dispersal occurs.

At the time of an incident you must —

- Ensure your troops wear protective masks.
- Deploy your troops rapidly, ensuring they can quickly and effectively disperse CS agent over the compound.

You must be aware that when captives in one compound start rioting, often those in other compounds in the same enclosure also riot. If only one riot control force is available, first subdue captives in the most riotous compound. At the same tine, employ some of the riot control agent personnel to contain rioting in other compounds until the riot control force is free to subdue them.

If captives do riot, take immediate action to exert control within the capability of your forces. Use the CS early enough to avoid the need for physical force. Then take follow-up actions with supporting troops. If needed, call for outside reinforcements from MP units in the AO.

When troops are deployed, have disperser operators take a position upwind, but with the wind direction toward the compound so they can provide adequate agent coverage on the rioting EPWs. After they have dispersed the agent, have a skirmish element move into and through the agent dispersing area in a line. Their entry time is determined by watching the disperser's coverage of the compound area and noting the reactions of the rioters. Rioting captives must be incapacitated before they can be channeled elsewhere. As they force the rioters from the dispersing area, the skirmish element can search out lingering captives and then declare the area cleared.

But if the first use of agent does not bring the desired result, the dispersers can release additional quantities of the agent. If additional agent is needed, disperser operators obtain refills and quickly return to their positions. Troops carrying CS hand grenades also can engage any captives giving the slightest indication of further resistance. (Make sure burning CS grenades are not thrown into buildings.)

A second element, located outside the agent dispersing area, controls the movement of captives fleeing the riot control agent. This element channels the fleeing captives toward a "neutral" area where they will be met by an awaiting third element who will receive, search, and control all arriving captives.

When all rioters have been forced out of the riot area, the skirmish element reenters the area and searches the compound, buildings, or tents for contraband and items of intelligence value. They also check for riot control equipment. Before captives can be returned to their compounds, all riot control weapons, grenades, and protective equipment must be accounted for. If a weapon, grenade, or protective mask is missing and there is reason to believe that it has been left in the enclosure, all areas used by the riot control force must be searched until it is found.

Be sure former rioters are retained in the neutral area until all captives have been searched and their compounds have been cleared. Return captives to their compound in groups small enough to be easily controlled. (Captives who require medical attention are escorted to the enclosure dispensary for treatment.)

Information to be Recorded and Used In Preparing and Submitting a Serious Incident Report to Higher Headquarters

(Initiate this record at the beginning of a riot or serious incident.)

- O The time the incident was reported and by whom.
- O The time the enclosure commander reported it to his immediate commander.
- O The time the riot control force was alerted.
- O The time the riot control force commander reported to the affected enclosure. The time the riot control force entered the enclosure.
- O The weather conditions as they related to the use of riot control agents.
- O The types and amounts of riot control agents used.
- O The results or effects of the agents.
- O The number of US personnel injured or killed, including how they were injured or killed and the medical attention provided.
- O The number of captives injured or killed, including how they were injured or killed and the medical attention provided.
- O The time the operation was completed and the riot control force cleared the enclosure.

CHAPTER 12

PROVIDING SPECIALIZED SECURITY FOR CRITICAL RAILWAY, PIPELINE, AND PORT CARGOES

The security you provide for critical cargoes moving through logistical systems to tactical units can be critical toteh tactical commander's success in battle. During transporting, storing, and transloading, critical cargoes are at great risk to sabotage, diversion, and theft.

Traditionally, TA MP security companies provide the specialized security needed to protect rail, pipeline, and port cargoes.

If a TA MP security company is not yet present in a theater, security for key, nonredundant parts of cargo transport systems is likely to be provided by a combination of—

- US forces already located near the cargo, facility, or system at risk.
- HN forces under a government agreement.
- Subordinate units of the TA arriving in–theater for that purpose.

Army units in the area (if they are not themselves priority targets) are located along critical parts of the systems when they can be. Their self–defense takes in the defense of the nearby system. TAACOM MP intensify their area security efforts. And, whenever possible, Army aviation keeps watch on the railway and pipeline systems from the air. (No matter who provides the specialized security, all efforts are integrated with MP area security measures for that AO.)

But until a TA's special–purpose MP units arrive, the responsibility for security of critical cargoes is likely to be tasked by the echelon commander to MP units operating in the area of concern. If you are in a TAACOM MP element tasked to provide security for critical cargoes you must focus your efforts on increasing security most in areas of greatest risk. Set up checkpoints and roadblocks throughout the AO. Have recon and security patrols monitor key areas outside ports and along railways and pipelines. Patrols should be random but frequent. Loading areas, bridges, pumping stations, remote switching points, refueling and rewatering points, or any nonredundant feature that requires a fairly long repair time are checked often. And security patrols screen critical points to provide security in depth.

PROVIDING SECURITY OF CARGO IN PORT

If a TAACOM MP unit must provide security for cargoes in port, the main effort must be to provide security from the perimeter of the port outward. Security measures should focus on aggressive patrolling to detect, report, and, if need be, combat enemy threats. Measures may include-

- Conducting route and area recon patrols.
- Developing criminal intelligence in the AO.
- Controlling traffic in the area surrounding the port.
- Conducting mounted or dismounted patrols, with MWDs if available, around the port perimeter.
- Watching for penetrations into the port.
- Watching for diversions of supplies out of the port.
- Providing a response force to react to incidents inside the port perimeter.
- Providing observation and early warning of Threat ground and air attacks.

On occasion you may have to safeguard highly critical cargo inside a port perimeter. The type and degree of security you provide is based on–

- Types and values of cargoes stored on the wharves.
- The degree of risk for theft, pilferage, and sabotage.
- Their vulnerability to a land threat.
- Its risk to theft or diversion by military personnel, local workers, black marketeers, or enemy agents.
- Location and nature of the port facilities.
- HN agreements.
- Your degree of ingress and egress control.

If you must provide security for a cargo, focus on providing a security overwatch for the cargo as it moves from port to the combat area. Inside a port's perimeter, limit access to cargoes by–

- Operating random mounted or dismounted patrols (with MWDs).
- Using the combined patrols as a response force for incidents inside the perimeter.
- Controlling access to the most restricted areas.

Focus your effort on keeping safe the most critical cargoes waiting for or being transferred to land transport.

To safeguard stored cargo–

- Check passes and badges of persons entering or leaving the terminal.
- Direct persons without proper passes to the identification section.
- Search bundles and packages being taken from the area.
- Examine trip tickets and documentation of cargo vehicles.
- Issue and check badges of persons entering or leaving restricted areas like wharf sheds, vessels, and ammunition areas.

If the restricted area is a pier, you must be able to control access from the water as well as from the land. You can control entry on the landward side of a pier with fencing. But the part of the pier that protrudes over the water is accessible from the sides and from below. You can limit access to a pier along its water boundaries with—

- Patrols.
- Protective lighting.
- Booms.
- Nets.

Sometimes it is best to just close off the water side of a pier. A floating boom will keep small boats out. And suspending a cable or chain link net from the boom will deny access underwater.

To keep cargo secure during transfer from one transport method to another, control the traffic moving in and out of cargo handling areas. You can–

- Set up a single access control point.
- Erect field-expedient barriers. Use truck trailers or other large vehicles to constrict the traffic flow if permanent barriers are not in place.
- Limit entry to transporters and material handling vehicles and equipment and to maintenance and essential administrative vehicles.

If gates are used by other than cargo vehicles, provide a "turnout." Cargo vehicles can pull into it while they are being checked. Be sure the turnout is large enough to handle the volume and size of traffic. A wooden deck or platform at, or slightly higher than, the level of the truck bed hastens checking. It makes it easier to see the cargo. The platform should be as long as the vehicles being used. (You could use an empty flatbed trailer.)

Cargo is less likely to be diverted if you keep a close watch on cargo documentation and container safety. Containerized cargo is less likely to be stolen or sabotaged. But you must watch closely as containers are filled and sealed for storage or shipment. Cargo can be pilfered before the seal is applied. An unsealed container can be moved to a stacking area. Or someone may apply a false seal, break the seal later, remove cargo, and then apply a legitimate seal.

At access control points–

- Inspect inbound and outbound containers. Look for signs of damage or unserviceability.
- Inspect containers for the presence of seals and/or locks and hinges. Check their condition.
- Allow only containers with valid documents to pass inbound or outbound through the control point.
- Verify that the document's transporter number, container number, and container seal number match those numbers on the transportation control and movement document. (Check seals by handling them, not simply by a visual check.)

PROVIDING ON-BOARD SECURITY OF CARGO MOVING BY RAIL

Sometimes TRANSCOM MP security companies are not available to provide on-board train security for a critical cargo. When this occurs, the echelon commander may task TAACOM MP or other US forces to ride with a train and its crew.

The train crew and the on-board train security force must get the train to its destination with its freight intact. The train commander is responsible for the operation and security of the train. He makes all decisions affecting the train. The security force commander is responsible for security of the cargo. The train crew and security force watch for and report any discrepancies or interruption to normal procedures at anytime during the movement. Information about the movement is usually sent along the movement route by the chief dispatcher through a telephone circuit. This integrates high-priority shipments into the movements program.

TRAIN OPERATING CREW

Most train crews have an engineer, a conductor, a fireman, a senior brakeman, and a brakeman or flagman. The crew controls the train. The conductor is the train commander unless a transportation railway service officer is assigned to that train.

SECURITY FORCE

When TRANSCOM MP provide security for a train, the same security forces and train crews, as much as possible, work together on every run. Sometimes a four–man security force is enough to secure cars having sensitive freight. But additional security forces may be needed for movement of critical cargo. In addition to a US military security force, the shipper or loading agency may send specially trained personnel with highly sensitive cargo.

The names of the security force, like the names of the train crew are listed on the dispatcher's roster. The number of men in a train security force depends on the–

- Sensitivity of the freight.
- Priority of need for the freight.
- Terrain over which the train will pass.
- Length of the train.
- Duration of the trip.
- Degree of enemy threat.

PLANNING AHEAD

When planning on-board cargo security–

- Obtain the time schedule for the rail movement.
- Make a map recon of the route.
- Plot locations and note radio frequencies and call signs of MP units and other friendly forces operating in the area along the route.
- Obtain and review intelligence reports.
- Plan actions at scheduled stops and relief points, deploying forces according to these plans.
- Plan to communicate with friendly units as the train enters their AO.

DURING THE TRIP

Security forces prepare and maintain a record by car number of guarded cars in the train. Security forces can ride in—

- The car to be protected.
- A caboose.
- A security car. (If only one, it should be near the center of the train; if more than one, the cars should be spaced to provide the best protection for the train.)

Place security forces where they can continuously observe and protect the flatcars or gondolas carrying sensitive or easily pilfered freight. Have them note and report immediately–

- Irregularities in procedures.
- The presence and/or actions of unauthorized persons.
- Deficiencies and/or incidents that occur.

Cargo is sealed inside railway cars during travel. A seal shows that a car has been loaded and inspected. (It can also reveal tampering. You must maintain rigid accountability of seals to prevent the undetected replacement of an original seal with another.)

Train Security Options

Vulnerability	Actions to Take
Ground attack of trains on steep grades and in deep rock cuts, tunnels, built-up or congested areas.	O Use OPSEC. O If possible, perform air recon of route before passage. O Be alert for saboteurs. O Keep rear vestibule doors locked to prevent attackers boarding. O Ensure windows are covered with security-fastened, heavy mesh wire screen. O Position forces where they can best return fire and repel attack. O Direct fire to neutralize or destroy attackers. O If the track is blocked and the train must temporarily stop, dismount and provide local security. Be sure to listen for the signal to reboard so you won't be left behind or injured by boarding as the train moves out.
Pilferage while loading, unloading, and storing.	O Report incidents. O Use OPSEC. O Load cars as soon as freight is brought to carrier. O Use boxcars or CONEX containers for small items. O Group cars containing highly pilferable freight, high-priority cargo, or special shipments. O Position forces so they can watch and protect open, flat, or gondola-type cars that cannot be locked or sealed. O Suggest that foot patrols in freight yards use varied and irregular schedules. O Capture and detain persons trying to pilfer. O Report broken seals or other irregularities.
Air attack of trains at terminals, railheads, refueling and watering stations, and bridges.	O Use OPSEC. O Mount antiaircraft weapons on cars throughout the train. O Coordinate for defensive air coverage and escort for the rail movement with the ADA officer. O Hide trains in tunnels.
Sabotage of bridges, tunnels, and switches.	O Use OPSEC. O Use special observation cars that allow surveillance of the entire train. O Use special armored guard cars. O Position units in the rear area so that their self-defense includes observation of parts of the rail line at greatest risk. O Use decoy trains. O Suggest 2 or 3 gondola cars filled with rocks, sand, or other ballast be placed in front of the engine. O Have MP units along the route conduct bridge and tunnel inspections just prior to the train's expected arrival at those points along the route.

Usually a railway car door is sealed with a soft metal strap seal or a cable seal. The seal is numbered. The cargo is protected by securing the car's locking eyes with a heavy duty padlock or a tightly twisted length of heavy wire with closely clipped ends. (Padlocks tend to advertise valuable cargo.) You should–

- Constantly check doors, seals, wires, and locks for tampering.
- Check the seals on cars when the train stops and before it starts again.
- Check the train on both sides. Coordinate this carefully with the train crew.
- Verify that seals, locks, and wires are intact. Report a broken seal immediately. This helps pinpoint the time and place of the theft.
- Check for damage to the cars. Watch for overheating journal boxes. They can damage the axles.

If a car is set out on a siding because of a defect, a team from the security force must stay with the car until it is unloaded or repaired.

Your responsibility for the cargo ends when the loaded cars are delivered at their designated depot, siding, or track. When the trip is completed, the receiver or his agent inspects the secured cars. Obtain a receipt for the secured cars. Attach it to your trip report. Include--

- Dates and times of the start and the end of a trip.
- Recommendations for correcting deficiencies or for improving future security on trains.
- Information required by local or command directive.

If your security force is relieved by another security force while en route, jointly inspect the guarded cars. Have the relief forces sign the record being kept on the guarded cars. Careful documentation is essential—

- For the security of shipments.
- To locate cars with critical cargo.
- To ensure priority movements can be authorized.

Transportation movement officers are responsible for the completeness, correctness, and proper handling of waybills. *For more information on security of railways and rail cargo, see FM* 55-20.

PROVIDING SECURITY FOR PRODUCTS MOVING BY PIPELINE

Pipeline systems are widely used in a theater of operations to transport bulk petroleum or other liquids. Such systems are open to a number of security threats from point of entry to point of final delivery. Pipeline systems are composed of storage and dispersing facilities, pump stations, and extended pipelines. They also include discharging facilities for tankers at ports.

The type and extent of risk to a pipeline varies with the level of conflict in the AO. In a COMMZ the chief hazard is likely to be pilferage. The risk rises if gasoline is scarce and expensive on the civilian market. Sabotage is a security hazard during all levels of conflict. Saboteurs can–

- Open pipe flanges.
- Cut hoses.
- Set fires and cause explosions to destroy portions of a line.

In areas of greater conflict, the likelihood of sabotage and interdiction increase. Pipeline systems are vulnerable to air attacks, especially–

- Above-ground sections of the pipeline.
- Pump stations.
- Storage facilities.

Isolated parts of a pipeline are at great risk to enemy, terrorist, partisan, and ground attack. Pumping stations often are remote from supporting units. The pumping machinery or the entire station is vulnerable to sabotage. Set up patrols to screen isolated areas and remote nonredundant pumping stations. Sensors should also be considered, along with aerial security provided by Army Aviation. Tie in with all available supporting forces. Coordinate your efforts with HN and MP elements responsible for the AO.

Stay in touch with the echelon's petroleum officer. Be aware of the status of the pipeline. Information on line breaks, leakage, and other problems will help you evaluate risk and decide your response.

On security patrol–

- Detect, report, and respond to attacks on or sabotage of the pipeline.
- Monitor critical parts of the pipeline on a routine but random basis.
- Monitor ground sensors and other intrusion detection devices. These are often used at pump stations and elsewhere along the pipeline to detect and identify threats to the system.
- Check line pressure devices in pipeline and pumping facilities. The devices monitor the flow and detect breaks in the line. Gasoline can be pilfered from hoselines by–
  - Loosening the couplings between sections of hose.
  - Cutting holes in the hoseline.
  - Tapping at loosened flange bolts that join the sections of pipe and–
    - Draining through the opening into containers of any type (depending on space available beneath the pipe).
    - Letting it drain into a hole dug under the line and then transferring it from the hole to containers.

CHAPTER 13

PROVIDING SECURITY FOR SPECIAL AMMUNITION

If you are assigned to a special-purpose MP unit organic to a TA Special Ammunition Ordnance Brigade, your mission will be to provide dedicated security for that ammunition. Special ammunition is a high-priority target for Threat forces. You will help protect the special ammunition during storage, transporting, and transloading. You will accompany the special ammunition and provide for its security—

- From its entry into and during its stay in theater.
- In movements forward to nuclear ammunition transfer points in a division AO.
- During movements to storage at NASPs in a corps AO.
- While it is is in convoy, at helicopter landing zones, and at nuclear ammunition transfer. points.

For discussion of peacetime and out-of-theater security for special ammunition, see FM 19-1 and FM 9-84.

PROVIDING SECURITY AT NUCLEAR AMMUNITION SUPPLY POINTS

In wartime, special ammunition is moved to and distributed from NASPs–small, mobile supply bases for special ammunition. Each division has a supporting NASP, set up in the corps area near the division rear boundary. Each NASP has both ordnance and MP personnel. The ordnance personnel receive, store, maintain, and issue the ammunition from the NASPs. The MP provide dedicated security for the ammunition. Although MP have the lead for providing security, ordnance personnel are a key asset and are part of the NASPs' security and defense plans.

NASPs are located where they can provide quick support to using units. NASPs move almost continuously to make it hard for the enemy to target the ammunition. OPSEC plans emphasize early warning and tactical flexibility to support the camouflage, concealment, and frequent movement of the site that are basic to NASP security.

EXTERNAL SECURITY

NASP security requires "security in-depth." You setup an all-around perimeter defense, enhanced by electronic sensors, mounted and dismounted patrols, and MWD teams (when available). Patrols operate a 360-degree screen around the site. Security patrols —

- Operate up to 5 kilometers out.
- Maintain coordination with other units operating in the AO as well as with MP units providing area security.
- Operate on-road, off-road, mounted, and dismounted, especially when visibility is limited.
- Include MWD teams, if available, to take advantage of the dogs' keen senses of smell and hearing.

Set up OPs/LPs to detect Threat forces and provide early warning so the response force can help delay the Threat and buy time for the NASP to relocate if need be. OPs/LPs must be far enough from the site to keep Threat forces from watching or attacking the site. Place OPs/LPs on dominant terrain that overlooks likely avenues of approach to the site. Put PEWS along enemy avenues of approach.

Task security patrols to operate between the OPs/LPs in areas that cannot be observed from the OPs/LPs. The routine but random security patrols and/or MWD patrols identify and report signs of potential ground or air attack. The patrol will act to disrupt and delay aggressors, giving the main security forces time to respond and, if possible, destroy the enemy.

Provide security patrols and OPs/LPs with night–vision devices. And ensure OPs/LPs and subordinate element leaders can talk with the platoon CP. (Use wire as the main means if you can.) Be sure communications are set up between the platoon CP and NASP HQ. And have an alternate means as well.

Use MWD patrols during darkness or when visibility is limited. MWD teams can help give early warning of the enemy—

- In possible attack assembly areas.
- In likely locations for stand-off attacks.
- On likely avenues of approach to the NASR
- On key terrain features around the NASP.

When an MWD alerts to the presence of intruders, the MWD team notifies the security leader. He decides what the team will do. The MWD team can move forward to investigate the cause of the alert or can hold its position and observe the area. MWD teams are most effective operating in front of and upwind from established OPs/LPs and in combination with PEWS.

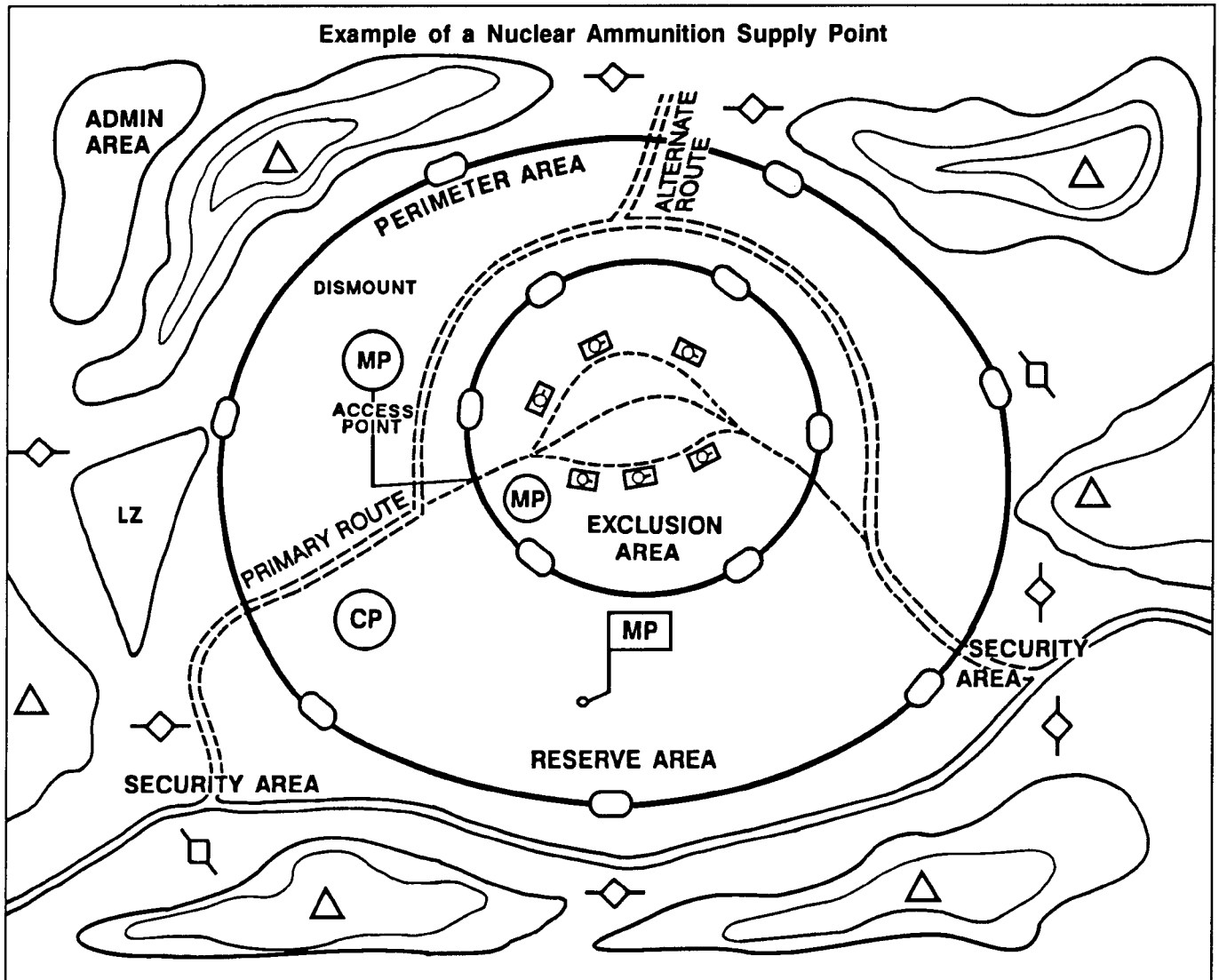
MWD teams are under the OPCON of the senior MP commander. The dogs and their equipment are maintained IAW their utilization plan, which provides for safety procedures, kennel operations, veterinary services, and disposition of records. *See also Appendix K.*

INTERNAL SECURITY

Internal security at a NASP is based on prepared and manned interior fighting positions. The positions are backed by a response force to–

- Strengthen the perimeter.
- Delay enemy forces that have penetrated the perimeter.
- Reinforce the exclusion area.

Example of a Nuclear Ammunition Supply Point



ADMIN AREA –All support functions (mess and maintenance). Sometimes within the reserve area, sometimes not.

RESERVE AREA –Site command post, MP response force.

PERIMETER AREA –Fighting positions manned by MP and ordnance personnel.

SECURITY AREA –Up to 5 km outside perimeter. Security patrols, OPs/LPs, MWDs, PEWS, and obstacles.

Early warning device

LP/OP

Fighting position

LZ Landing zone

Mission vehicle (camouflaged)

CP Command post with ordnance

For internal security—

- Set up fighting positions around the exclusion area (usually manned by ordnance personnel).
- Set up an access control point at the entrance to the exclusion area.
- Set up guard posts within the exclusion area, depending on the accessibility of the terrain and the size of the exclusion area.
- Make sure persons operating the exclusion area's access control point and/or guard posts are in the personnel reliability program and on the nuclear duty position roster. (However, in wartime adherence to the formal requirement for documentation of the personnel reliability program is relaxed.)
- If needed, operate a dismount point, either separate from or collocated with the access control point.
- Ensure MP at the access control point know and **enforce the two-person rule.** The two-person rule prohibits access to protected material by a lone, individual to preclude damage to or unauthorized firing of a weapon.

See FM 9-84 for detailed discussion on MP support for special ammunition security.

PROVIDING SECURITY FOR THE AMMUNITION DURING GROUND MOVEMENT

MP assigned to the Special Ammunition Ordnance Brigade accompany special ammunition during its movement from one location to another on the battlefield. They provide security of the ammunition at stops en route as well as while it is in transit.

Special ammunition usually moves by night convoy to enhance its security. But to counter enemy attempts to learn when, where, and how movements of this cargo will be made—

- Operate the convoys on an irregular schedule when routes are set and alternates do not exist.
- Vary the selected start, release, and check points from one trip to another.
- Vary halts and refueling stops whenever possible to deceive potential ambush forces.
- Do not do anything that reveals your role as a security element for special ammunition.
- Do not set a pattern of security procedures that could be detected by the enemy.
- Make the element's outward appearance, such as brassard and other MP markings, match other MP units in the area. (The company commander may direct the removal of all MP markings.)
- Follow OPSEC procedures.

PLANNING

If you are tasked as convoy commander, review your unit's SOP. Learn what plans are in effect for—

- Approval authority for convoy movements.
- Duties of the convoy commander and control personnel.
- Convoy organization.
- Convoy communications.
- Weapons and ammunition to be carried.
- "Hardening" of vehicles (adding armorplating or sandbags).
- Protective equipment to be worn by convoy members.
- Preparing convoy vehicles and for using tarpaulins, tailgates, windshields, and vehicle lights.
- Counterambush actions.
- Security measures.
- Maintenance procedures.
- Recovery of dISabled vehicles.
- Refueling and rest halts.
- Safety measures and emergency operations.
- Threat conditions.

The NASP commander selects the route to be used based on the convoy commander's recommendation. Before recommending a route, consider—

- Time.
- Distance.
- Current and projected enemy activity.
- Availability of security forces.
- Availability of fire support.
- Trafficability of the roadbed and bridges.
- Other known critical factors.

After the route is selected, coordinate with Engineers and with HTD. You need to know the route's classification to ensure the roads can handle the vehicles' weights.

Select, organize, and brief recon teams. Send teams out to make a hasty recon of the route. Have the teams conduct a route recon of both the primary and alternate routes. *See also Route Reconnaissance Patrols, Chapter 4.* If you can, use aircraft for the recon. And repeat the air recon several times before the convoy moves. Have as many convoy element leaders as possible go on these flights. At the very least, do a map recon. Coordinate with all sources of information. In particular—

- Select tentative checkpoints or confirm established ones.
- Determine the tactical units' AOs through which the convoy will pass.
- Identify likely trouble spots and ambush sites.

Coordinate with the NASP operations section to learn of enemy activity in the area through which the convoy will move. Next, plan, coordinate, and integrate—

- Convoy security, including noise and light discipline.
- Front, flank, and rear security during movements and halts.
- Air cover.
- Fire support.
- Priority of fire. Pick prearranged targets for critical areas along the routes and post on a map overlay.
- Communications with HQ and with supporting units.
- Information derived from route recon observations and questioning of local civilians along the route about road conditions and possible enemy activity.

Coordinate with MP units providing area security in your AO. If attacked by an enemy force exceeding your security force's capability, you will need their support. Consider using air cover for convoy security if it is available. Air assets also may be used as a reaction force if the convoy is attacked or ambushed. (The air element might consist of one or several aircraft.)

Prevent the control and security problems that can be created by the reduced visibility in which night convoys operate. As visibility decreases, coordination of convoy personnel, security troops, fire support units, and reaction forces can become critical. Ensure—

- Troops understand the correct use and recognition of pyrotechnic signals.
- Vehicles have equal and uniform capabilities. Avoid using outsized or overloaded vehicles.
- March elements are organized in easily manageable sizes.
- Each march element has a security element.
- All mission vehicles have radios to ensure rapid communication among elements in the convoy.

PREPARING

Take steps to organize the convoy. First, brief convoy personnel. At the least, include the—

- Mission.
- Expected threat and required MOPP level.
- Convoy configuration.
- Chain of command.
- Responsibilities in the event of an attack.
- Security at halts.
- Communications procedures.
- Routes.
- Destinations.
- Distance between vehicles.
- Convoy speed.

Next, form the convoy. The number of vehicles in the convoy depends on the mission. It also depends on the number of mission vehicles you will move and the number of security vehicles you have. Prepare your convoy organization plan. (Local conditions dictate the details of the plan.) Consider—

- Deployment of—
  - Control vehicles.
  - Maintenance and recovery vehicles.
  - Security vehicles.
  - Mission vehicles.
- Deceptive measures.
- Unloading procedures.

When it does not compromise convoy security, put the trucks needing the longest unloading time at the head of the march element. (This gives the fastest turnaround time.) Plan for a—

- Route sweep vehicle to precede the lead vehicle.
- Lead convoy vehicle to precede the ordnance mission vehicles (weapons carriers) and set convoy speed.
- Trail vehicle to follow the ordnance mission vehicles.
- Response force of one or more vehicles positioned to tactically respond within five minutes to a threat against the convoy.

Base your placement of convoy elements on—

- Local policies and procedures.
- METT-T.
- Current area intelligence.
- Experience of the convoy commander.
- Experience of escort and security personnel.

Give special thought to the placement of–

- Vehicles carrying flammable materials. Grouping vehicles loaded with critical cargo together makes them a profitable, easy–to–find target. In larger convoys disperse these vehicles between march elements.
- Control vehicles. They are primary targets if they are recognized. Make pinpointing control vehicles more difficult. Avoid using a set pattern for placing control vehicles in the convoy. To deceive the enemy, consider using a cargo vehicle (2 1/2-ton or 5-ton truck) as the command vehicle.

Place one hardened vehicle in front of the convoy to sweep the route about three to five minutes ahead of the lead convoy vehicle. The sweep vehicle provides early warning to the convoy commander. It watches for activity along the route that could adversely affect the convoy. And it is in place in front of the convoy to provide fire should you meet the enemy unexpectedly. Place the remaining response vehicles where they can best protect the convoy elements. Place some response vehicles in the rear of the march element. Do not place response vehicles where they can be isolated from the convoy by the enemy. They must be able to provide a base of fire for the convoy.

The trail party must have security, especially during recovery operations. Their vehicles should be hardened. Trail party troops should be armed with automatic weapons. The size of the trail party and the number of recovery vehicles are determined by the convoy's size and by the experience of convoy personnel. Usually, recovery vehicles are assigned to each march element of the convoy. If available, 5-ton tractors (bobtail) and 2 1/2-ton trucks equipped with tow bars can leave wreckers free to recover more damaged equipment.

CHECKING READINESS

Stress the importance of having roadworthy vehicles. If a convoy vehicle fails to function, it may have to be destroyed. Even if repairs could be made or the vehicle could be towed, some convoy elements would be delayed. This would increase their exposure to attack.

Ensure drivers do their preventive maintenance checks and services (PMCS). Correct minor problems on the spot. Exchange vehicles with major problems for mechanically sound vehicles. Defective vehicles must not leave with the convoy.

Convoy Vehicle Checklist	
o Air hose couplings	o Tires
o Oil and lubricant levels	o Brakes
o Cooling system	o Battery

Unless set by higher HQ, decide if windshields should be removed, lowered, or left in place. Windshields can hamper the use of weapons. And they should be removed for blackout travel. But they can—

- Protect against heavy dust and driving rain.
- Anchor chicken wire to cover windows and deflect grenades.
- Keep soldiers from being beheaded by wires stretched across roadways.

Be sure leaders—

- Inspect each soldier's equipment and uniform.
- Check individual weapons, crew-served weapons, and ammunition supplies.
- Set up an internal communications net within the convoy to talk with security vehicles, the trail element response force, and the NASP operations section.
- Establish call signs for vehicles.
- Ensure additional fuel, water, and lubricants are on hand.
- Ensure the gas cap locking device is in use if a vehicle has one.
- Ensure tarpaulins and end curtains are present, when required, and secured.
- Check the condition of sandbags, if needed, in the driver's compartment and in the cargo bed.
- Ensure windshields are in the prescribed position.

Appoint a maintenance inspection team to—

- Check all vehicles for serviceability and fuel.
- Be sure equipment and supplies are securely stored for cross-country travel.
- Check communications equipment.

Brief your subordinates on—

- Final coordination with the security element leader, if applicable.
- Coordination with tactical units whose areas of responsibility lay along the convoy's route. This coordination includes restrictions and requirements placed on the convoy and what support the tactical units can provide. Support could be security forces, escorts, fire support, vehicle recovery and repair, road repair, and medical support.

Before leaving the briefing, bring your maps up to date.

COORDINATING SUPPORT

Coordinate fire support. The artillery units assign a priority of tire for the convoy. See that a priority of fire is established. Coordinate fire support with the artillery officer. He can plan the use of artillery assets to the convoy's best advantage. Provide the artillery unit with the convoy's—

- Start point.
- Schedule.
- Checkpoints.
- Size.
- Release point.

Also, exchange—

- Call signs.
- Frequencies.
- SOI.

Other information can include—

- Types of ammunition to be fired under various conditions.
- Number of rounds to be fired at a given target.
- Types of targets that warrant fire support.

If you know of critical areas of enemy activity, plan added fire support along the route. On an overlay for your map, show target reference points and concentrations. This will help you call for and adjust fire quickly and accurately. (Be sure to coordinate and rehearse these calls.) Show no-fire zones on the overlay. If the artillery unit cannot provide fire along the whole route, note its range limits on the overlay.

Request aviation fire support. If possible, have attack helicopters either on call or overhead while the convoy is en route. Ensure convoy radio operators and control personnel know the air support's radio frequencies. Ensure communications and control personnel can call for fire. And have a means of marking targets, especially for night fire.

Request Engineer support. If you meet damaged roads or bridges, and other routes are not available, you will need Engineer help to continue onward. (An air recon can speed selection of bypasses or alternate routes.) When you can, arrange for Engineers to survey the route before the convoy uses it.

TAKING SECURITY MEASURES

The convoy commander ensures that at least two persons in each mission vehicle are armed (one can be the driver).

Use deceptive measures throughout the convoy. You can camouflage vehicles with canvas-covered frames. Or you can place lumber, wire, or other cargo over your primary load.

The main advantage of covering cargo is that it conceals the contents. This makes it difficult for an ambush force to identify critical cargo. The main disadvantage of coverings is that they must be removed for loading and unloading. This reduces the operating time of the vehicles. It also increases the vehicles' exposure to enemy observation and attack. Tops also can interfere with the driver's rear vision and with the gunner's ability to fire to the rear.

You can "harden" the vehicles against explosives. Consider—

- Covering the floors with at least a double interlocking layer of sandbags.
- Placing a layer of sandbags on cab floors.
- Placing a double layer of sandbags under the driver's seat.
- Placing a heavy rubber or fiber mat over the sandbags as an added precaution against stones, sand, metal parts, shrapnel, and the like.
- Putting sandbags on fuel tanks, fenders, and hoods.
- Putting armorplate on general-purpose vehicles when authorized to do so.
- Protecting fuel tanks by inserting steel plates between the tanks and the hanger straps when authorized.

Choose your method of escort in light of the –

- Terrain along the route.
- Number of vehicles in the convoy.
- Size of the convoy.
- Enemy activity.
- Additional resources available to the convoy.

Use the leading and following method for routine convoy operations. Place security vehicles to the front and rear of the convoy. The convoy follows the lead vehicle, which sets the convoy's pace, and the trail vehicle is used as a control measure to prevent straggling of vehicles.

Use the leap frog and modified empty truck methods when minimum vehicle support is available. For leap frog, a guide vehicle moves to a location, waits until the convoy passes his location, then overtakes and passes the convoy, moving on to the next point. For empty truck, guides are prepositioned along the route at critical points. An empty vehicle travels at the rear of the convoy to pickup the guides as the convoy passes.

Use the perimeter method when contact with the enemy is likely. Put security elements to the front, rear, and flanks of the convoy.

As the start time nears, have drivers enter the radio net (a half hour before the start of the convoy). Be sure SOI extracts and authentication systems are checked.

At the appointed time, tell the NASP commander the convoy is ready to move. Local conditions determine if a night convoy moves under blackout conditions or with lights. For blackout, keep intervals of 15 to 20 meters between vehicles. With lights, keep intervals of 50 to 100 meters between vehicles.

While the convoy moves, sweep vehicles travel three to five minutes ahead of the convoy. Their personnel keep the convoy commander continuously apprised of activity or lack of it. The lead vehicle sets the convoy's pace. The response force stays within five minutes of the convoy. Vehicles keep to their irregular intervals so they mask the convoy's appearance. M60/MK19 gunners on each HMMWV monitor the area 360 degrees around the vehicle. Inform NASP operations each time you pass a predesignated checkpoint along the route.

If the trip is long, you may need to stop to refuel, inspect, and maintain equipment. You will also need to stop for mess, rest, and relief. Halt the convoy where there is a clear view from the front to the rear of the column. There should be no restrictions, curves, or grades. Have the drivers pull their vehicles as far to the side of the road as they can. The drivers should keep the set distance between their vehicles. At any halt, set out security. Establish an exclusion area around mission vehicles and enforce the two-man rule.

Do not make a planned halt in a populated area. Avoid stopping where there is a lot of local traffic, especially people on foot. If you must stop there, keep local civilians from gathering around convoy vehicles. Have all vehicles move off the road to keep the traveled portion of the road clear. Post guards at the front and the rear of the column to direct traffic.

When you arrive at your transfer point destination, immediately begin providing security for transloading. *See At Transfer Points, later in this chapter.*

ENCOUNTERING THE ENEMY

Be alert for unexpected contact with the enemy. Convoys are prime targets for ambushes, air attacks, and snipers. And they are vulnerable to enemy-emplaced mines.

Heavy **sniper fire** often is used to slow a convoy just before an ambush. The best defense against snipers is to keep moving. Pass as quickly as possible through the area without stopping. When receiving fire—

- Notify the convoy commander of the presence of sniper fire.
- Mark the sniper's location. Use a prescribed signal, usually a red smoke grenade thrown in the direction of the fire.
- If in a free-fire zone and so ordered by the convoy commander, try to locate and kill or drive off the sniper. Direct frees only at a specific target.
- Do not return fire in a "no-fire" area (where there are friendly troops around).

As you travel, monitor the terrain for possible ambush sites. Watch for obstacles. Be alert going around sharp bends and over hills. Be especially watchful when the route has a high embankment on one side and a drop-off on the other.

Watch for signs indicating an ambush is imminent. **Beware the presence of mines.** Ambushers usually signal the start of an ambush with a command-detonated mine. When ambush fire in a kill zone comes only from one side of the road, a second smaller force may be deployed on the opposite side, with mines and obstacles between themselves and the convoy, to contain the convoy's troops in the kill zone. And ambushers often use mines to protect their flanks.

To avoid damage from mines—

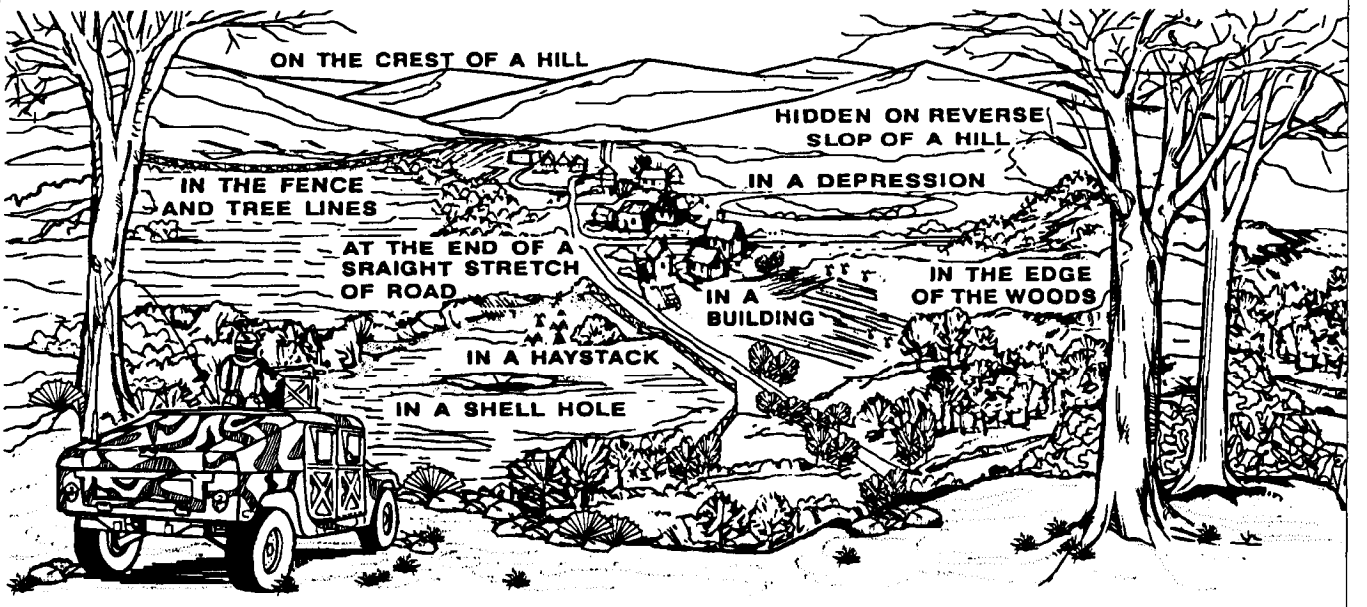
- Drive on the track of the vehicle in front.
- Avoid driving on the shoulder of the road.
- Try to avoid running over foreign objects, brush, or grass in the road.
- Avoid fresh earth in the road.
- Watch local traffic and the reactions of people on foot. They often give away the locations of mines and booby traps.

If a convoy is ambushed, security personnel immediately–

- Form a 360-degree perimeter around the mission vehicles.
- Place themselves so they can control access into the entire perimeter, yet have cover and concealment.

Watch for Signs of the Enemy

- On the crest of a hill (not near a good reference point).
- In the fence and tree lines.
- At the end of a straight stretch of road in the woods.
- In a shell hole.
- In a haystack.
- In a building.
- In a depression.
- In the edge of the woods.
- Hidden on reverse slop of a hill (ready to fire on your rear or flank).



A ambush force can seldom pin a whole convoy in a single kill zone. More often, a part of the convoy, usually the lead or trail element or a section of the main body, is ambushed.

If an ambush is detected **before any vehicles enter the kill zone,** the convoy—

- Halts.
- Sets up security.
- Calls the response force.
- Notifies MP operating in the area.
- Takes another route if possible.

If the convoy gets caught in an ambush **and the road is not blocked,** the—

- Mission vehicles that have cleared the kill zone continue the mission.
- Vehicles in the kill zone immediately drive out of the kill zone. Other vehicles do not enter the kill zone.
- Troops in the kill zone, in a disabled vehicle that cannot move, dismount and return fire.
- Disabled vehicles that block the road out of the kill zone are pushed out of the way by following vehicles.
- Dismounted troops from disabled vehicles are picked up by following vehicles.
- Security elements immediately lay down suppressive fire on the ambushers.
- Security element leader calls for fire support.
- OIC notifies the convoy's response force, informs them of the situation, and coordinates their assault on the enemy position.
- OIC contacts the MP performing rear area security and the RAOC to request help.

Vehicles that have not entered the kill zone may have to return to the nearest secure area. They wait there until response forces clear the ambush.

If the convoy gets caught in an ambush **and the road is blocked,** the—

- OIC immediately notifies the convoy's response force.
- Troops dismount, take cover, and direct maximum fire on enemy positions.
- Troops from vehicles that are not in the kill zone dismount and set up security around the vehicles.
- OIC assesses the situation and directs the response force to make a flanking attack.
- OIC or NCOIC ensures those making the flank attack on the ambushers do not enter the target area of supporting artillery fire.

The maneuver plan might be changed by the fire support plan. For example, if immediate air or artillery support is available, restrict troops to a certain distance from the road. This prevents casualties from friendly fire. In such a case, troops in the kill zone setup a base of fire. The other troops take up defensive positions around their vehicles. They wait while fire is called in on the ambushers.

When the ambush is dispersed or destroyed, the security element regroups. Leaders check their troops and report to the OIC. All troops assess damage, treat casualties, evacuate the wounded, and continue the mission. If the road is blocked, clear the road. The convoy resumes as soon as possible.

If the convoy is the target of an **air attack,** give the alarm (could be horn or hand signal). Take action. *See Reacting to Air Attack Chapter 2.* Notify the response force. Also notify higher HQ IAW unit SOP.

DEALING WITH DISABLED VEHICLES

The march element and convoy commanders must know the status of vehicles disabled by a mine, fire, wreck, or weapons fire.

Disabled vehicles must be kept secure. And they must be swiftly moved if they impede the road for other traffic. Often you can just move a disabled vehicle to the side of the road. (This lets the following vehicles keep moving.) Passengers dismount and set up defensive positions. Exercise caution when dismounting a disabled vehicle. Road shoulders often are mined or booby-trapped. The driver stays with the vehicle and tries to repair it.

The first recovery vehicle that reaches a disabled vehicle recovers it, unless other orders are received. When towing is a must, stop the tow vehicle 25 to 50 meters in front of the disabled vehicle. Attach the tow bar to the disabled vehicle. Look for mines and booby traps between the vehicles. Back the tow vehicle into position. Connect it to the disabled vehicle.

If a security vehicle becomes disabled, the convoy commander contacts the response force for a replacement. An MP team with alternate transportation stays with the vehicle until a wrecker arrives. If the OIC's or response force leader's vehicle becomes disabled, they transfer to another vehicle. They then continue the mission. If a mission vehicle becomes disabled, ammunition is transferred to an alternate vehicle. If an alternate vehicle is not available, the convoy commander contacts the NASP operations section for another vehicle and a wrecker. The convoy may not wait for the alternate vehicle if the mission is urgent. A security element is left to secure the disabled vehicle until the replacement vehicle arrives. They then escort the vehicle to its destination.

If it is a non–mission vehicle that is disabled, the convoy commander must decide if it is recoverable.

If recovery is not feasible, he may decide to destroy it in place. Destroying equipment is a command decision. Equipment is destroyed only to keep it from falling into enemy hands. Before destroying equipment, recover critical parts if time and the situation allow. Destruction can be carried out by—

- Engineers using explosives.
- Escort element gunfire.
- Artillery fire after the convoy has cleared the area.
- Tactical aircraft fire after the convoy has cleared the area.

Carrying Out Disablement or Emergency Destruction

Disablement or emergency destruction of special ammunition or weapons may be needed to keep hostile forces from capturing and possibly using them.

Disablement of special weapons systems, depending on the system or procedure, is reversible at either depot or local maintenance level. MP assigned to special ammunition ordnance brigades who accompany convoys carrying special material must be able to perform disablement procedures. (These procedures are classified. They are addressed in applicable weapons systems technical manuals available to soldiers assigned to units working with special ammunitions or weapons.)

Emergency destruction of special ammunition or weapons is a command decision. It is carried out only when directed by higher headquarters or when the tactical situation impels the NASP commander, courier officer, or senior person–in-charge to act. The decision to carry out emergency destruction procedures is made only if weapons and components cannot be moved to a safe location when—

- The material is in danger of being captured.
- A unit is unable to evacuate a part of or all of its stocks during a withdrawal.
- A NASP or theater weapons holding area is threatened by a major penetration, a vertical envelopment, or a major attack by unconventional forces.

Any emergency destruction order coming from outside the unit having custody of the ammunition or weapons must be authenticated according to emergency action procedures. Emergency destruction procedures are spelled out in SOPs for units having custody. (Emergency destruction must be performed according to TB 9-1100 -816-14.) The SOPs specify the amount of emergency destruction material that must be on hand at all times. The SOPs also state how and where emergency destruction material will be carried during movements, and stored at the NASPs. If a tactical situation prevents using standard materials, field-expedient destruction can be carried out by burning or using a sledge hammer to mutilate critical electrical connectors or other critical but nonexplosive components to effectively put the material out of commission. *For more detailed discussion of disablement or emergency destruction of special material, see FM 9-84.*

PROVIDING SECURITY FOR THE AMMUNITION DURING TRANSLOADING

Security must be provided wherever and whenever the special ammunition is transferred from the convoy to the user unit.

At Transfer Points

Transloading of most special ammunition takes place as a transfer of cargo between two convoys at a transfer point. At the transfer point ensure—

- The security element sets up local security before transloading begins.
- The two-person rule is enforced around the transfer vehicles.
- NASP operations is notified of the convoy's arrival.
- The issuing courier officer moves to the release point to meet with the receiving courier officer from the user unit.
- The issuing courier officer briefs receiving unit convoy on transloading procedures and leads them to the transfer vehicles.
- Transloading is conducted rapidly but safely.
- The receiving unit departs the AO first.
- NASP operations is notified when transfer is completed.
- The convoy is reorganized and returns to the NASP.

At Helicopter Loading Zones

Special ammunition is sometimes moved by helicopter from one location to another on the battlefield. Set up security at a helicopter landing zone the way you would set up local security. The security element—

- Sets up a hasty perimeter. *See Setting Up Local Secunty Chapter 3.*
- Secures the area before the arrival of the aircraft.
- Focuses on early warning measures and concealment.
- Camouflages, covers, conceals, and disperses to limit vulnerability.
- Covers or shades shiny items like vehicle windshields.
- Sets up communications with the courier officer, the NASP CR and the aircraft.

- Enforces the two-person rule around the aircraft and loading vehicle.

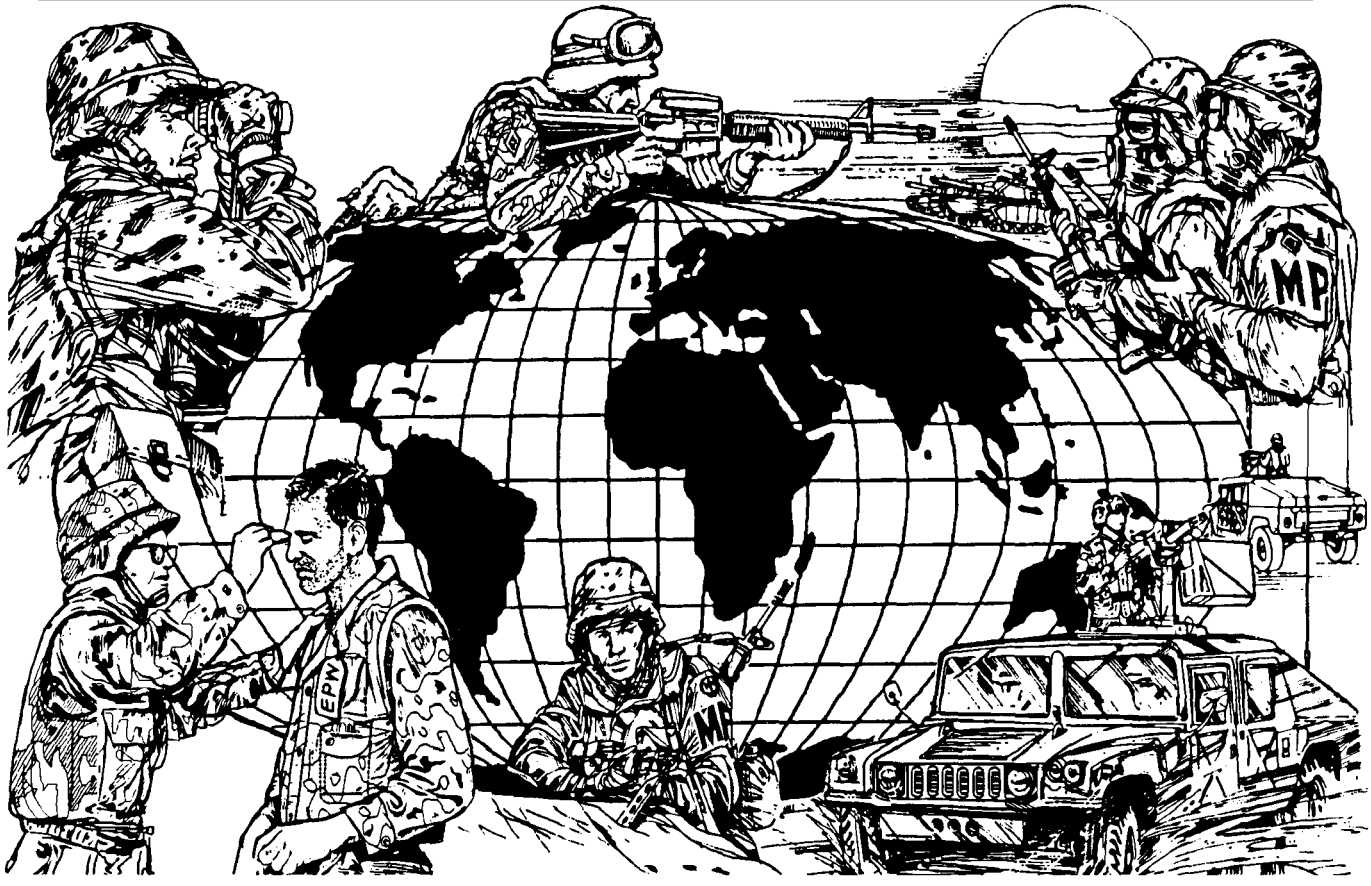
To react to enemy attacks –

- Alert the response force and the NASP commander.
- Immediately send SALUTE report.
- Render situation reports as necessary.
- In the perimeter, allow OPs/LPs to return to the unit's position by a covered and concealed route before becoming decisively engaged.

PART FOUR

MP EMPLOYMENT CONSIDERATIONS

The size and composition of the MP force in a theater of operations is determined by the operational environment. But the MP force level on any battlefield, developing or mature, is austere. In a theater of operations all MP assets are committed at all times. As an MP leader you know that sound planning is critical to determining the employment and carrying out the operations that will most successfully address the echelon commander's needs and intent.



As you plan your operations and determine the size of the force you need to meet the tactical situation, you are flexible in the employment of your elements. You tailor your resources and priorities to meet the changing situation. You shift unit locations and adapt the size of unit AOs. You plan for and use economy-of-force.

You consistently task organize for the smallest force needed to do the job. While the generic size and composition of each MP unit is set by its table of organization and equipment (TOE), interoperable MP teams coupled with adaptive MP tactics and techniques allow all MP elements to be task-organized to carry out operations. You can briefly reconfigure MP elements with limited need for coordination. Task-organizing small tactical elements to carry out your operations can gain you a needed advantage on the battlefield. You can quickly meld any number of independently operating MP teams into a functioning force capable of unified action. You set the number, size, and configuration of your operating elements to meet your operational need and to suit the tactical situation.

To meet the factors of METT-T and to support the echelon commander's plan and intent with your available MP assets, you also are selective in the measures and operations you use to carry out your missions. Some MP operations require the integrated efforts of a number of MP teams, either carrying out actions independently in several places or gathered in one place to operate in concert. Other operations can be accomplished by a few MP teams carrying out specific actions repeatedly over time.

You are an Army leader. You draw on your initiative and experience when you analyze any battlefield need. You choose actions and operations that fit the tactical situation. You select from measures that will both support the commander's intent and achieve your purpose. You consistently choose the measures that deliver the greatest results for the effort. And you employ your MP elements where they best support, survive, and win in combat.

CHAPTER 14

EMPLOYING MP ELEMENTS

Flexible employment of MP assets is crucial to mission success. You are not resourced to carry out all your operations simultaneously at the same level of priority. You must focus your efforts where they best support the echelon commander's intent, accepting a reasonable degree of risk elsewhere. And you must be prepared to act swiftly to accommodate change.

Initially you task-organize and array your MP elements to suit the number of kilometers of MSR to be controlled and/or the degree of vulnerability of specific critical facilities. Thereafter, you actively reconfigure MP elements, realign MP areas of employment, and select MP actions and measures to suit changing mission needs.

ANTICIPATING CHANGE

To meet changes in the commander's concept of operations and/or to respond to a change in the factors of METT-T, you must consistently organize your action elements to provide the greatest economy of force. You must continuously reorder your priority of support. And you must quickly disperse your assets where they are needed most.

You must make full use of MP operational flexibility. The three-man team is the building block of all MP elements. Each team is equipped to move, shoot, and communicate. The team leader is the communicator and observer. A second MP is the driver and assistant gunner. The third MP is the gunner and alternate driver. Backed by secured-radio communication, each MP team is prepared for wide-ranging day or night operations. Capable of calling for indirect tire support and using light antitank weapons, the team operates and fights mounted or dismounted to suit the tactical situation.

Task-organize your MP teams. Employ your assets with the greatest economy of force that can still ensure mission success. Many MP actions can be carried out by one team operating independently. Employ your assets as a squad or a platoon when an action calls for a force of just that strength to operate as a single unit. But when only five teams are needed to carry out an operation, only five teams need be tasked. (The squad leader directs the additional elements, returning the task-organized elements to the control of their assigned leader when the job is done.) For larger operations you can task-organize the number of squads or even platoons to meet the need at hand.

You can extend your limited MP resources by redefining AO boundaries. Be ready to quickly shift your 100-percent-mobile MP elements from one area to another. As employment factors and the mission needs of the echelon commander change, so must your dispersal of MP assets. Location of MP assets must be highly responsive to the changing Threat intensity, which varies in the rear area with the kinds of operations the enemy determines must be mounted there to achieve the overall objective. Often MP elements must frequently and rapidly shift AOs to support the echelon commander's need and intent.

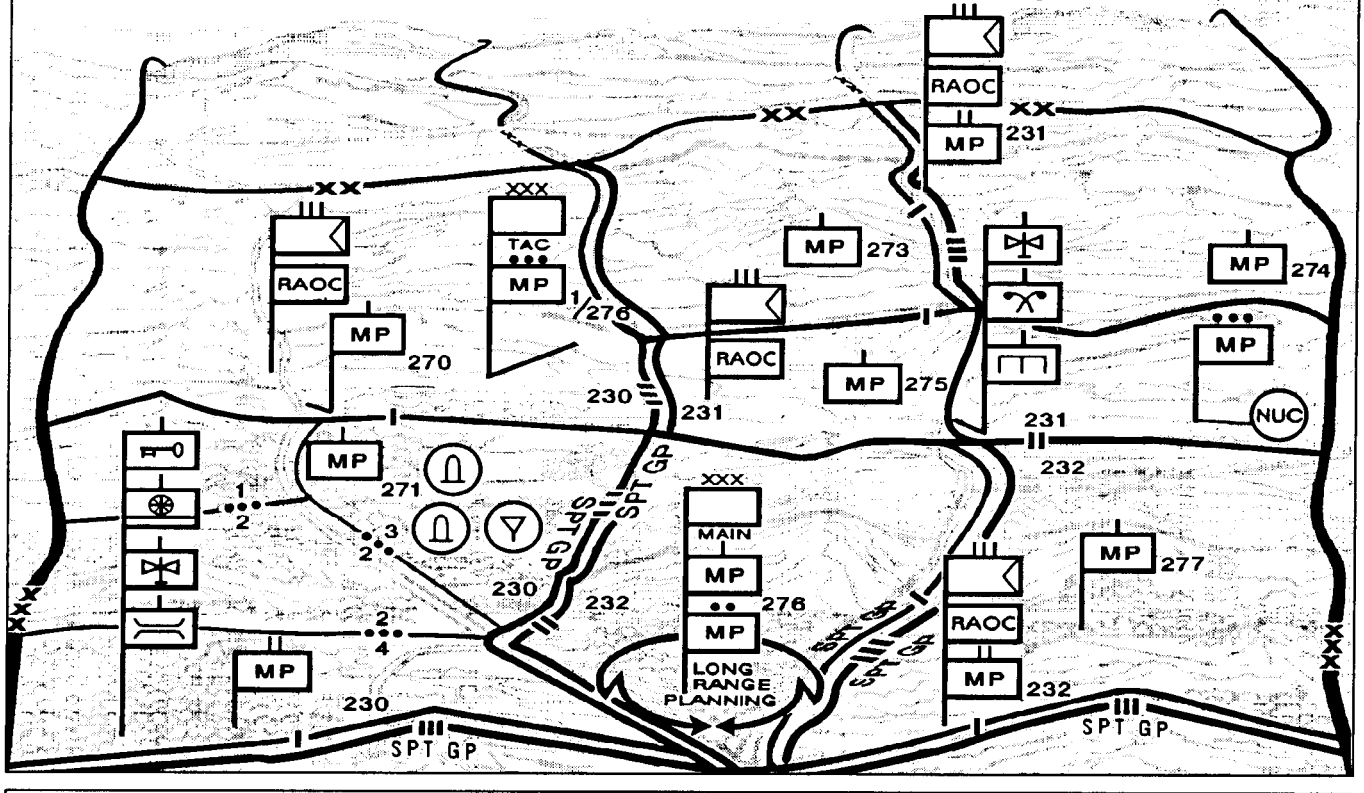
Geographically, the dispersion of MP assets is influenced by the density of US forces and the number of kilometers of MSR to be controlled. But as the main effort shifts, your elements quickly shift with it. (MP company assets are fully mobile in order to frequently relocate on short notice.)

Concentrate your MP elements in key areas. MP assets are often concentrated along road networks. They are also located where they can aggressively patrol critical terrain and monitor LZs and DZs to detect and deny enemy incursions.

In the division, MP forces must be dispersed to support the concentrations of forward deployed tactical forces. In the corps and in the TAACOM you disperse your forces to support troop concentrations, bases, and base clusters in the rear area and traffic on the road network and to defend critical and other likely rear-area targets.

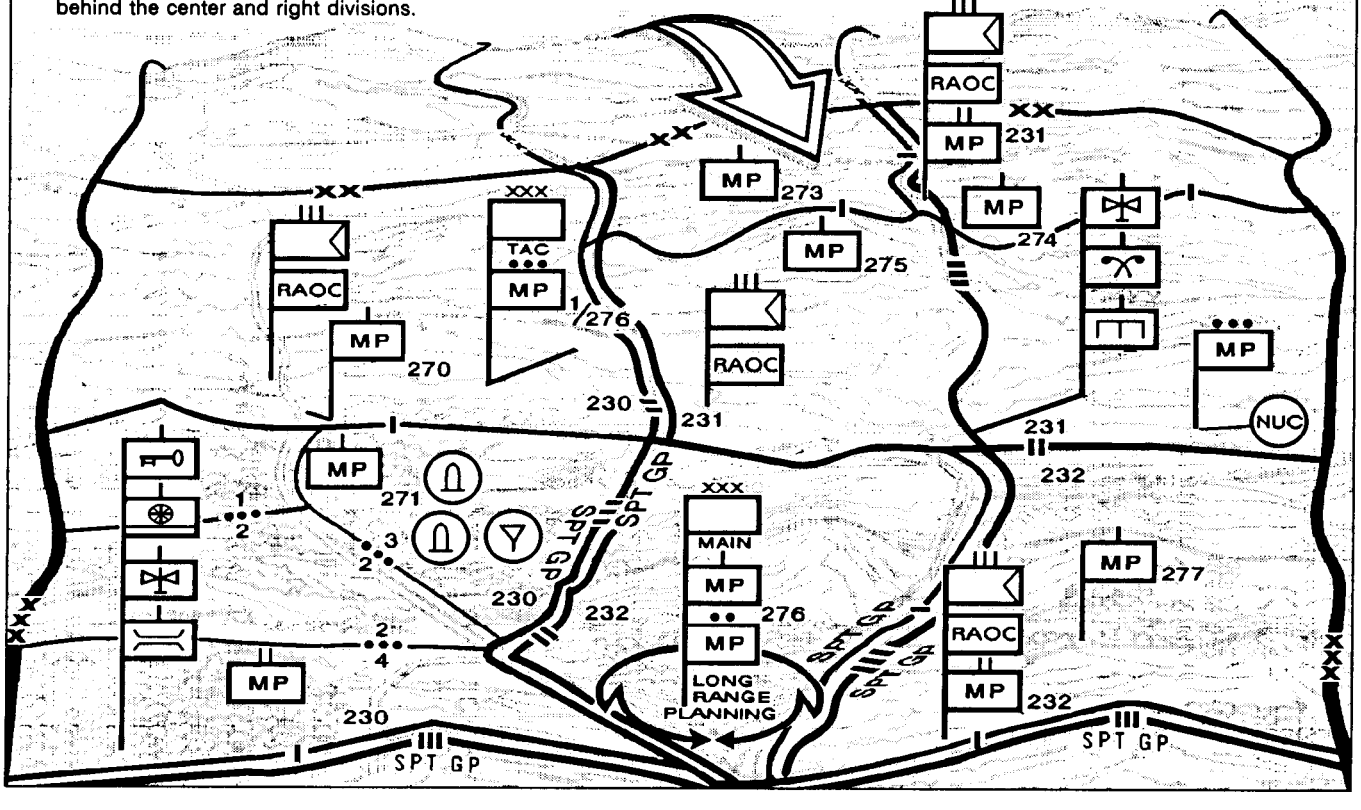
Adjusting Employment to Concentrate MP Support

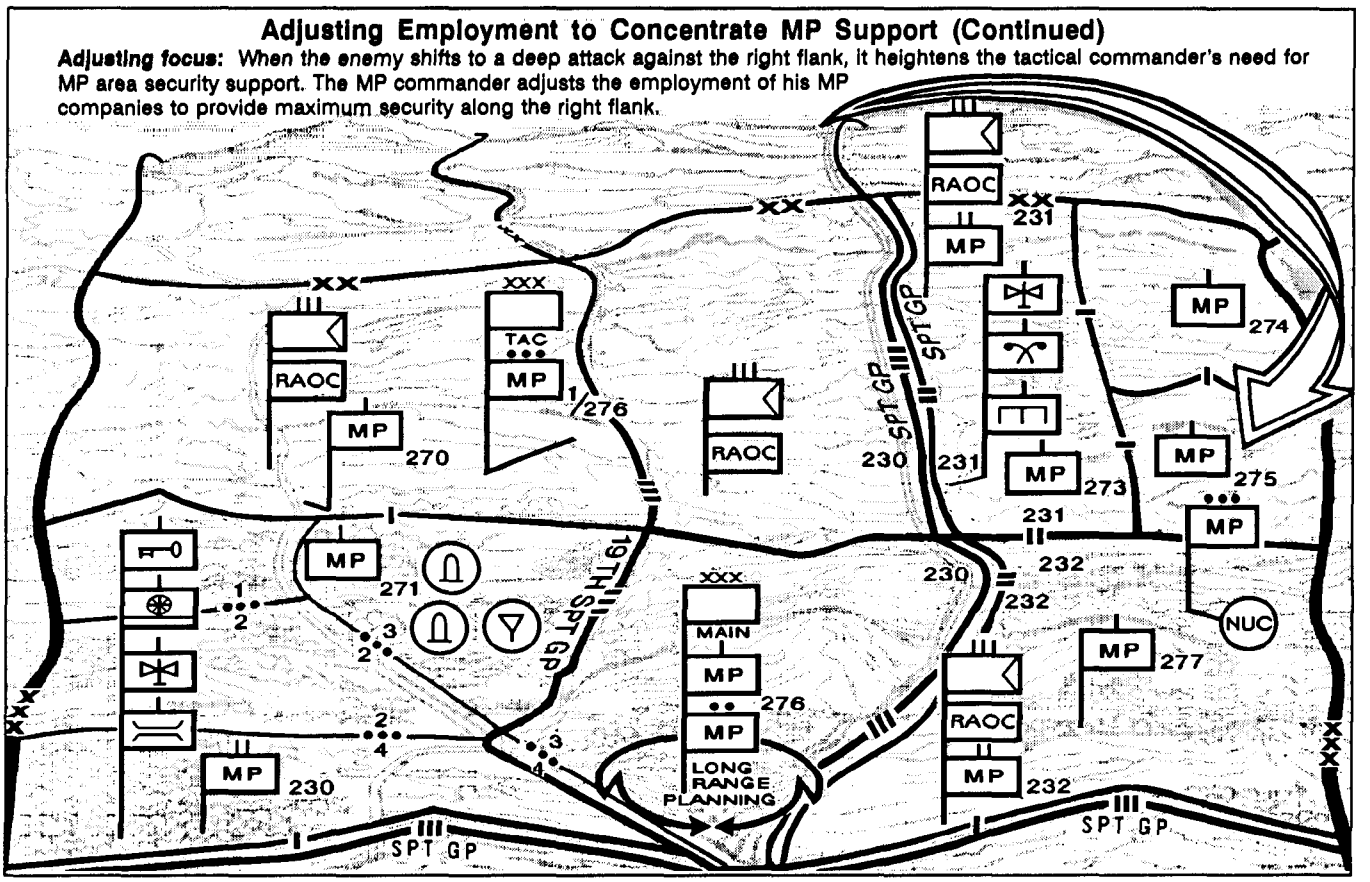
Initial employment: In a developing theater a corps MP brigade arrays IAW the distribution of MSRs, the concentration of friendly forces, and the location of high-risk, nonredundant critical assets. (Only the forward portion of the brigade AO is shown.)



Adjusting Employment to Concentrate MP Support (Continued)

Concentrating support: When the enemy conducts a main attack against the center and right divisions, it increases the tactical commander's need for MP support. The MP commander adjusts the employment of his MP companies to provide maximum support behind the center and right divisions.





FOCUSING AND PRIORITIZING EFFORTS

In a mature theater, which has its intended complement of Army units, you can carry out a broad spectrum of operations. In mature theaters –

- Division MP can provide full-scale CP security.
- Corps MP brigades are structured to provide one company for augmentation of each division.
- TAACOM MP can aggressively patrol the areas through which the inland waterways, railways, pipelines, and critical MSRs pass. They can provide combat power to respond to and defend against the Threat. They can provide BCC on the COMMZ MSRs leading into the corps' rear area. They can fully support the users of COMMZ lines of communication (LOC).
- Theater army functional commands have arrived in-theater, bringing their organic special-purpose MP units with them to provide their specialized MP support for the theater.

In a developing theater, however, your spectrum of operations is more limited. You must focus your efforts in an order of priority that supports your echelon commander's intent and his concept of operation.

Until the theater matures and augmentation from corps **occurs, division** MP companies must concentrate on —

- Expediting the forward and lateral movement of combat resources.
- Operating EPW collecting points and escorting EPWs away from battle areas.

You can provide only screening security for the main CP. And you must rely on augmentation by the division band for help with EPW operations and, sometimes, for CP security measures.

Until the theater matures and support from the Reserve Component arrives, the MP brigades assigned to a corps or a TAACOM are not at full strength. (Even then, MP brigades are not resourced to conduct all four MP missions simultaneously at the same level of priority.) Mission priorities are set by the commander's intent and his priority of need.

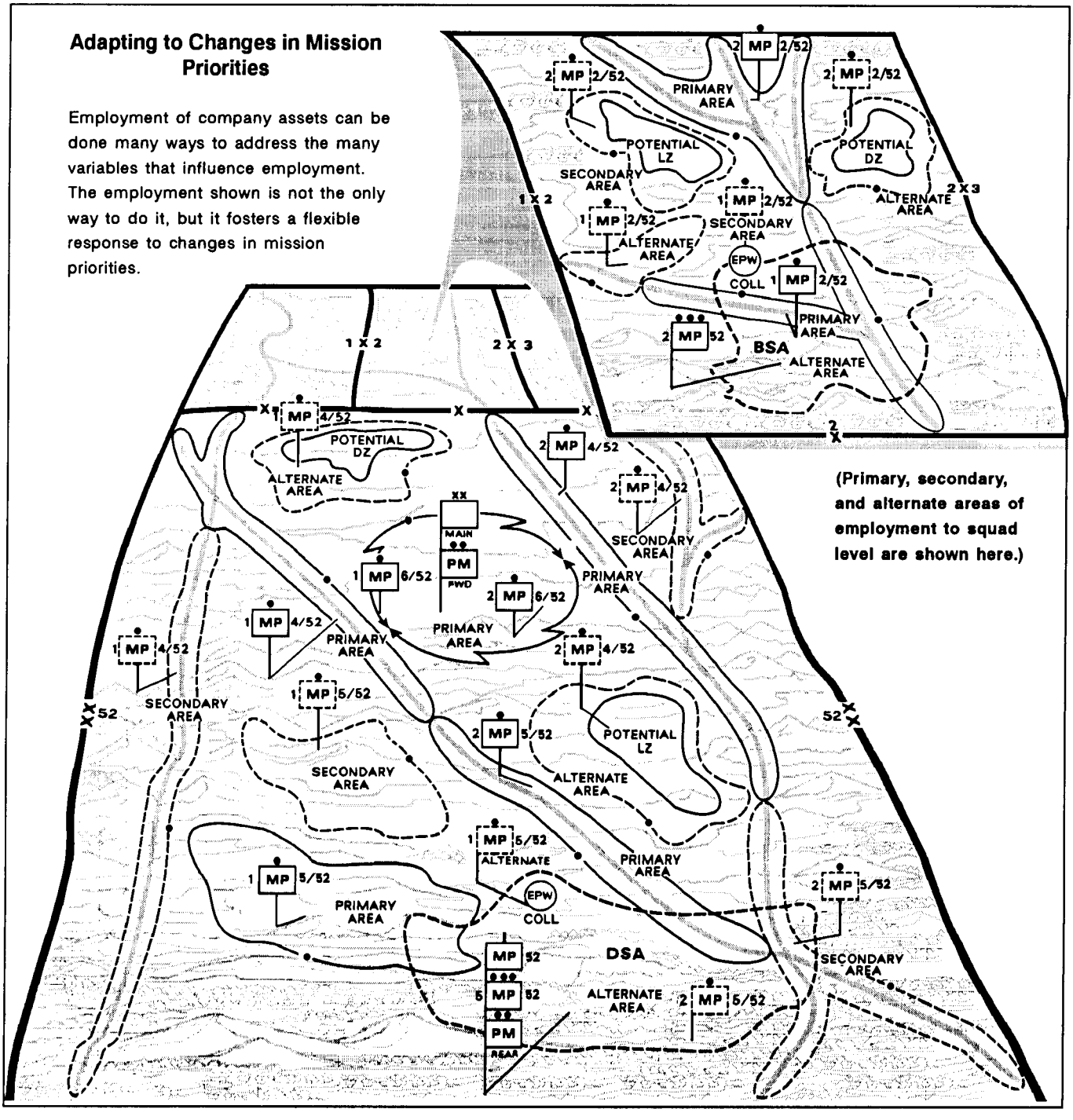
In a developing theater corps MP concentrate operations to weight the main effort.. Supporting efforts must share the remaining MP resources. Doctrine stresses security of all rear area activities and facilities. But units whose assistance to the main effort is vital must receive the highest priority for protection in the rear area. Key facilities, features like traffic choke points and nonredundant tunnels and bridges, ammunition and fuel storage points, and dams may also need special protection. Other activities must be expected to defend themselves against all but the greatest threats during that critical period of time.

In a developing theater TAACOM MP efforts are likely to focus on EPW operations and on providing area security for in-theater critical supplies needed by tactical forces. You can also expect to perform functions that in a mature theater are carried out by TA special-purpose MP units.

DIVISION

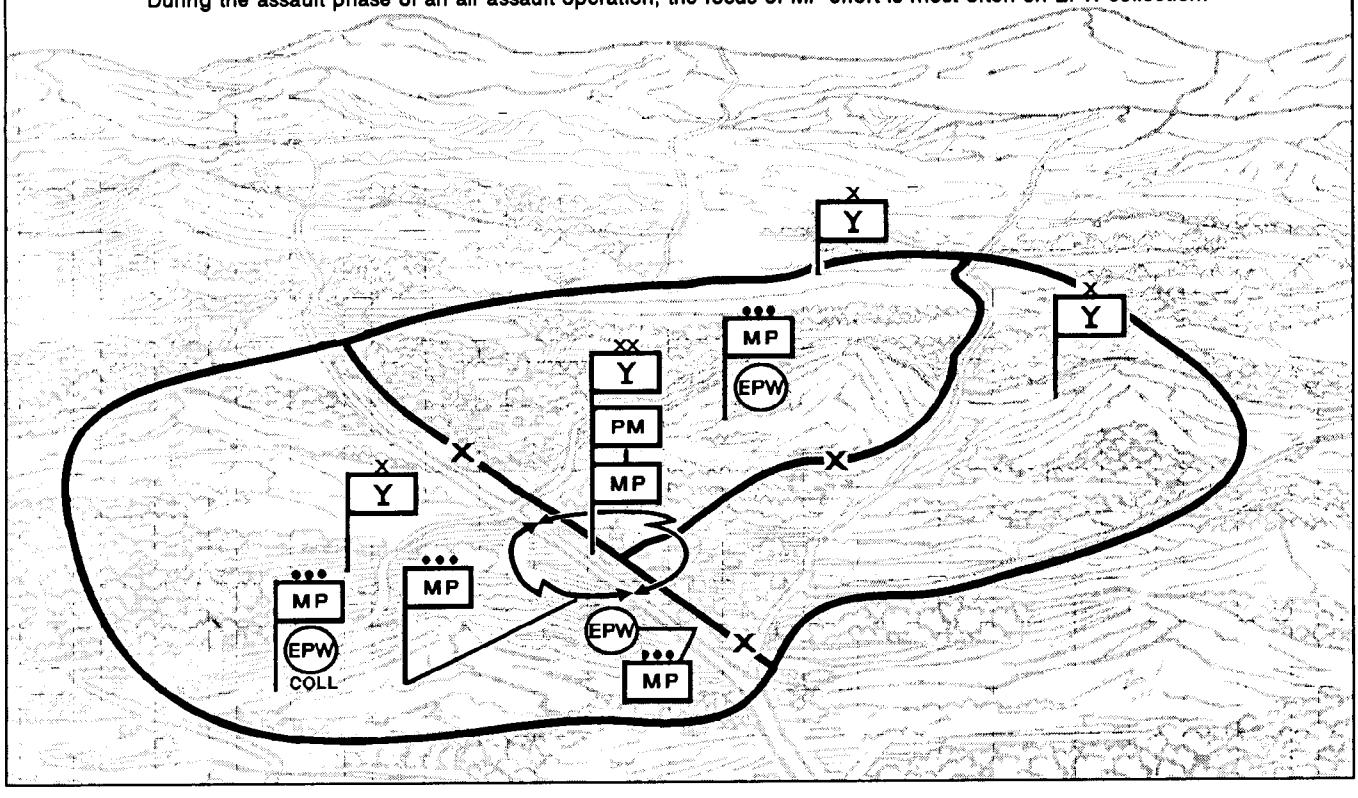
In "heavy" divisions, where highly mobile forces are designed to move quickly over open ground, the overall need for BCC operations is significant. You are likely to focus on expediting the forward and lateral movement of critical combat resources into the division area. Or your focus may be on removing EPWs from forward areas to free maneuver forces from the impediment of guarding and caring for their captives.

In airborne and air assault divisions, priority of MP support is most often needed first for EPW operations and then for BCC to speed the movement of combat support vehicles along the narrow corridors within the airhead.



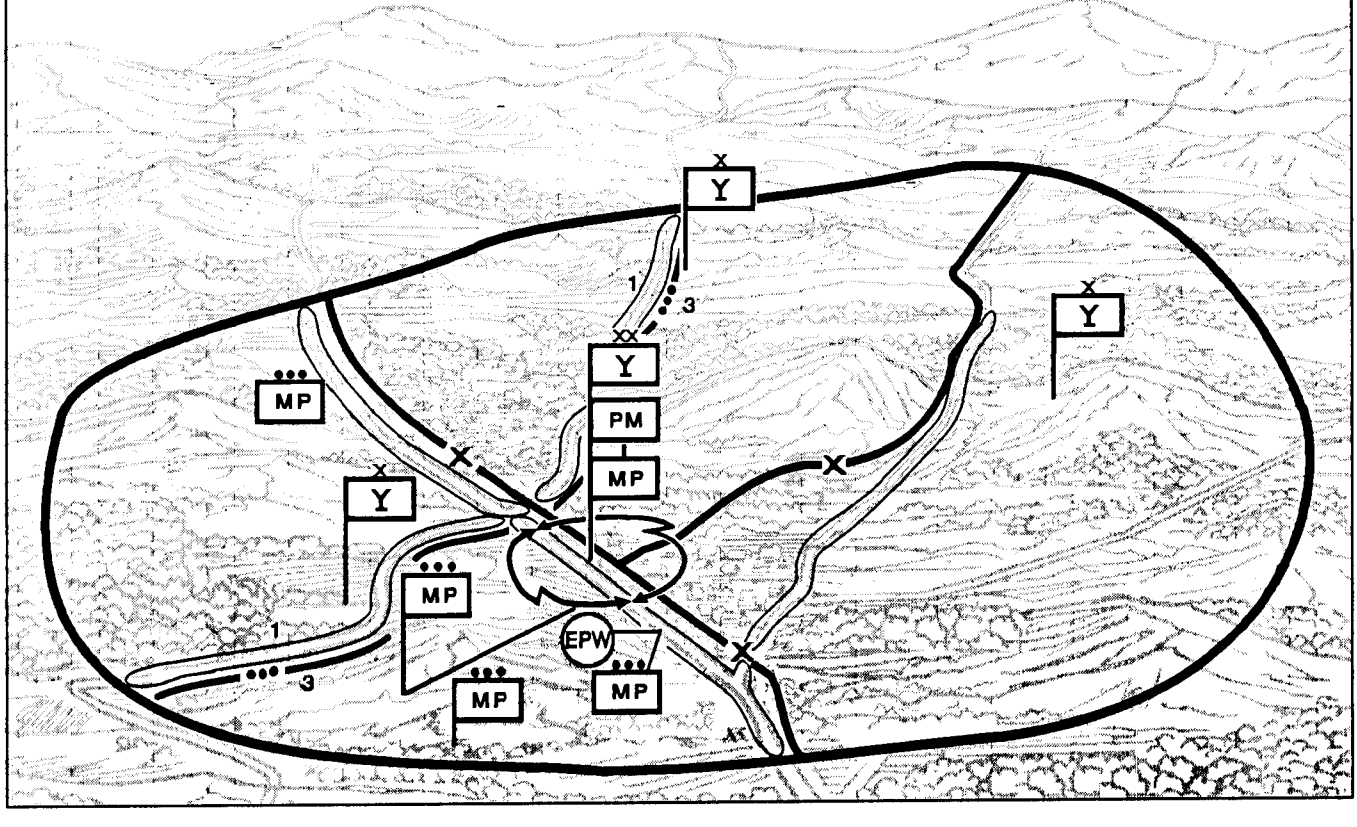
Expanding the Focus of MP Support

During the assault phase of an air assault operation, the focus of MP effort is most often on EPW collection.



Expanding the Focus of MP Support (Continued)

After the assault is completed, the focus of MP effort expands to include BCC.



For MP supporting any division, certain employment considerations remain constant. MP provide dedicated security for the division main CP where they operate outside the CP perimeter, providing a 360-degree screen around the CP. And MP operate EPW central collecting points, accepting EPW from capturing troops as far forward as possible. To augment MP assets, whenever possible the division band supplements MP security at the division EPW collecting point and at the division main CP.

The constrained size of a division MP company makes augmentation of the company's assets with corps MP assets crucial to the company's ability to sustain the performance of its missions. But the division MP company is likely to be the only asset available to the division PM during the initial stages of a conflict. Augmentation by an MP company from corps is not likely to occur at that time, as corps requirements will initially exceed available MP resources. However, augmentation from corps can be expected as soon as such augmentation will not degrade the corps commander's concept of operation.

In a division, MP elements' AOs are established to accord with the factors of METT-T, the size of the company, the availability of MP augmentation from corps, and the availability of the division band.

Location of assets is functionally related. Often a division MP company's headquarters initially locates near the division rear CP in the division support area (DSA). Once augmentation arrives from corps, the headquarters may relocate with one of its platoons operating behind the brigade rear boundary. When corps augmentation arrives, the augmenting company or platoon is usually given an AO from the division rear boundary forward in which to provide general support. As a general rule, MP platoons providing general support locate in the division rear where they can best support their designated operations. Usually one GS platoon locates in the vicinity of the division main CP and provides screening security for the CP. Another platoon secures the EPW central collecting point and performs other MP operations within the division rear.

If MP platoons are providing direct support to the maneuver brigades, these platoons have AOs coinciding with brigade boundaries. (When DS platoons are not available to the maneuver brigades, the traditional MP responsibilities within the brigade area are absorbed by the brigades).

Only MP companies assigned to "heavy" divisions can expect to have an MP platoon placed in DS of each maneuver brigade. And even then, until augmentation from corps arrives, the PM must sometimes place all MP platoons in a GS role to support the division commander's concept of operations.

If there are DS platoons, each DS platoon's headquarters generally locates within its brigade's support area. A squad locates near or in the BSA to operate the EPW collecting point. The remaining assets, which provide BCC and area security, are dispersed throughout the brigade rear. For airborne MP, who provide direct support to the maneuver brigades during the assault, location of DS platoons is temporary. After the assault is complete and the airhead is established, the DS elements return to their GS role.

CORPS

In the corps your efforts may focus on helping division MP conduct sustained operations or on expediting the movement of combat resources on MSRs leading into the division areas. But as a combat multiplier in the rear area, at times your employment for area security may become of greater importance to the echelon commander than your employment for BCC.

Corps MP brigade commanders allocate their units to support the forward sustainment of combat units and the safety of the CSS units operating in the corps. In the corps' AO, although few MP assets are employed to support freed commitments, certain corps MP employment needs are constant. One MP company must be dedicated to secure the corps main CP, with one platoon from that company usually being used to secure the corps tactical CR And assets, usually a platoon from a second MP company, must be dedicated to operate the corps EPW holding area.

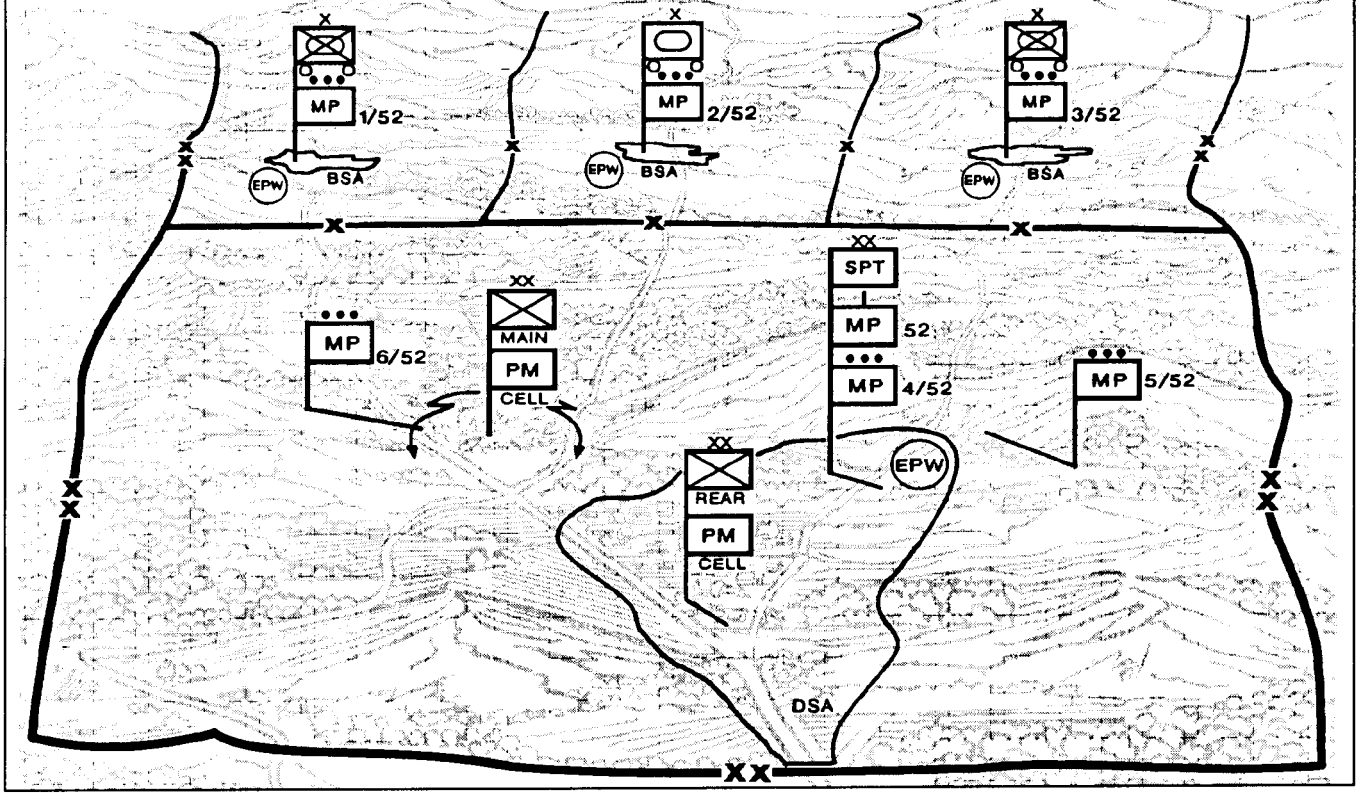
When possible the corps MP brigade commander sets MP battalion areas of operations to coincide with the corps RAOC and corps support group areas of responsibility. And he tailors battalion AO boundaries to ensure responsive and flexible support on the MSRs leading to the divisions. This is especially true during the early stages of a war.

Until the MP brigade commander has a full complement of CS companies and can augment the division MP company with corps MP assets, the MP brigade commander locates corps MP assets to help meet the needs of the division while fulfilling the needs of the corps. The brigade commander pays particular attention to the MSRs behind the most heavily committed division and near critical bases and facilities in that area.

Battalion commanders often place a company behind the division rear boundary to ease the coordination with the forward MP units in the division area. And they ensure battalion assets are on hand to remove EPWs from division collecting points. The battalion commander also ensures MP are available to quickly respond for combat operations in the rear.

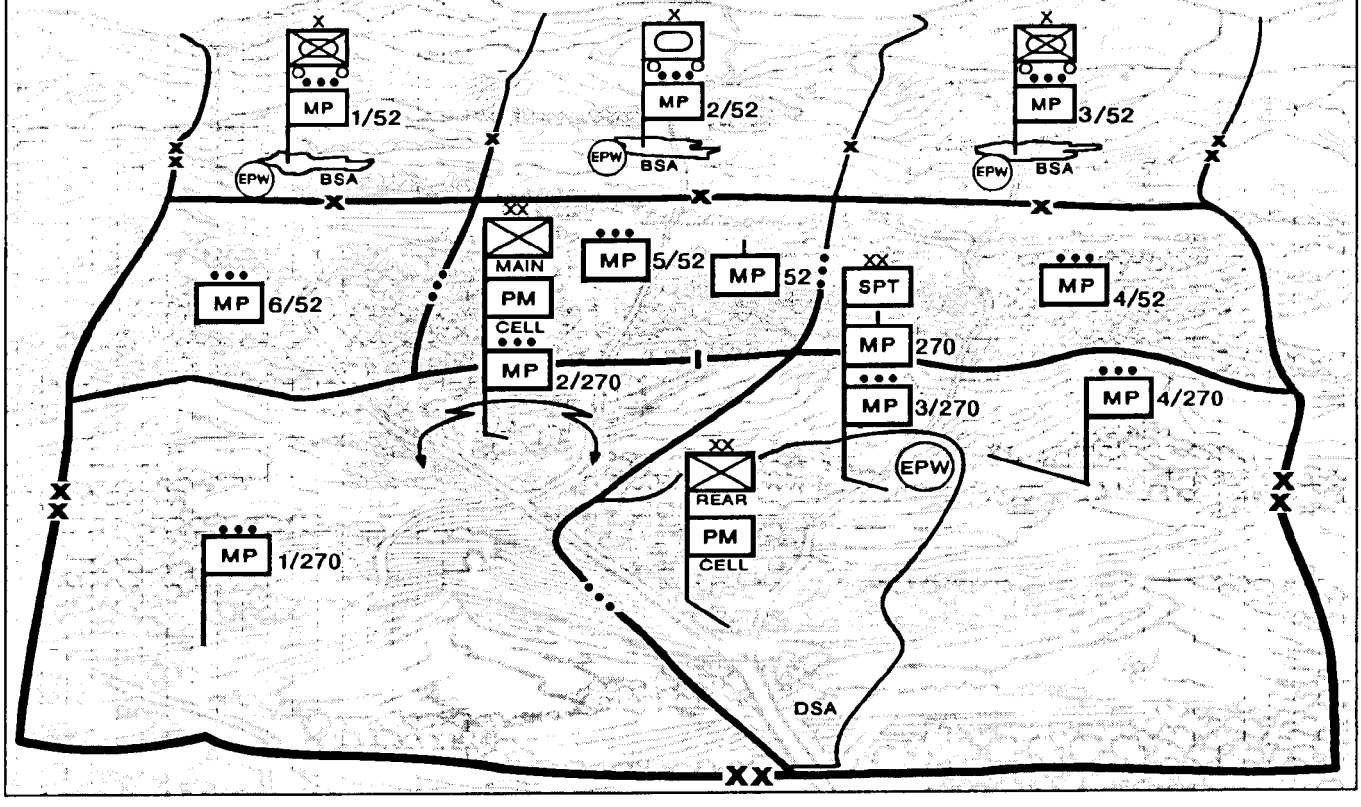
Augmenting MP Assets to Increase Support

Prior to augmentation, this heavy division company's elements are located where they can best carry out their basic commitments.



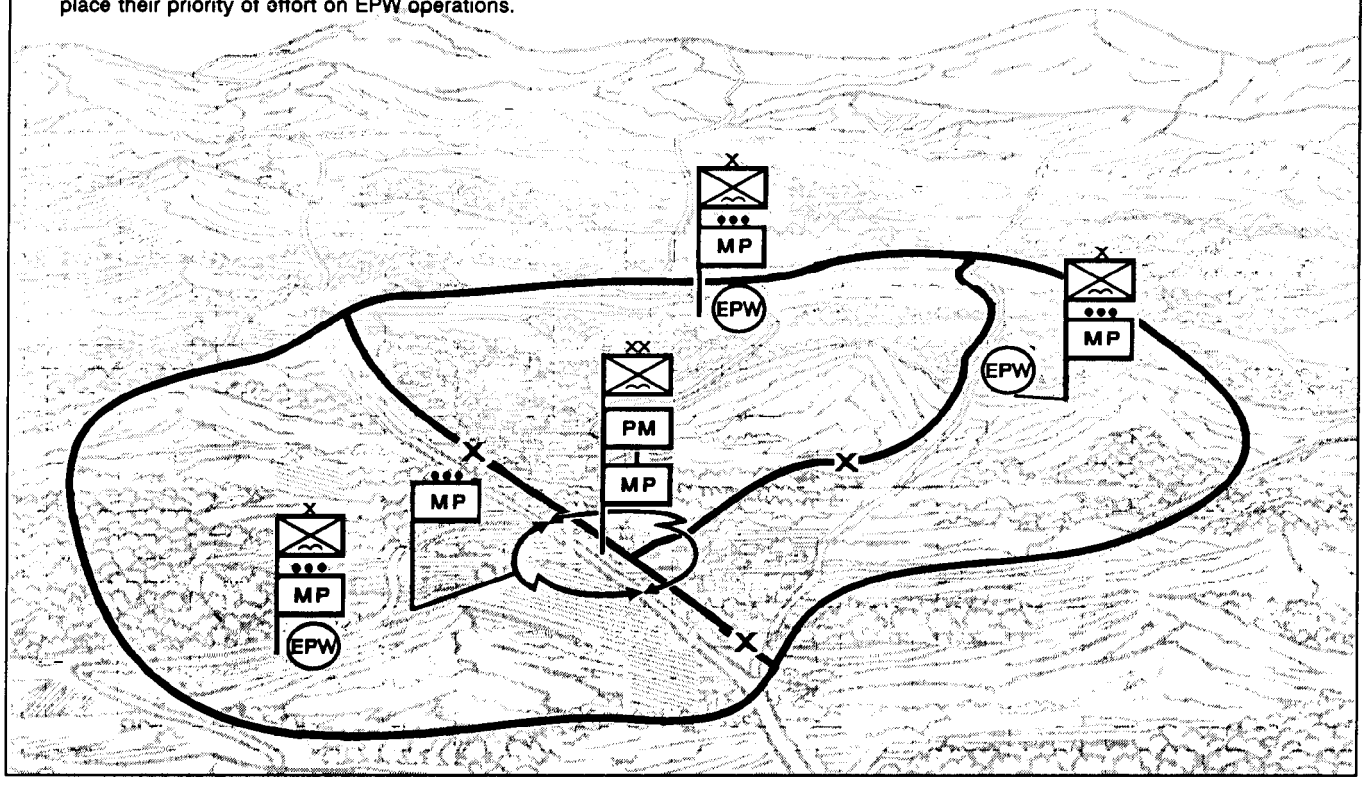
Augmenting MP Assets to Increase Support (Continued)

After augmentation, when the corps MP company moves into the division rear, and the division MP company's area of operation is realigned, the capability for MP operations expands.



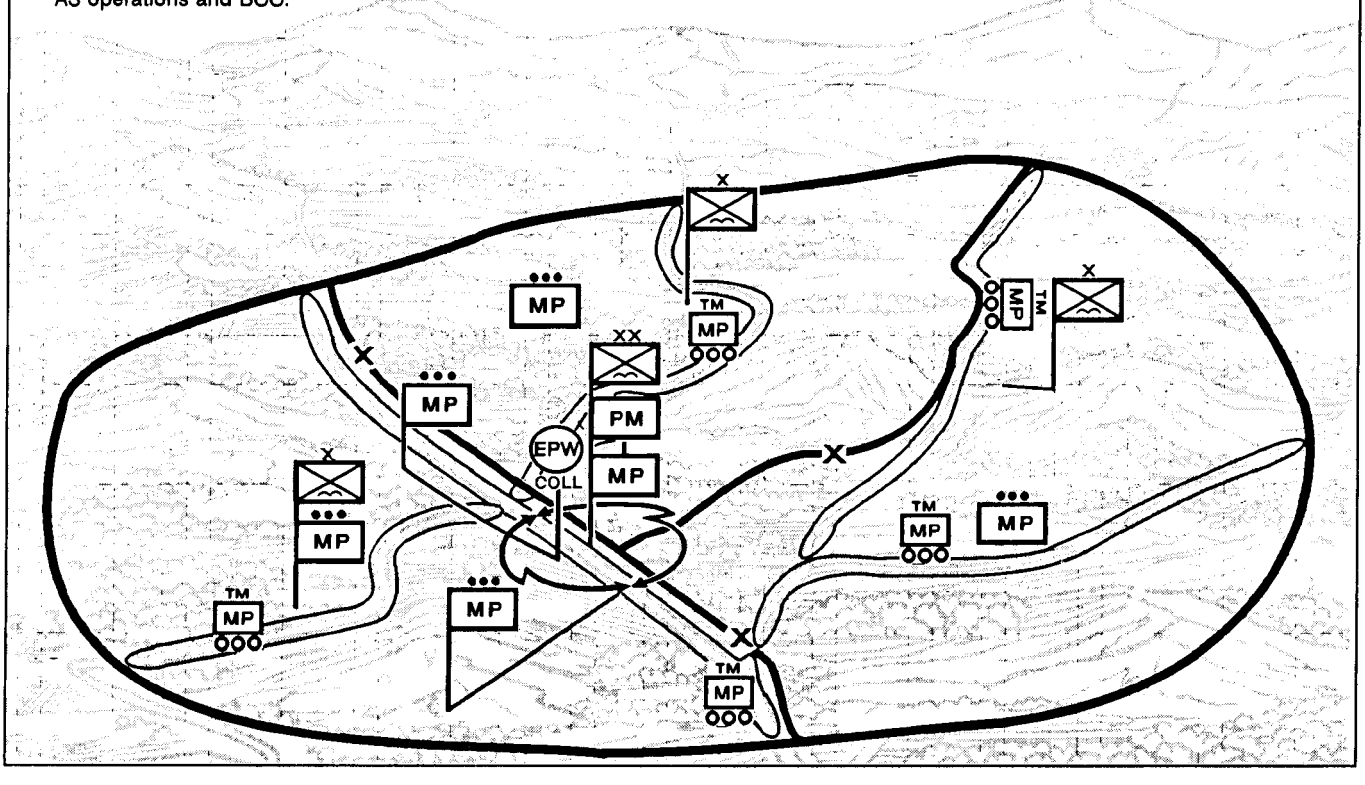
Implementing New Operations as the Theater Develops

During the first stage of the assault phase of an airborne contingency operation, the MP platoons that arrive in DS of each brigade place their priority of effort on EPW operations.



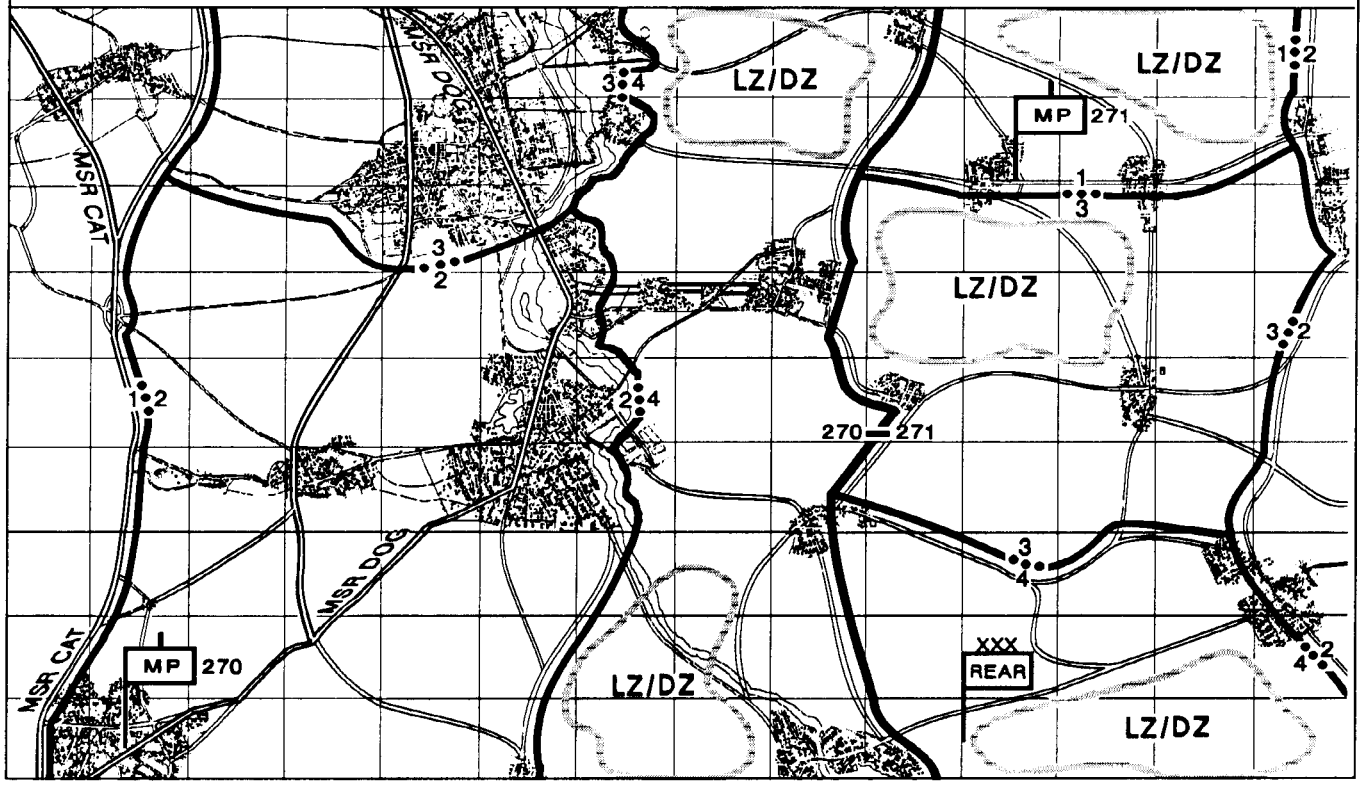
Implementing New Operations as the Theater Develops (Continued)

After the airhead is established, the MP platoons return to providing GS for the entire division and expand their focus to include AS operations and BCC.



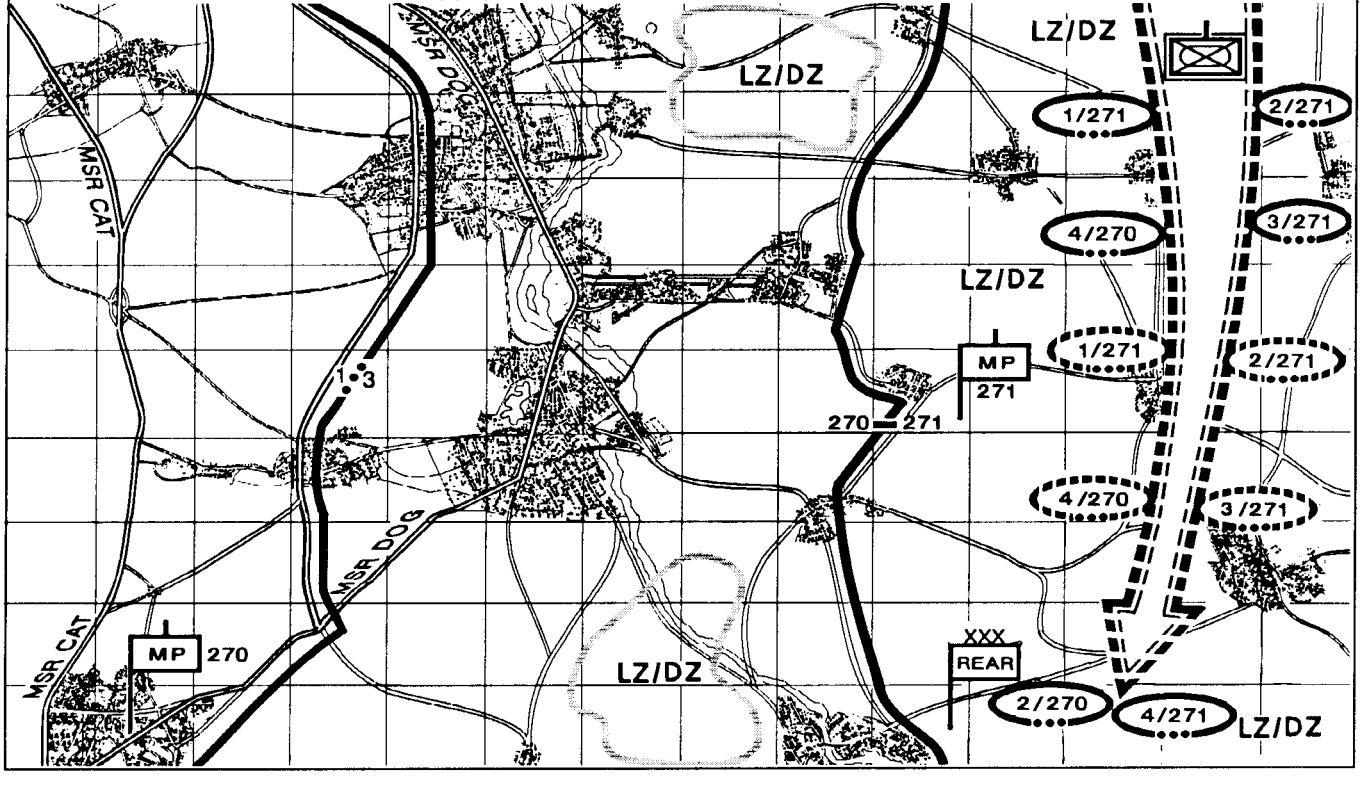
Employing Options to Respond to a Change of Threat

Initial employment: Two MP combat support companies are employed on the battlefield in accord with the current IPB, METT-T, and commander's intent. The 270th MP Company's primary mission is BCC and 271st MP Company's priority is area security. Then the enemy force conducts an incursion into the area of the 271st MP Company.



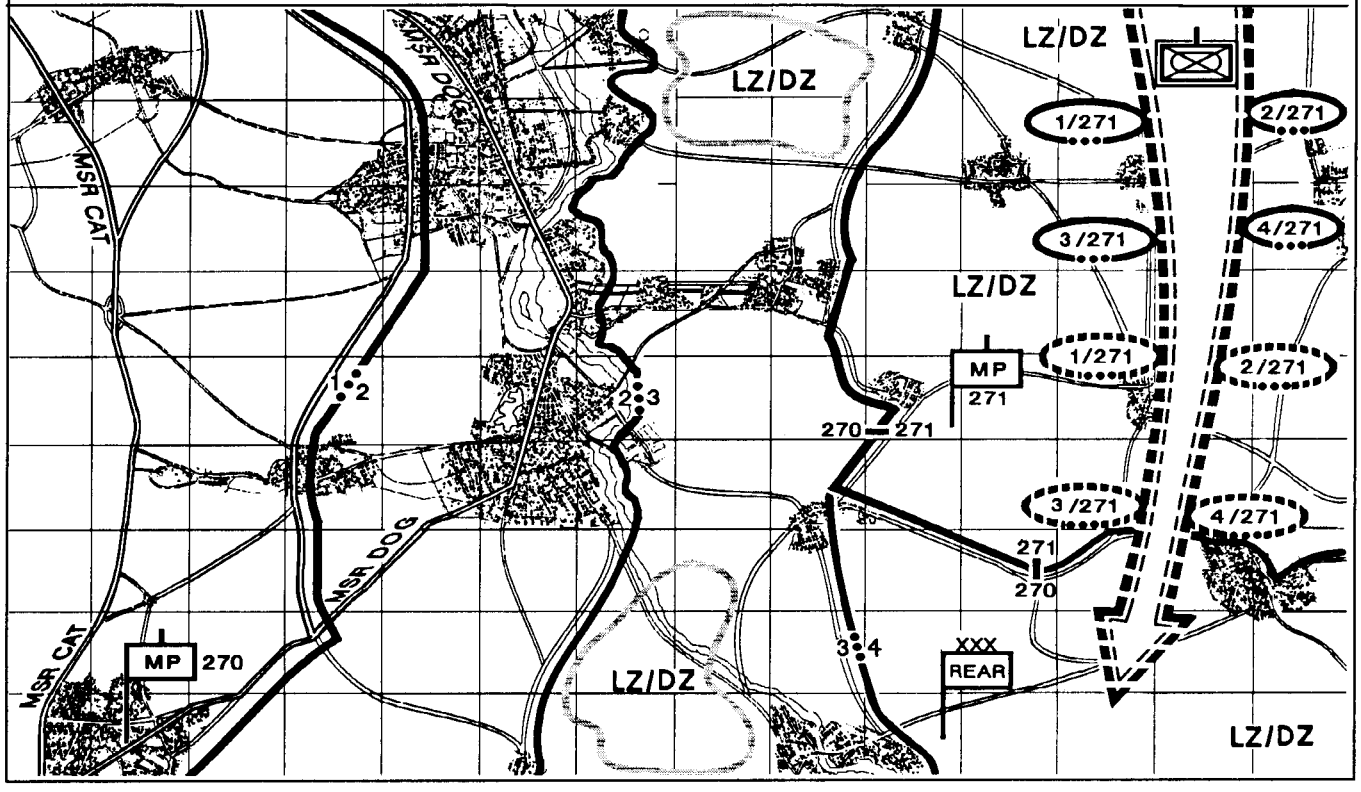
Employing Options to Respond to a Change of Threat (Continued)

Option one: The battalion commander, to delay and disrupt the enemy penetration, augments the 271st with two platoons from the adjoining 270th MP Company to carry out the mission.



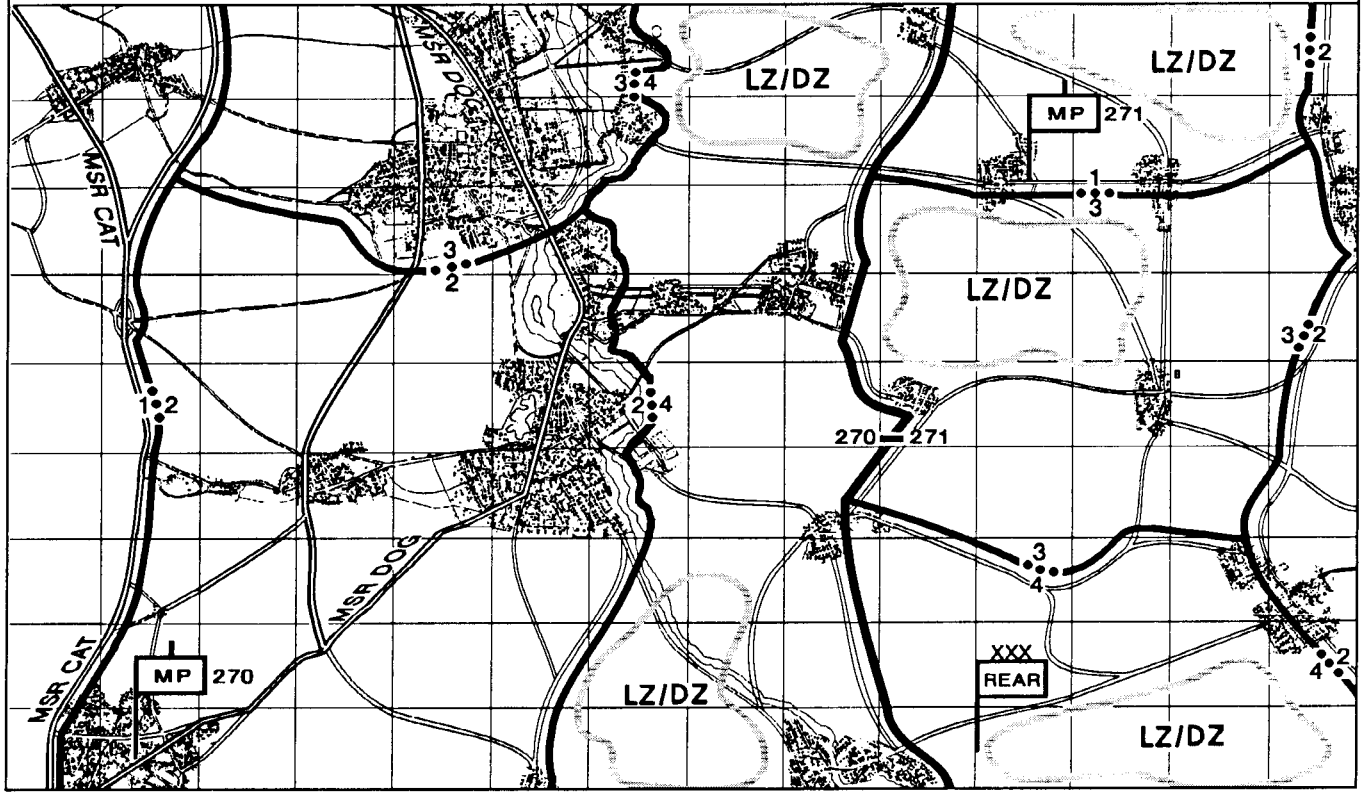
Employing Options to Respond to a Change of Threat (Continued)

Option two: The battalion commander, to delay and disrupt the enemy penetration, adjusts the areas of operation of the 270th and 271st to allow the 271st's commander to use all of his resources in establishing delaying positions to meet the threat.



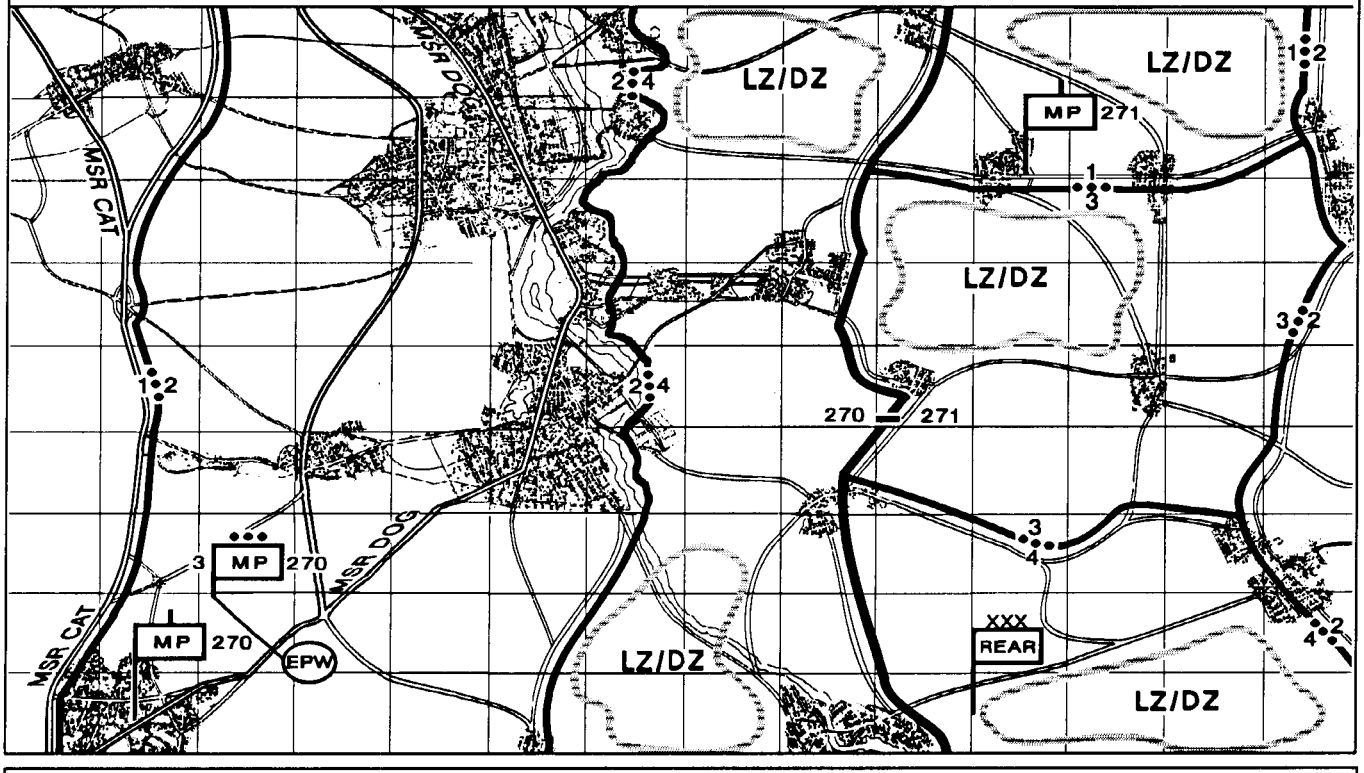
Increasing Operational Support to Address a Shift in Mission Priorities

Initial employment: Elements of a corps MP brigade are arrayed in accordance with the distribution of MSRs, the concentration of friendly forces, and the location of high-risk, nonredundant critical assets.



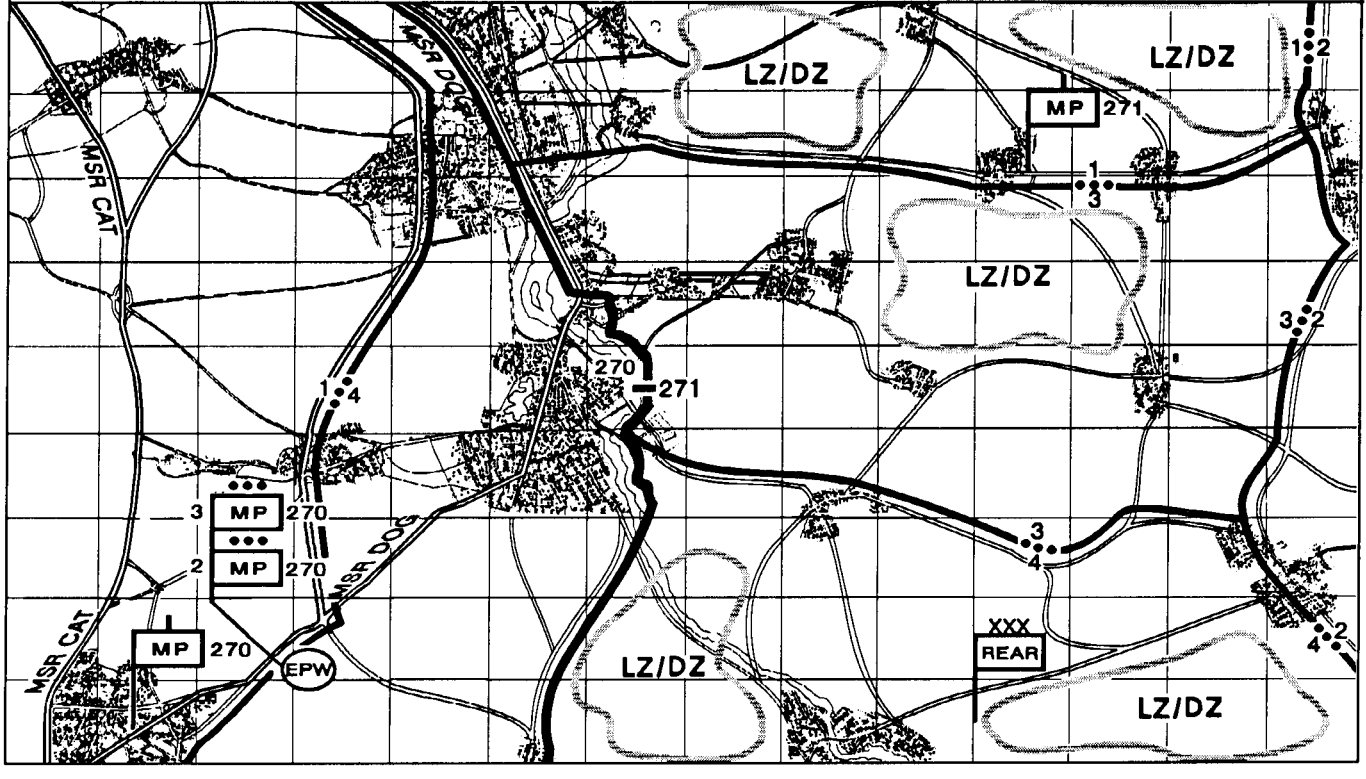
Increasing Operational Support to Address a Shift in Mission Priorities (Continued)

Initiating support: When the capture of EPW initiates the evacuation of EPW from the divisions, the MP company on the left is tasked to establish an EPW holding area to accommodate the EPW flow. The MP commander selects one platoon to carry out the EPW operation and adjusts his platoons' areas of operation to accomplish the mission. The 2d Platoon's AO is shifted to absorb the AO of the 3d Platoon. The 3d Platoon's priority shifts to EPW and it sets up and operates the EPW holding area on MSR Dog.



Increasing Operational Support to Address a Shift in Mission Priorities (Continued)

Expanding support: As the EPW capture rate increases, two platoons are required to carry out the tasking. The MP battalion commander, in light of the need for continuing BCC on the MSRs, decides to adjust company AOs, reducing the 270th MP Company's commitment for executing BCC and AS operations and increasing that of the 271st MP Company .



Assets, usually a platoon from a second MP company, must be dedicated to operating the corps EPW holding area. An economy-of-force operation, the EPW holding area is initiated immediately upon the capture of EPWs. The MP company commander responsible for the EPW holding area dedicates only the number of assets needed, adjusting the MP commitment to accommodate the flow of EPWs. As the number of EPWs increases, so will the number of MP committed to the operation.

TAACOM

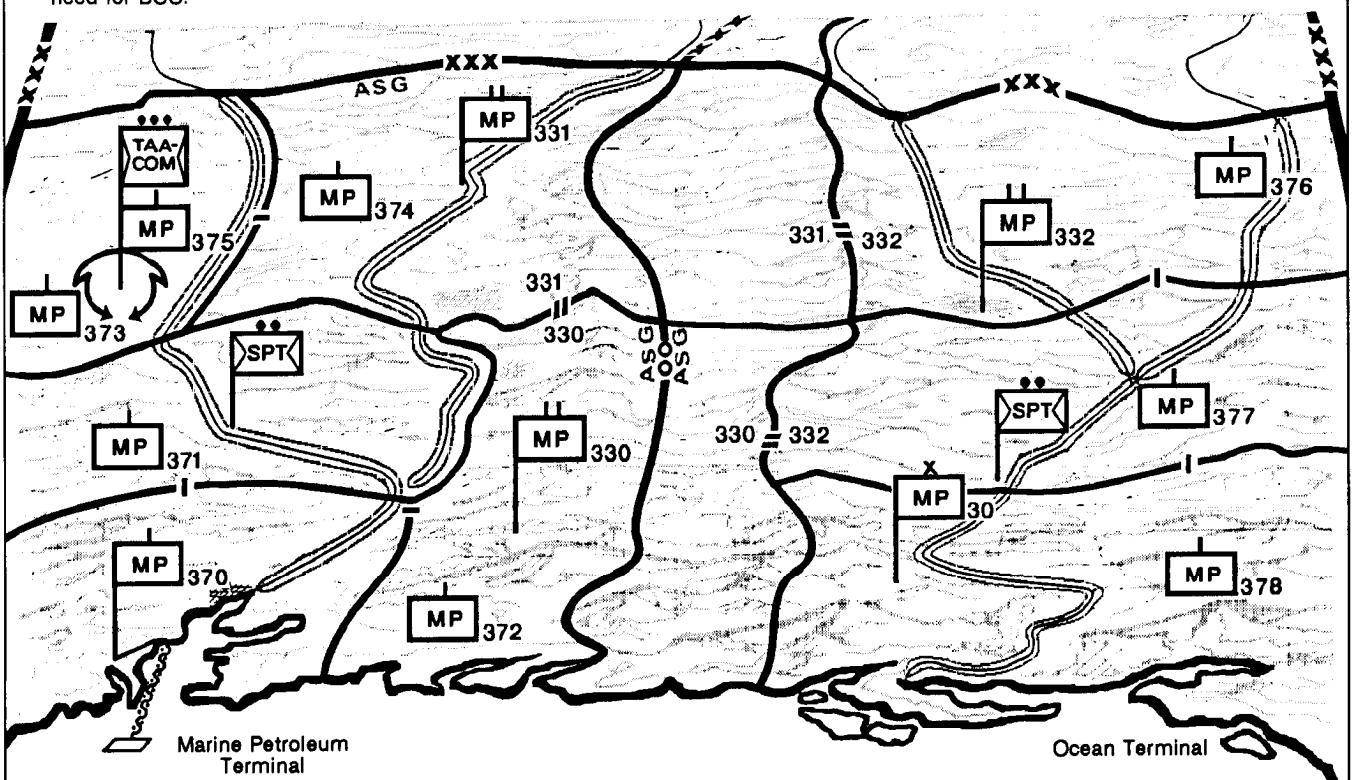
In the TAACOM most MP assets are employed along LOC within areas of high troop concentration. The area of responsibility for an MP battalion might, for example, be a large population center of a larger geographical area in which CSS complexes are located and that contains MSRs. But like MP assets in the combat zone, TAACOM MP units must be able to adjust their location and their priority of employment in order to support the TA's priority of need. In the TAACOM the mobility of MP battalion elements makes it unlikely that battalion AOs will often coincide with the territorial areas of responsibility of the ASGs.

Each TAACOM MP brigade commander provides dedicated security of his TAACOM's headquarters. In addition, the MP brigade commander in whose AO the TA headquarters is located can expect to be assigned an additional MP company to be dedicated for the security of that headquarters. And, in a developing theater, often MP. assets must be placed near sea, air, and rail terminals to provide cargo security and to receive, process, and intern EPWs.

The TAACOM MP brigade commander must be prepared to locate his assets where they can perform functions that would normally be performed in the mature theater by special-purpose MP units. You may be needed to help secure key junctures of pipelines. Or you may be needed to help secure critical cargoes on railways or in ports to help conserve and control combat resources. You may be temporarily holding EPWs awaiting evacuation from theater. Or, if the theater's needs for EPW processing or internment are pressing, you may be needed to carry out one of those specialized EPW operations.

Employing Options in a Developing Theater of Operations

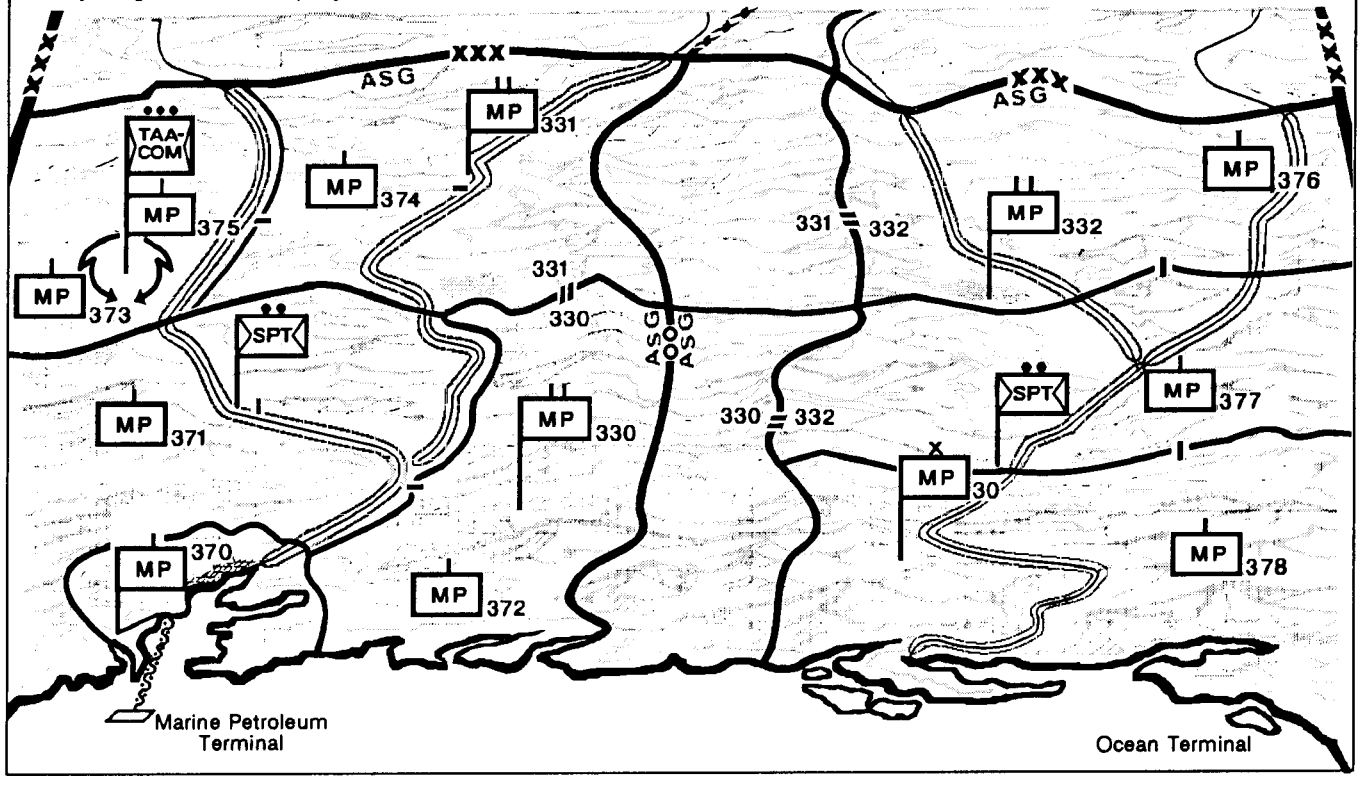
Initially the TAACOM MP brigade commander has arrayed his units and established AOs in accord with METT-T and the TA commander's need for BCC.



Following a change in the echelon commander's priority of need, the TAACOM MP brigades in this theater of operations have been tasked to assume responsibility for certain operations normally performed by TA special-purpose MP units. This TAACOM MP brigade has been made responsible for the security of a marine petroleum terminal until the TA's functional MP units can arrive. In the 330th MP Battalion's AO, the 370th MP Company will need to provide increased security for the terminal within its AO. The battalion commander considers possible employment options. (*See continuation on next page.*) –

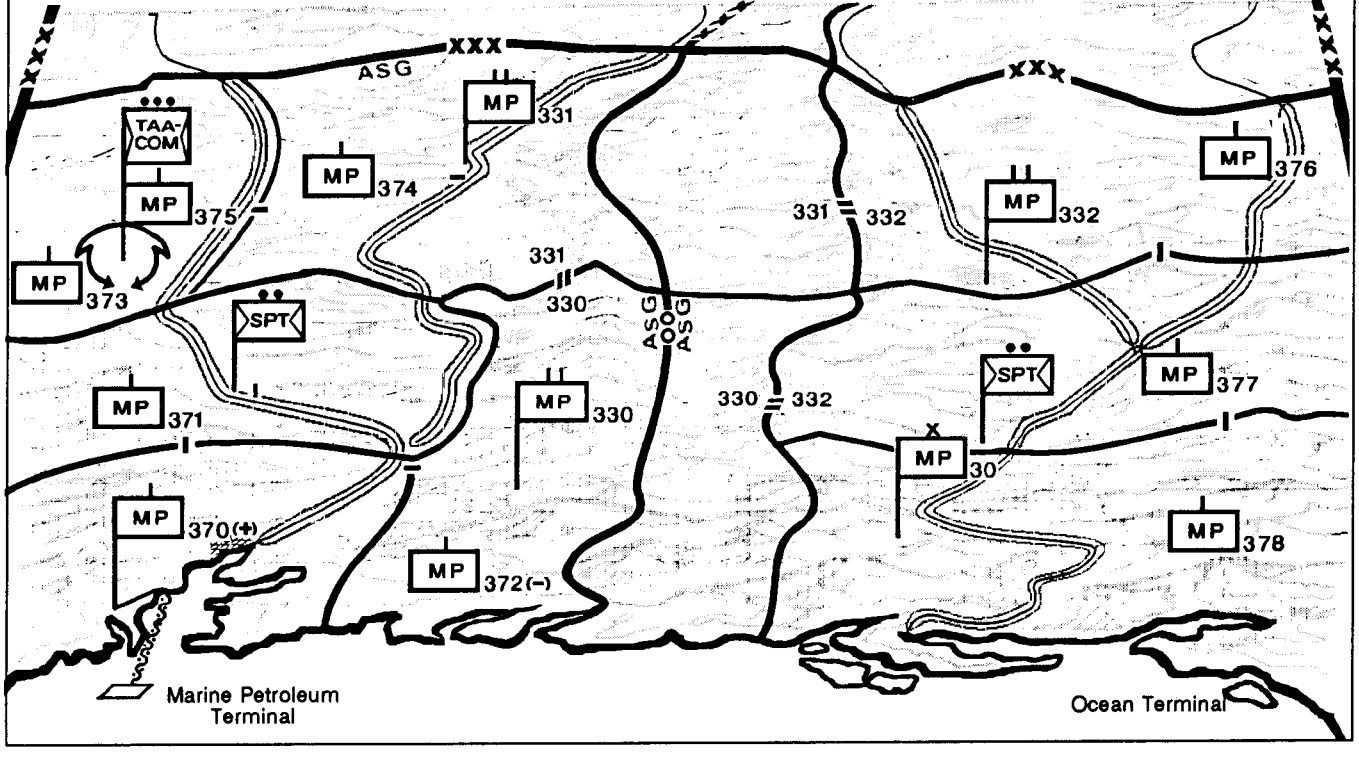
Employing Options in a Developing Theater of Operations (Continued)

Option one: Reduce the 370th MP Company's AO to the area immediately around the terminal facility and expand the AO of the adjoining 371st MP Company.



Employing Options in a Developing Theater of Operations (Continued)

Option two: Task-organize to meet the change in mission requirements by using assets from the 372d MP company to augment the assets of the 370th MP Company as long as that company remains responsible for the petroleum terminal.



Sometimes, if mission needs require, an MP brigade (normally composed of MP combat support companies) may be augmented by special-purpose companies. In the absence of an in-theater PERSCOM or TRANSCOM, for example, MP brigades can be assigned security companies, heavy security companies, guard companies, and/or escort guard companies to carry out specialized functions for the theater of operations.

CHAPTER 15

INTEGRATING BATTLEFIELD ACTIONS AND SUPPORT

You help multiply the overall combat power of friendly forces when you integrate your efforts with those of other combat, combat support, and combat service support elements. In the rear area, as elsewhere on the battlefield, successful operations demand an overall unity and synchronization of effort.

Selected Examples of Military Police Battlefield Coordination and Integration	Route Reconnaissance & Surveillance	MSR Regulation Enforcement	Straggler Control	Refugee Control	Intelligence Collecting & Reporting	Information Dissemination	Area Reconnaissance & Surveillance	Security of Designated Assets	Security of Special Ammunition	Base Response Force	Counterincursion	Air Base Ground Defense	Terrorism Counteraction	Area Damage Control	NBC Detecting & Reporting	EPW Collection	EPW Evacuation	EPW Internment	Law Enforcement	Criminal Investigation	US Military Prisoner Confinement	Support for River Crossings	Support for Passage of Lines
Host Nation	●	●	●	●	○	●	○	●	●	○	○	●	●	●	○	●	●	●	●	●		○	○
Navy					○	○		○					○			●	●	●			○		
Air Force					○	○		○	○	●	●	●	○			●	●	●			○		
Marine					○	○							○			●	●	●			○		
Army Aviation	●	●		○	○	○	●	○	●	●	●	●	○	○	○		●						
Field Artillery					○	○	●	●	●	●	●	●										●	○
Engineers	●	●			○	○	●	●	●		○	●		●		●		●			●	●	
Transportation	○	●	○	○	○	○		●	●								●						
Military Intelligence				○	○	○							○			●		●					
Signal						○																	
SJA																		●	○	●	●		
Medical			○			○										●		●			●		
Finance & Accounting																		○			○		
Chaplain																		●			●		
PSYOP				●	○	○							●	●		●		●					
Civil Affairs		○		●	○	○						○	●	●		●		●	○				
Ordnance					○	○		●	●														
Air Defense Artillery						○						○											
Quartermaster				○		○										○		○			○		
Chemical					○	○									○								
Cavalry			○		○	○				●	●	●				○						○	○
Infantry			○		○	○				●	●	●				○						○	○
Armor			○		○	○				●	●	●				○						○	○

Selected Examples of Integrated Interests and Responsibilities			
	Tactical movements	**In-transit movement of supplies by pipeline, water, rail, highway, and air, to include operation of carriers**	**Control, evacuation, and internment of enemy prisoners of war, civilian internees**
MP	Conduct BCC operations. Advise, plan, and execute straggler control, temporary route signing, MSR regulation enforcement, route reconnaissance and surveillance, dissemination of information.	Conduct area security operations. Advise, plan, and/or execute security to protect lines of communications throughout the theater of operation and to protect special cargo in transit.	Conduct EPW operations. Advise, plan, and execute operations to collect, safeguard, evacuate, process, intern, treat, discipline, repatriate EPWs and civilian internees.
TRANS	Advise on technical aspects of movement. Provide march graph and table. Works with G3s on movement priorities.	Plan emergency transportation to meet requirements above the command's capability.	Provide transport for evacuation of EPWs and civilian internees.
ENGR	Provide G3s with road and bridge capabilities; recommends routes.		Plan, construct, and maintain facilities for EPWs and civilian internees.
G1 Personnel Staffs	Coordinate priority of movement of personnel, units, and installations with G3s.	Provide G4s with special transport requirements.	Plan custody, logistics, guards, and administrative and religious support for EPWs and civilian internees.
G2 Intelligence Staffs	Provide information on weather, terrain, and enemy situation.	Provide information on the area of operations as it affects the means and use of transport.	Acquire, process intelligence from EPWs and captured documents.
G3 Operations Staffs	In coordination with G4s, Aviation, and Transportation, plan and supervise tactical troop movement and select and designate units, priorities, destinations, times, routes, and security.	Keep G4s informed of tactical plans affecting transport requirements.	Estimate EPW capture rate.
G4 Logistics Staffs	Receive requirements for transport means from G3s. Set priority for movement of combat service support units. Monitor traffic regulation and control. Ensure logistic support.	Determine need and provide transport for command. Coordinate use of all transport.	Plan provision of housing, feeding, transport, and evacuation of EPWs and civilian internees. Plan use of EPWs as laborers.
G5 Civil-Military Operations Staffs	Advise on the impact of refugees and civilians on troop movement. Provide liaison with civilian public safety officials to assist the PM and the G3s.	Provide G4s with availability of civilian transportation means for military use.	Seek, furnish local supplies for feeding and clothing. Advise G1s on services required for EPWs and civilian internees.

Across the battlefield, at every level, as you carry out your missions, operations, and actions, you coordinate and integrate MP battlefield efforts with those of other units, arms, and services supporting or sharing your —

- Mission areas of responsibility and interest.
- Command's operations and responsibilities.

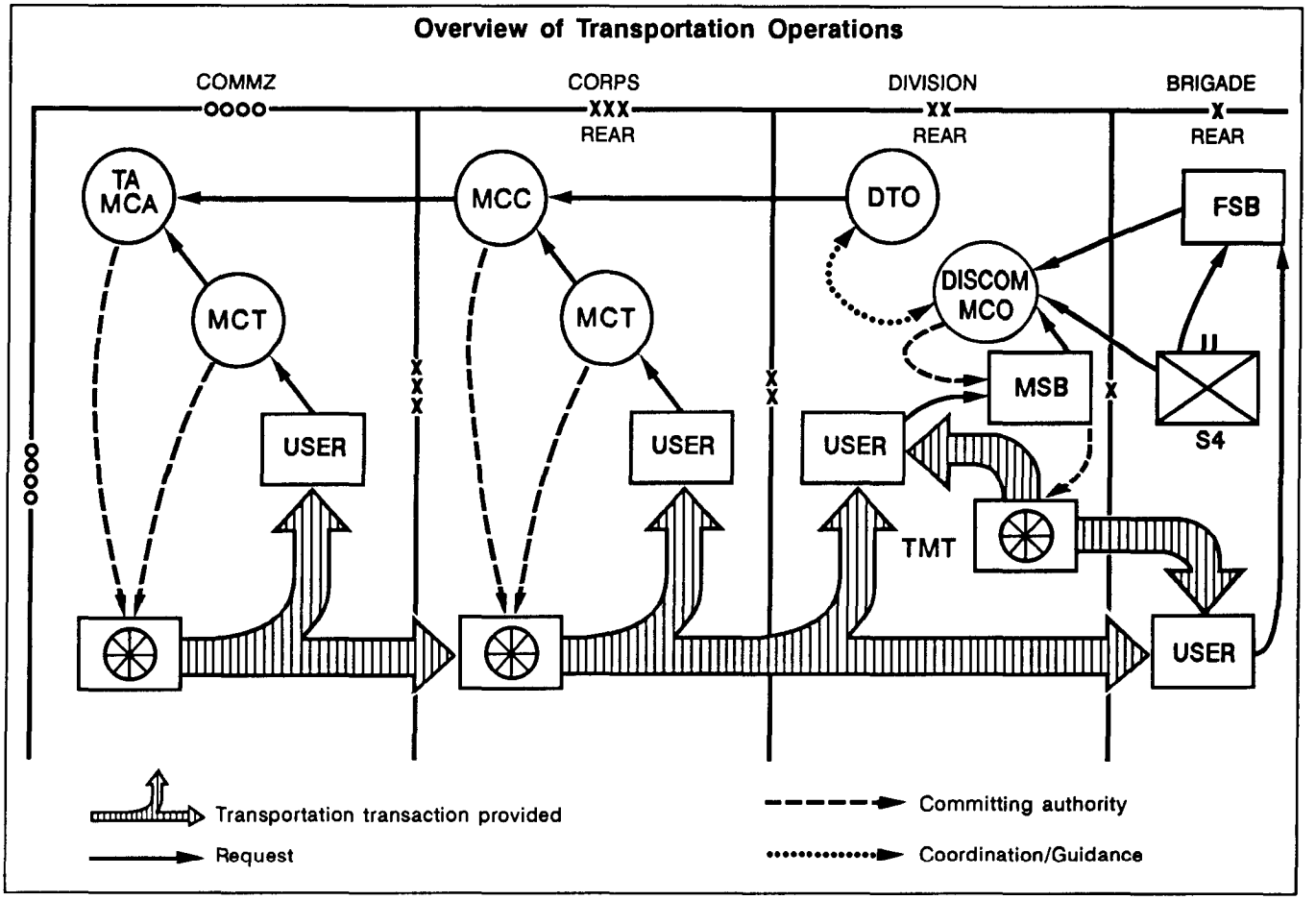
When your unit conducts MSR regulation enforcement or emplaces temporary route signs, you are integrating your efforts with those of Transportation and Engineers. When you work with local authorities to counter terrorism, or when you conduct EPW operations, you consistently coordinate and integrate your efforts with those of MI, PSYOP, and Civil Affairs. When you expedite critical resources en route to combat units, you ensure your BCC operations mesh with Transportation's movement control operations and Engineer's route classification operations.

Mission areas of responsibility or interests cross all levels of command. Leaders, elements, and agencies operating at differing levels of command, but within a shared area of responsibility or interest, consistently and continuously integrate their efforts and coordinate their activities.

INTERACTING WITH TRANSPORTATION ELEMENTS

You interact with Transportation elements at all levels of command as you evacuate EPWs, work with Transportation's movement control agents to help regulate the theater's highways, and keep Transportation informed of the status of the road network.

The Theater Army Movement Control Agency (TAMCA) provides centralized movement control and highway traffic regulation management for the theater Army. Movement control teams (MCTs) located at each echelon determine and coordinate transportation needs within the command's AO. A highway traffic division (HTD) within each echelon controls movement on the command's highway network. At corps MP coordination is enhanced by the presence of the MP liaison between MP brigade staff and MP serving in the corps support command's movement control center (MCC).



Below corps, transportation management and movement control is carried out by a division transportation officer (DTO) and the movement control officer (MCO) assigned to each division.

The functions of the HTDs and DTOs are to –

- Plan, route, schedule, coordinate, and direct road movements based on the command's priorities.
- Through the G5, coordinate the use of host nation national highways or MSRs and alternates.
- Establish the command's highway regulation plan and develop and update traffic circulation plan overlays.
- Set and implement priorities for highway movement.
- Process requests for route clearance from units within the area of jurisdiction.
- Consolidate requests and issue movement credits for supervised, dispatch, and when needed, reserve routes.

Schedule road use of –

- Convoys.
- Oversize or overweight vehicles.
- Vehicles moving by infiltration.
- Troop movements on foot.

- Exert control over the highway network with highway regulating point teams (HRPTs).
- Change routes, schedules, and priorities as dictated by the situation.
- Maintain situation map of military road network to show current data on construction, detours, defiles, capacities, and surface conditions.
- Set procedures for reporting road construction requirements to the Engineer construction activity.
- Evaluate, record, and disseminate information from other traffic headquarters.

INTERACTING WITH ENGINEER ELEMENTS

You work jointly with Engineers to help divisions and other combat units cross rivers. You integrate MP support into Engineer area damage control (ADC) operations; you contribute to Engineer route classification efforts. You interact with Engineers for mobility and survivability support to enhance the effectiveness of your efforts for BCC and area security. And you look to Engineers for construction capabilities for EPW operations.

Coordination takes place at each echelon. Each division is assigned an organic Engineer battalion. The division engineer plans and supervises Engineer support activities.

Integrated Battlefield Circulation Planning

HIGHWAY REGULATION PLAN
- Prepared by command's traffic officer, this written staff plan details the capabilities of the command's existing road net to handle the traffic that must move over it.
- A highway regulation plan is based on –
  - The size of the command.
  - The road network.
  - The composition and disposition of tactical units.
  - General route and traffic information.
  - Location of terminals and other facilities.
  - Availability of communications equipment.
  - The logistical situation and mission.
  - Operational plans.

TRAFFIC CIRCULATION PLAN
- Prepared by the command's traffic officer, this plan is usually developed as a map overlay.
- MP provide continuous information to update plan.
- Describes the road net and how it will be used and maintained.
- Provides highway regulation information for highway users.
- Gives route designations.
- Identifies military route numbers.
- Shows restrictive route features (bridges, tunnels) and gives their traffic capacity.
- Shows major geographic features.
- Gives locations of –
  - Boundaries.
  - Units.
  - Highway regulation points.
  - TCPs.
  - Principal supply points and depots.
  - Blackout areas.
- Shows light lines.
- Shows direction of traffic movement.
- Gives route classification (open, supervised, dispatch, reserved, or prohibited).

TRAFFIC CONTROL PLAN
- Prepared by the Command's PM, this plan implements the traffic circulation plan.
- Developed or validated by each MP company operations section for that company's area of operations.
- Portions of plan are provided by MP company commander to platoons for use in their AO.
- Usually a map overlay.
- A traffic control plan shows –
  - Placement of control operations.
  - Locations of TCPs.
  - Mobile patrol areas.
  - Locations of temporary signs.
  - Locations of other MP control functions.
  - May also show alternate routes and points where new control functions will be needed if the MSR is interdicted.

MP requests for Engineer support go through the PM section to the ACofS, G3, then to the division engineer. When the division is organized by maneuver brigades, the senior Engineer officer in the brigade S3 coordinates support. MP platoon leaders send support requests through the brigade S3 to the Engineer officer.

Each corps is supported by an organic Engineer brigade. MP coordinate with the echelon Engineers for constructing EPW holding areas. All requests for Engineer support go through the rear CP. The rear operations cell in the corps rear CP controls coordination of Engineer assets.

Each TAACOM is supported by an Engineer group or brigade. The Engineer brigade and group plan, coordinate, and supervise the construction of roads, railways, pipelines, bridges, airfields, ports, enemy prisoner of war facilities. Requests for Engineer support pass from the area support group to the TAACOM's Engineer brigade. (Construction of EPW and CI enclosures in the theater may require dedicated assets from the theater Army Engineers.)

INTERACTING WITH FIELD ARTILLERY, ARMY AVIATION, OR USAF TACTICAL AIR ELEMENTS

You routinely interact with Field Artillery, Army Aviation, and USAF Tactical Air to coordinate fire support for MP operations. Your need for fire support for MP operations is likely to be greatest in your combat role in rear operations. The availability of ground and/or air indirect fire support for MP operations depends on the level of Threat, the overall tactical situation, and the –

- Degree to which it would reduce fire support to the main battle effort.
- Responsiveness of the available weapons systems.
- Precision and collateral damage effects of the weapons systems.
- Communications nets available to facilitate fire support activities
- Availability of observers to identify targets and adjust fires.

Field Artillery fire support officers and fire support elements at each level of command coordinate the command's fire support. Most often Field Artillery units will provide the fire support for rear area operations. Indirect fires from Army Aviation and USAF tactical aircraft are seldom likely to be employed in rear operations against enemy small-unit operations that can be defeated by bases or by a response force. But defeating some Threat forces may require the use of these indirect fire assets.

Rear Area Operations and Fire Support Relationships

TAACOM

- A fire support element (FSE) at each ASG RTOC coordinates fire requests. These FSEs may coordinate fire support between ASG and the fire support facilities and may serve as the communication link between the two elements.
- The FSE coordinates and requests CAS through the TAACOM RTOC to the TA designated air support operation center/direct air support center.
- Where naval gunfire support is available, the FSE coordinates through the TAACOM RTOC to the TAOC who contacts the fire support ship via the naval task group.

CORPS

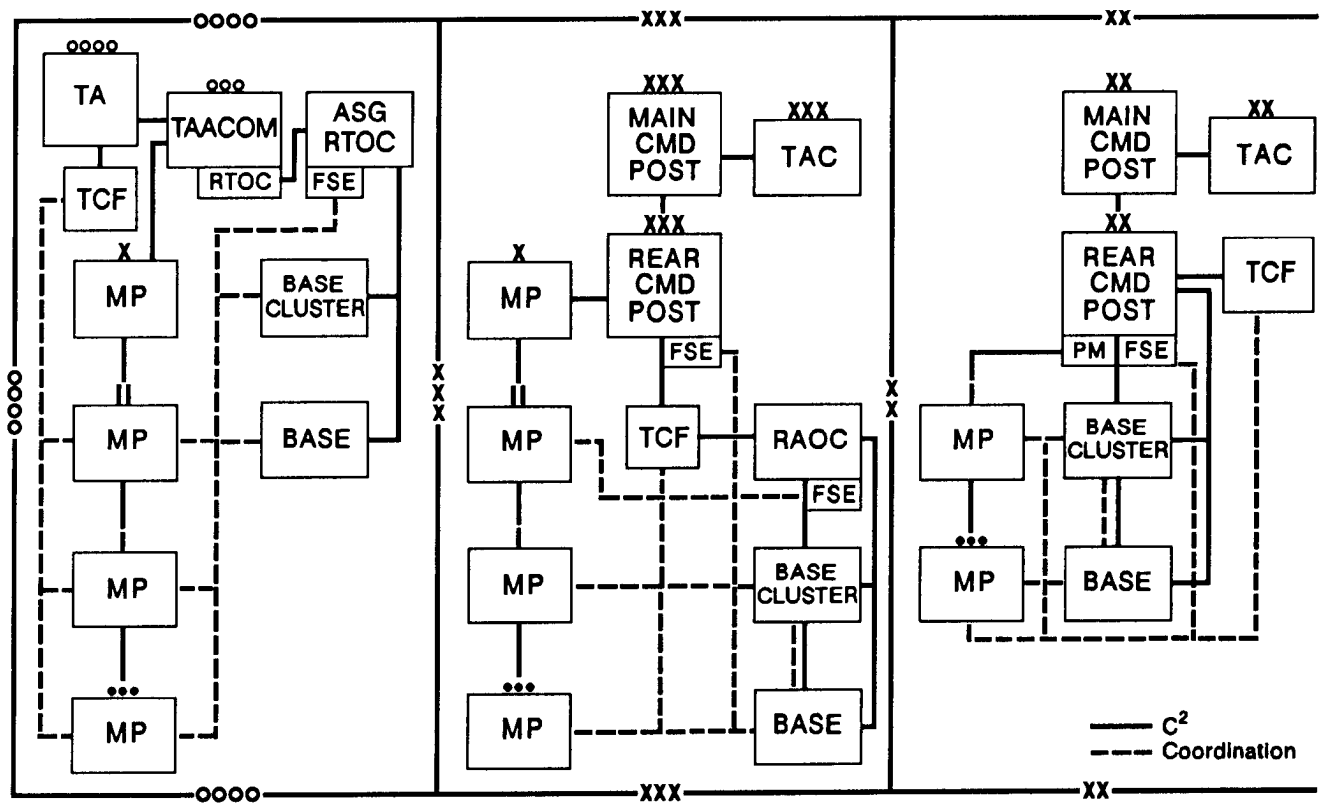
- The operations cell of the rear CP establishes coordination for fire support.
- When a response force calls for fire support, the FSE at the corps rear CP considers all available fire support systems. This includes those of units reconstituting, transiting, or temporarily located in the corps rear area. The FSE –
  - –Knows which fire support assets are available.
  - –Monitors changes in the status of its assets.
  - –Coordinates with and uses HN support whenever it is available.
  - –Requests for CAS, either from a response force or a TCF

    are reviewed by the respective RAOC and/or rear operations cell and are forwarded to the main CP.

DIVISION

- The operations cell at the rear CP establishes procedures by which response forces can call for fire support either through the rear CP or from the appropriate fire support unit.
- The rear operations cell assists response forces in obtaining fire support. (Calls for fire are not normally initiated by base or base clusters.)
- Most often response force requests for fire are sent to the fire support officer (FSO) at the rear CP. He reviews and coordinates requests for both ground and air fire support at the operations cell, then forwards them to the FSE cell at the main CP. (The division's FSE coordinates and executes all fire support at the division main CP.)

MP Coordination and Rear Operations Control Overview



When it is available, Army Aviation and USAF fire support can increase a response force's combat power, which will cause the enemy to expend itself fighting air and ground forces simultaneously.

Additionally, Army Aviation's attack helicopters can provide air-ground communications to coordinate and adjust indirect fires when tactical air and artillery are employed.

USAF tactical aircraft are less likely to be available for rear operations than Army Aviation assets. Tactical aircraft missions are normally flown near the FLOT against moving armor, lightly-armored vehicles, and personnel. Preplanned CAS missions like those scheduled 24 hours before a counterattack, are unlikely to be part of MP operations. However, USAF "immediate" CAS may at times be available.

USAF CAS missions, although flown at the request of ground forces, are controlled by the USAF through the tactical air control system. Requests for "immediate" tactical air support are forwarded through USAF channels on the high-frequency air request net from the tactical air control party directly to the air support operations center. *See FM 6-20 for discussion of fire support in combined arms operations. See FMs 6-30 and 6-20-30 for details on fire support and the procedures for its* ***employment.***

CHAPTER 16

USING OPERATIONAL AND TACTICAL PLANNING

Thorough, sound operational planning is a prorequisite to battlefield success. Whether you are planning battalion, company, or other element activities, certain givens exist. In your planning you must identify opportunities. You must anticipate and avoid problems. You must analyze your options before making the decisions on which you will base your actions. You must balance competing risks. And you must identify and develop your best course of action.

Your key to planning a successful operation is to anticipate possible future events and to be prepared for contangencies. You will enhance both your planning and execution of your operations if you —

- Use the military planning and decision-making process.
- Develop long-range as well as short-range goals.
- Identify your goals and objectives and the end point by which you will recognize their accomplishment.
- Coordinate goals and actions internally and externally.
- Base your plans on objective planning factors.
- Continuously review your plans in light of METT-T and updated information.
- Clearly assign responsibilities and express expectations.
- Identify options that may develop during an operation.
- Stand ready to accommodate changes.

USING MILITARY PLANNING

You provide a sound basis for your operation's success when you select and carry out courses of action you have developed using military planning. Following military planning guidelines can help you answer the three key questions of operational planning

- What military condition must be produced to achieve the goal?
- What sequence of actions is most likely to produce that condition?
- How should resources be applied to accomplish that sequence of actions?

Military Planning Guidelines

1. Forecast requirements by analyzing and evaluating facts and trends to predict what may occur.
2. Examine probable requirements and establish priorities for further preparation.
3. Study implications and interrelationships of probable requirements.
4. Analyze the mission to determine tasks, their complexity, and their relative importance.
5. Establish guidance for further planning that will help keep all elements focused on the commander's intent.
6. Prepare studies and/or estimates to help formulate courses of action and assess their feasibility.
7. Select courses of action, identify the best course, and retain other feasible courses for use in contingencies as alternate plans.
8. Prepare your plan in detail, and conduct rehearsals when time, resources, and security permit.
9. If you do not implement your plan immediately, retain it for later use. But as events occur or new information becomes available, review and revise plans accordingly.

ANALYZING, FORECASTING, AND RISK-TAKING

Conducting a mission analysis is crucial to your planning. Begin by gathering facts and ascertaining current conditions. Ascertain the –

- Higher-level mission and the commander's intent (one and two levels up).
- Current task organization (two levels down).
- Current unit status (locations, operation capabilities, activities).
- Logistics situation *(see discussion of logistic estimate format in FM 101-5).*

As an MP leader you must be aware of civil affairs concerns and the possible need for civil affairs support. Identify or consider the likelihood of local government support, degree of control of local government, and limitations in the civil-military area.

When facts are not available you will need to develop assumptions. Assumptions must substitute for fact where information is not known. Keep in mind that as time passes between your receipt of a mission and the execution of your plan, facts are increasingly likely to have changed. You must have sound assumptions you can use in place of fact.

Analyzing the higher-level mission and the commander's intent will help you identify what tasks are required to accomplish your own mission. As you analyze your own mission, be sure to identify both the specified and the implied tasks to be performed. Specified tasks are those stated in higher HQ orders and plans. Implied tasks (like crossing a river or passing through the lines of a unit lying between you and your objective) are not so stated, but they must nonetheless be accomplished to satisfy the overall operation. And from among the specified and implied tasks, you must be sure to identify those essential tasks that are crucial to your mission's success.

Integral to your mission planning is your analysis of mission requirements in terms of time, space, and personnel. If you are to balance the benefits of detailed planning against the need for immediate action, you must —

- Determine how much time you have between receiving the mission and the deadline for having completed it.
- Know how long it will take for you and others to obtain and process information, make decisions, issue orders.
- Know how long it will take for your subordinates to execute the orders and complete the mission or carry out the operation.

Because each unit involved in an operation performs its own planning based on the plans of the next higher level, allocation of adequate time for subordinate units to plan is a consideration at each level. (You will have more time for acting and use less time for planning if you have already incorporated routine procedures in standing orders. Publishing SOPS reduces the number of details to be explained. It also promotes understanding and teamwork among commanders, staff, and troops.)

Keeping in mind the classic allotment of one-third time for planning and two-thuds time for execution, do reverse planning. Move backward from the time of execution to –

- Allocate time in which to accomplish each phase of an operation.
- See how much time you will have in which to rehearse if rehearsal is appropriate.
- Determine how much time you will have for developing your plan.

Using terrain analysis *(see **also Appendix G),*** consider the layout of the battlefield. Appreciate the opportunities and limitations of the major terrain features, transportation networks, and built-up areas. You will want to fit your operational concept and planning to that environment. Using the IPB, evaluate the area in terms of the military aspects of terrain. Be sure to consider how to exploit the opportunities afforded by weather while minimizing its adverse effects.

Using current information on the Threat, identify known enemy activities and Threat capabilities that could affect this and future operations. Attempt to anticipate the enemy's objectives and intentions.

Consider your available assets and determine acceptable levels of risk. At every echelon you must disperse your assets and prioritize your operations to meet the echelon commander's needs within the limits of your resources at hand. You must concentrate your efforts on key locations and accept risks elsewhere. Whenever you can, recognize and moderate such risks in your choice of operations and in your contingency planning.

IDENTIFYING, DEVELOPING, AND SELECTING COURSES OF ACTION

Your selected course of action will become your actual plan for accomplishing your mission. To ensure the best plan possible, identify several possible courses of action, each significantly different from the others. In identifying courses of action, do not overlook a check of the "basics" like –

- Commander's intent.
- Essential tasks.
- Effective use of C^2.
- Principles of war.
- Ethical considerations.
- Relative force ratio.
- Use of nuclear or chemical weapons by either side.

Consider preparing a course of action statement (and sketch, if appropriate) for each option. Your course of action statement is the "how" of your operation. It should include the five elements of the battlefield framework.

- What — the type of action.
- When – the time the action will begin.
- Where – the assigned area.
- How— the use of available assets.
- Why– the purpose of the operation.

As you develop your courses of action, analyze your relative combat power. Consider your initial array of forces. Develop schemes of maneuver. Determine C^2 means and maneuver control measures.

Base your planning on historical planning factors, then relook your estimates in light of your available assets, the factors of METT-T the echelon commander's intent, and your mission priorities. For example, when planning distribution of mobile assets for route coverage, you would begin with an estimate of one mobile MP team per 10 kilometers. For area coverage, begin with an estimate of one mobile MP team per 55 square kilometers.

When dispersing your assets into small combat elements consider the classic ratios of friendly to enemy forces to help ensure your elements can concentrate sufficient combat power to accomplish their mission. And consider the speed and ease of reassembling your elements if you are dispersing them to distant sites.

Classic Ratios for the Array of Friendly Units*	
DEFENSIVE ACTIONS	
Delay	Friendly 1 : 6 Enemy
Defend (dug-in)	Friendly 1 : 3 Enemy
Defend (hasty)	Friendly 1 : 2.5 Enemy
OFFENSIVE ACTIONS	
Optimum	Friendly 6 : 1 Enemy
Minimum	Friendly 3 : 1 Enemy
Attack (dug-in)	Friendly 3 : 1 Enemy
Attack (hasty)	Friendly 2.5 : 1 Enemy
Counterattack (flank)	Friendly 1 : 1 Enemy
*These are planning factors only.	

Attempt to anticipate the enemy's likely moves. Consider ways to obstruct dangerous approaches to your area and also avenues leading away from potential landing zones. Plan ways to combine the efforts of different resources, like enhancing your combat power for your base response and counterincursion operations with fire support from field artillery, Army aviation, or USAF tactical aircraft. Attempt to determine the outcome of your operations by–

- Conserving unit strength through economy of force.
- Using terrain, weather, deception, and OPSEC to your advantage.
- Focusing your efforts on enemy vulnerabilities.
- Ensuring unity of effort among subordinates and with your peers.

When planning for combat operations, whenever possible develop your courses of action to avoid an enemy's strength and to strike at his weaknesses. Avoid head-on encounters with an enemy's forces. Seek to gain the element of surprise. When moving, plan to use indirect approaches and flank positions that do not attract immediate attention. Plan for fire support to increase your combat power. Plan to operate on the enemy's flanks and rear, where direct fire is most effective, psychological shock is the greatest, and the enemy is least prepared to tight. And to be able to respond to and implement changes quickly, plan supplementary or alternative control measures to modify your plan as the situation dictates.

For a combat operation your course-of-action statement and sketches should certainly include –

- Allocated forces.
- Unit boundaries.
- Axes of advance.
- Routes for a forward or rearward passage of lines.
- Air axes for the maneuver of attack helicopters.
- Other control measures like–
  - Phase lines.
  - Assembly and/or holding areas.
  - Zones or sectors.
  - Battle positions.
  - Objectives.
  - Obstacles.
  - Routes.

Projected Unopposed Rates of Movement		
Characteristics of Terrain	**Foot infantry**	**Armored or mechanized**
Built up area wider than 500 meters or without easy bypass o Water wider than 55', deeper than 4', faster than 5 fps. o Banks over 4 feet. o Slopes of 45% or more. 1:50k - 1/32" open, 1/8" forested. o Vegetation. Trees 6-8" thick less than 20' apart. o Elevation variations 200-400 meters per km. o Man-made obstacles. o < = 1 trail per km w/o hard surface roads.	1.0 kmph (day) .1 to .5 kmph (night)	1.0 kmph (day) .1 to .5 kmph (night)
Water up to 55' wide, up to 4 ' deep, slower than 5 fps. o Slopes of 30% - 45%. o Vegetation: trees 2" thick, or more than 20' apart. o 2 or more roads and trails per km.	2.4 kmph (day) 1.6 kmph (night)	16 kmph (day) 8 kmph (night, blacked out)
Terrain other than above	4 kmph (day) 3.2 kmph (night)	24 kmph (day) 24 kmph (night with lights/passive)

Division, Corps, TAACOM MP Companies					
	Mission	**Action Elements**	**Support Role**	**Augmentation Needed for Mission Accomplishment**	**Capabilities Over a 24-hour period***
MP COMPANY (Combat Support) Organic to corps MP brigade or TAACOM MP brigade.	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	4 platoons; each platoon has 3 squads; each squad has 3 teams. Squads have separate squad leaders. Total: 36 3-man teams (108 persons).	GS for all units in AO.	• Corps band assets to guard EPWs (under continuous high captive rates; mass captures). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• Security for a TAACOM headquarters. OR • Security for 1 corps main CP and 1 tac CP. OR • Operation of 1 EPW holding area (9 teams) and 27 mounted mobile or fixed position teams. OR • 36 mounted mobile or fixed position teams for use in any combination. OR • When company is assigned to TAACOM MP brigade for such purpose, security for a unified or combined headquarters.
MP COMPANY (Heavy) Organic to combat arms division (infantry, armor).	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	6 platoons; each platoon has 2 squads; each squad has 3 teams. Total: 36 3-man teams (108 persons).	GS with platoon in DS of each maneuver brigade unless assets required for company-level operations.	• Div band assets or corps MP to– Provide close-in security for division main CP and for ASPS. Guard EPWs (under continuous high captive rates; mass captures). • Corps MP to – Provide security for designated critical assets. Support sustained combat operations. Assist HN in L&O operations within the division area (war crimes and criminal diversion of war materiel). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• Screening security for division main CP (6 teams), 1 division central collecting point (6 teams), and 6 mounted mobile or fixed position teams. AND EITHER • 3 DS platoons, each providing its brigade with either 1 forward EPW collecting point (3 teams) and 3 mounted mobile or fixed position teams or 6 teams in any combination. OR • 18 mounted mobile or fixed position teams for use in any combination.
MP COMPANY (AIM) Organic to combat arms division (armor, infantry, mechanized).	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	5 platoons; each platoon has 3 squads; each squad has 3 teams. Total: 45 3-man teams (135 persons).	GS with platoon in DS of each maneuver brigade unless assets required for company-level operations.	• Div band assets or corps MP to– Provide close-in security for division main CP and for ASPS. Guard EPWs (under continuous high captive rates; mass captures). • Corps MP to – Provide security for designated critical assets. Support special operations, such as river crossings and passages of lines. Assist HN in L&O operations within the division area (war crime and criminal diversion of war materiel). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• Screening security for division main CP (6 teams), 1 division central collecting point (6 teams), and 6 mounted mobile or fixed position teams. AND EITHER • 3 DS platoons, each providing its brigade with 1 forward EPW collecting point (3 teams) and 6 mounted mobile or fixed position teams. OR • 27 mounted mobile or fixed position teams for use in any combination.

*Commanders must consider the need to ensure rest management for their troops.

Division, Corps, TAACOM MP Companies (continued)					
	Mission	**Action Elements**	**Support Role**	**Augmentation Needed for Mission Accomplishment**	**Capabilities Over a 24-hour period***
MP COMPANY (Airborne) Organic to combat arms division (airborne).	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	4 platoons; each platoon has 3 squads; each squad has 2 teams. Total: 24 3-man teams (72 persons).	GS; but at beginning of combat operations 1 platoon deploys with each brigade, providing DS until the airhead is established. Then platoons revert to GS.	• Div band assets or corps MP to – Provide close-in security for division main CP and ASPS. Guard EPWs (under continuous high captive rates; mass captures). • Corps MP to – Provide security for designated critical assets. Support special operations, such as river crossings and passages of lines. Conduct extensive combat operations within the division rear. Assist HN in joint L&O operations within division area (war crimes and criminal diversion of war materiel). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• During assault phase until airhead is established, 6 mounted mobile or fixed position teams to deploy for DS of each brigade and 6 teams for GS near division main CP. OR • After airhead is established, 1 division EPW collecting point (6 teams) and 18 mounted mobile or fixed position teams providing GS. OR • 24 mounted mobile or fixed position teams for use in any combination.
MP COMPANY (Air Assault) Organic to combat arms division (air assault).	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	4 platoons; each platoon has 3 squads; each squad has 2 teams. Total: 24 3-man teams (72 persons).	GS for all units in AO.	• Div band assets or corps MP to – Provide close-in security for division main CP and for ASPS. Guard EPWs (under continuous high captive rates; mass captures). • Corps MP to – Provide security for designated critical assets. Support special operations, such as river crossings and passages of lines. Conduct extensive combat operations within the division area. Assist HN in joint L&O operations within division area (war crimes and criminal diversion of war materiel). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• 24 mounted mobile or fixed position teams for use in any combination.
MP COMPANY (Light) Organic to combat arms division (light infantry).	Carry out any and all MP battlefield operations for BCC, AS, EPW/CI, L&O (but not simultaneously at the same level of priority).	3 platoons; each platoon has 3 squads; each squad has 2 teams. Total: 18 3-man teams (54 persons).	GS for all units in AO.	• Div band assets or corps MP to – Provide close-in security for division main CP and for ASPS. Guard EPWs (under continuous high captive rates; mass captures). • Corps MP to – Conduct circulation control and combat operations within the division area. Support special operations, such as river crossings and passages of lines. Assist HN in joint L&O operations within division area (war crimes and criminal diversion of war materiel). • Non-MP transportation for evacuation of EPWs. • External MP to escort EPWs.	• Screening security for division main CP (6 teams), division EPW collecting point (6 teams),and 6 mounted mobile or fixed position teams.

*Commanders must consider the need to ensure rest management for their troops.

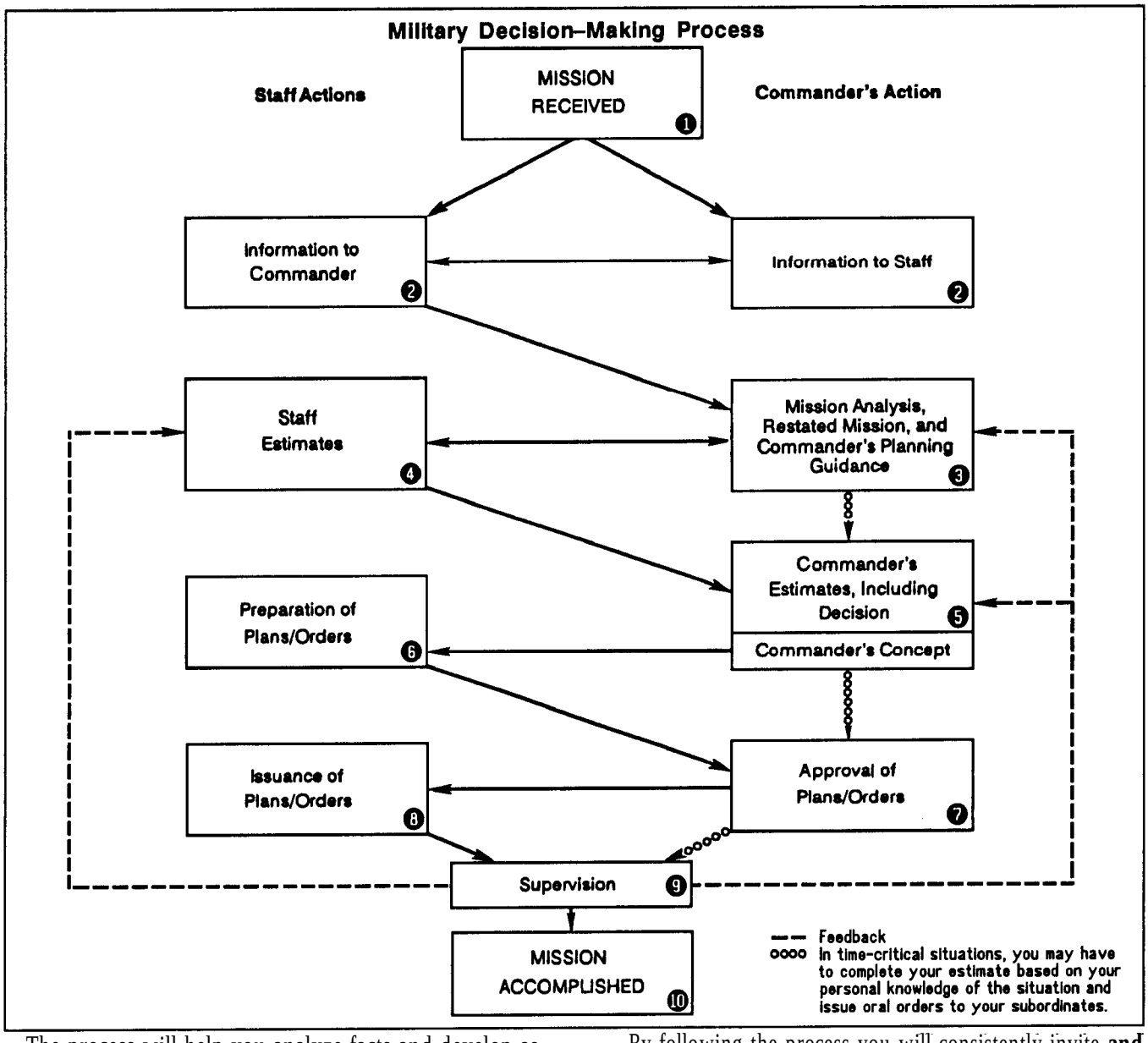
MP Special-Purpose Companies					
	Parent Unit	**Mission**	**Action Elements**	**Support Role**	**Capabilities Over a 24-hour period***
MP GUARD COMPANY	• Elements of TA functional commands like PERSCOM's MP PW Bde or US Confinement Bn. TRANSCOM's Railway Opn Bn. OR • TAACOM/Corps MP Bde's EPW/CI Bn When PERSCOM not present in theater OR • MP Bdes/Bns as needed.	Depending on mission of parent unit, guards – EPW/CI. OR US military prisoners. OR Sensitive material on US military installations & facilities.	3 platoons; each platoon has 3 squads; each squad has 10 persons. Squads have separate squad leaders. Total: (90 persons.)	GS for all elements of its parent unit or all units in the theater.	Provides 60 individual* guards at any one time for security of any one of the following: • 1 military installation/facility (up to 200,640 square meters) containing sensitive material. OR • 1 confinement facility of 500 US military prisoners. OR • 1 internment facility containing up to 2,000 EPW/CIs. OR • 3 railway terminals (up to 8 tracks each) for protection of EPW/CI or sensitive material within the terminals.
MP ESCORT GUARD COMPANY	• Elements of TA functional commands like PERSCOM's MP PW Bde or EPW/CI Bn. • TAACOM/Corps MP Bde's EPW/CI Bn when PERSCOM not present in theater	Escort EPW/CI during movement.	4 platoons; each platoon has 3 squads; each squad has 3 teams; each team has 3 persons. Squads have separate squad leaders. Total: 36 3-man teams (108 persons).	GS for all elements of its parent unit or all units in the theater.	Provides 36 teams* for security of EPW/CI during movement at levels shown, when all assets are employed in any one mode. Can escort – 2,000 – 3,000 by train. OR 1,500 – 2,000 by vehicle. OR 1,000 – 1,500 by marching.
MP SECURITY COMPANY	• Elements of TA functional commands like TRANSCOM's Terminal Railway Opn Bn, TA's Petroleum Gp, and TA's Conventional Ordnance Bn. • MP Bdes/Bns as needed.	Provide close-in security for critical combat supplies and facilities.	4 platoons (2 fixed, 2 mobile); each platoon has 3 squads; each squad has 3 teams; each team has 3 persons. Squads have separate squad leaders. Total: 36 3-man teams (108 persons).	GS for all elements of its parent unit or all units in the theater.	Provides 18 mounted mobile patrols (1 team each)and 18 fixed positions (1 team each)* for security of any one of the following: • 3 division conventional ASPs. OR • 2 corps/TAACOM conventional ammo storage areas. OR • 360 km of pipeline. OR • 1 deep water port not to exceed 139,233 square meters. OR • Critical sites such as terminal transfer points, water points, viaducts, and ADP and commo facilities.
MP HEAVY SECURITY COMPANY	• Elements of TA functional commands like TA's Special Ammo Ord Bde, Ord Bn. • MP Bdes/Bns as needed.	Depending on mission of parent unit, provides – In-depth security for special ammunition. OR Security for critical Army assets.	4 platoons; each platoon has 4 squads; each squad has 3 teams; each team has 3 persons. Squads have separate squad leaders. Total: 48 3-man teams (144 persons).	GS for all elements of its parent unit or all units in the theater.	Provides 48 mounted mobile or fixed positions (1 team each)* for security of any one of the following: • Exclusion area security for 1 weapons holding area and 2 NASPs. OR • Security in-depth for 2 NASPs and 1 airhead (during weapons transfer). OR • Security of critical materiel during in-theater movement. OR • Area security for 480 km of pipeline, terminal transfer points, water points, viaducts. OR • Area security for 1 deep water port (not to exceed 174,041 square meters). OR • Area security/limited combat operations in an area up to 2,600 square km in corps, 4,000 square km in TAACOM/rural area, 1,000 square km in high-density urban terrain.

*Commanders must consider the need to ensure rest management for their troops.

To be able to modify your movement and to assure access for your support, show multiple routes throughout the AO. Identify alternate routes for elements whose movement is vital to the success of the plan.

When you have developed all feasible courses of action, assess them. Consider constraints and restrictions on each course of action. Weigh your available courses of action in light of your element's or unit's capabilities; the IPB for your areas of operation, responsibility, and interest; the commander's intent; and your mission priorities.

Decide on your best course of action. Follow the military decision-making process. Technological advances on today's battlefield have reduced the time available for decision-making while increasing the possibilities that must be considered. Using the military decision-making process will help ensure sound, reasoned decisions.



The process will help you analyze facts and develop assumptions that are based on the broadest available information and the widest range of choices at hand. Input to decision-making can be as detailed-or as simple– as time and the rapid changes of tempo on the battlefield permit. The time expended on the process can vary from an hour at lower tactical levels to days at a higher operational level.

By following the process you will consistently invite **and** listen to staff advice and information, and seek and compare feasible courses of action. Then you can select your best course of action and issue your orders based on all of the above as well as on your personal judgment. *For detailed explanation of the formal decision-making process, see FM 101-5.*

COORDINATING AND INTEGRATING PLANS

Concurrent planning is usually undertaken by different levels of command and different staff sections to conserve time and promote the early detection and solution of problems. At each successive level, planning includes those details required for that particular level.

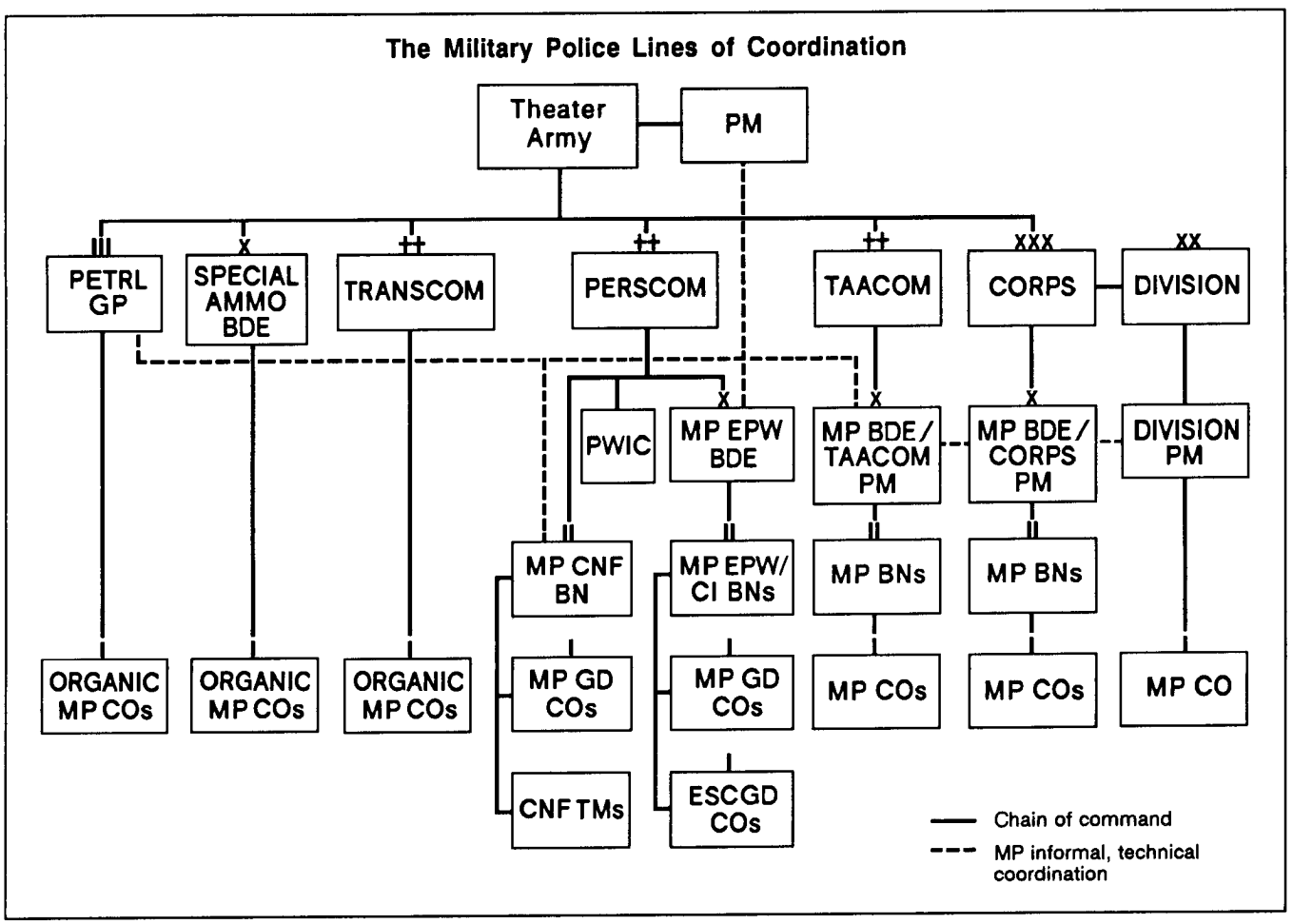
All parties participating in a plan must be kept informed so that the planning will be coordinated throughout the command. Coordination ensures that the elements of planned actions fit together. Coordinate your efforts internally and externally at all appropriate levels.

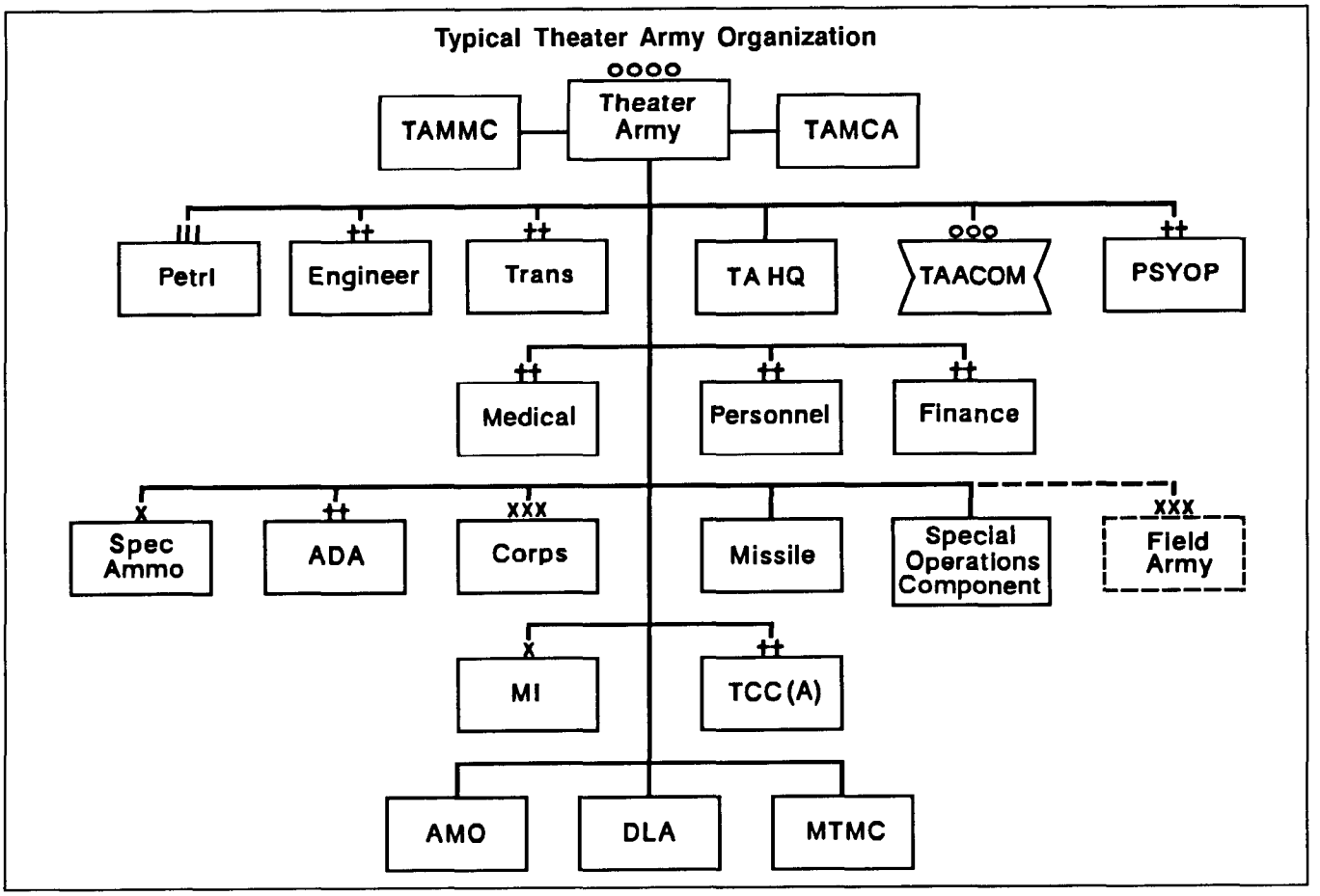
planning is coordinated through conferences and liaison visits between units and agencies concerned. Much of the coordination essential to operational success is carried out at each echelon through the integrative functions of the echelon commander's technical and tactical staff. The staff members, each in a position responsible for one or more functional areas or broad fields of interest, work closely with each other to integrate their command activities and to coordinate plans crossing areas of responsibility, interest, or technical concerns. Staff members also maintain continuous coordination with their functional counterparts on staffs at other levels of command.

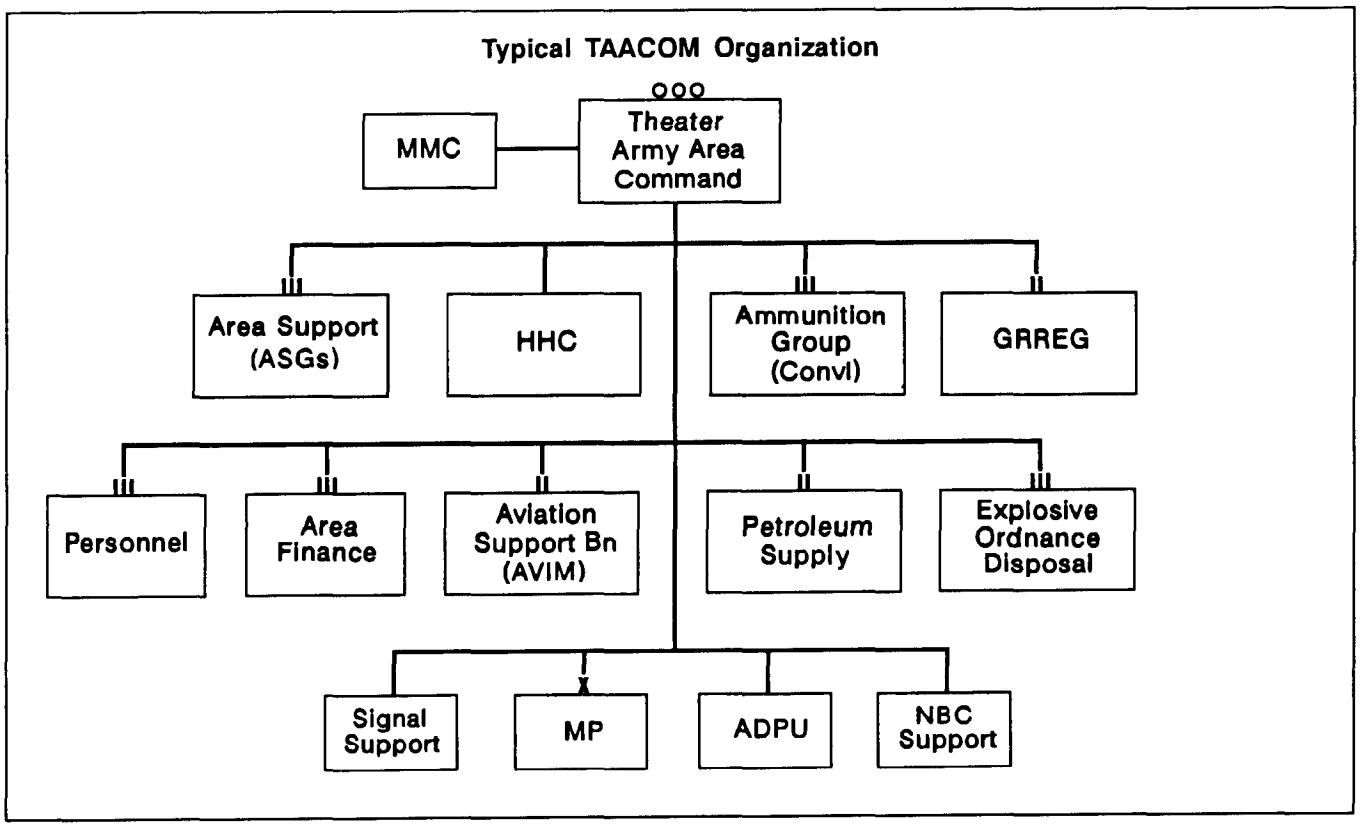
As an MP leader you channel your coordination and integration efforts up through the chain of command to your command's PM. As the command's adviser and planner for MP operations at each echelon, the PM is a member of the commander's staff.

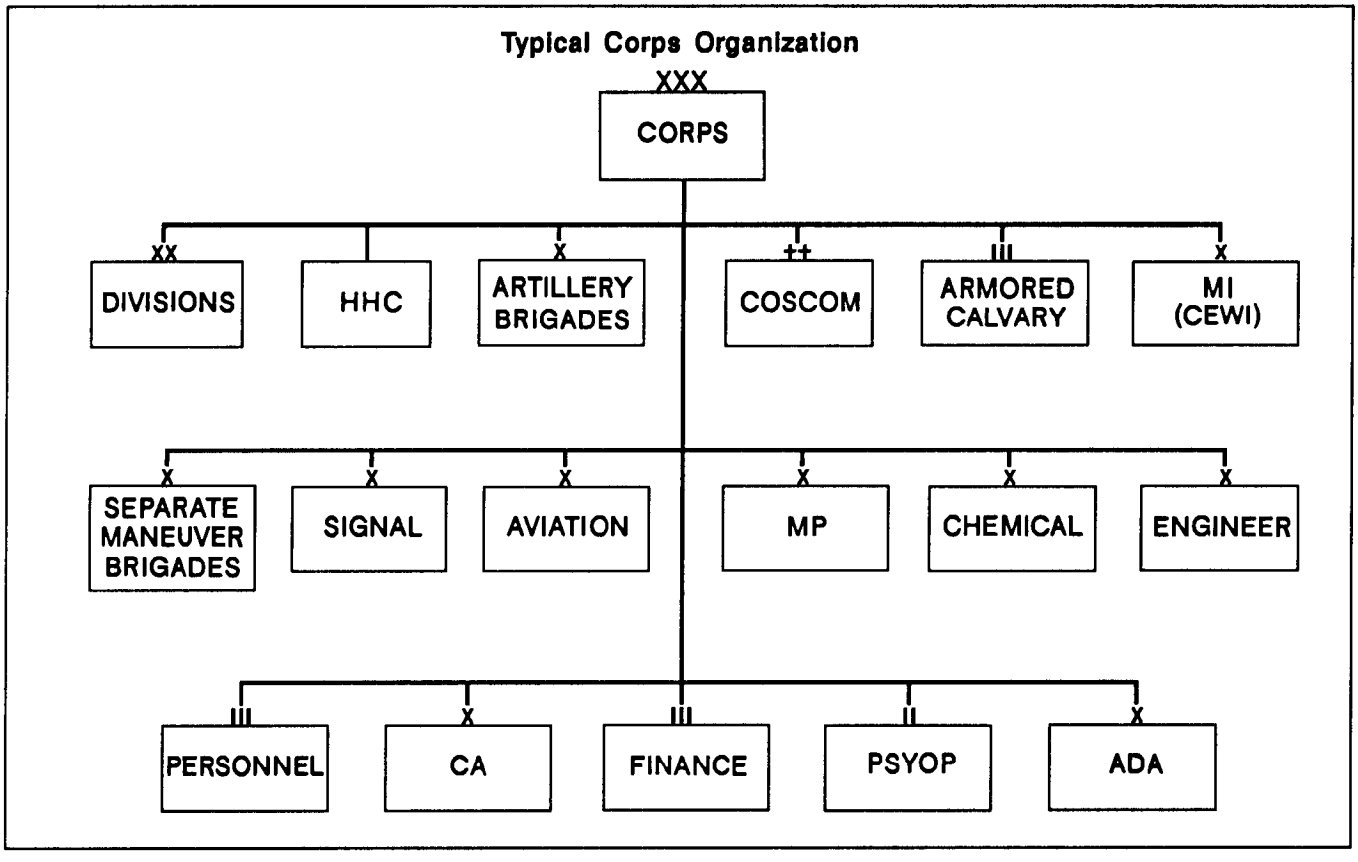
At each echelon the PM works day-to-day with the commander's staff who supervise MP resources and functions or whose areas of responsibility influence MP support. At corps and division the PM works closely with the G3 section to support tactical route movements. He coordinates BCC for logistical and administrative ground movements with the G4. He coordinates EPW and CI matters with the G1 and the G2. When needed, he coordinates with the G4 and the G5. At echelons not having general staffs, the PM coordinates with the general staffs' functional counterparts. And at all echelons, to enhance MP support and foster help among MP elements, the PM maintains an informal, technical line of coordination with the senior MP of each other echelon or command.

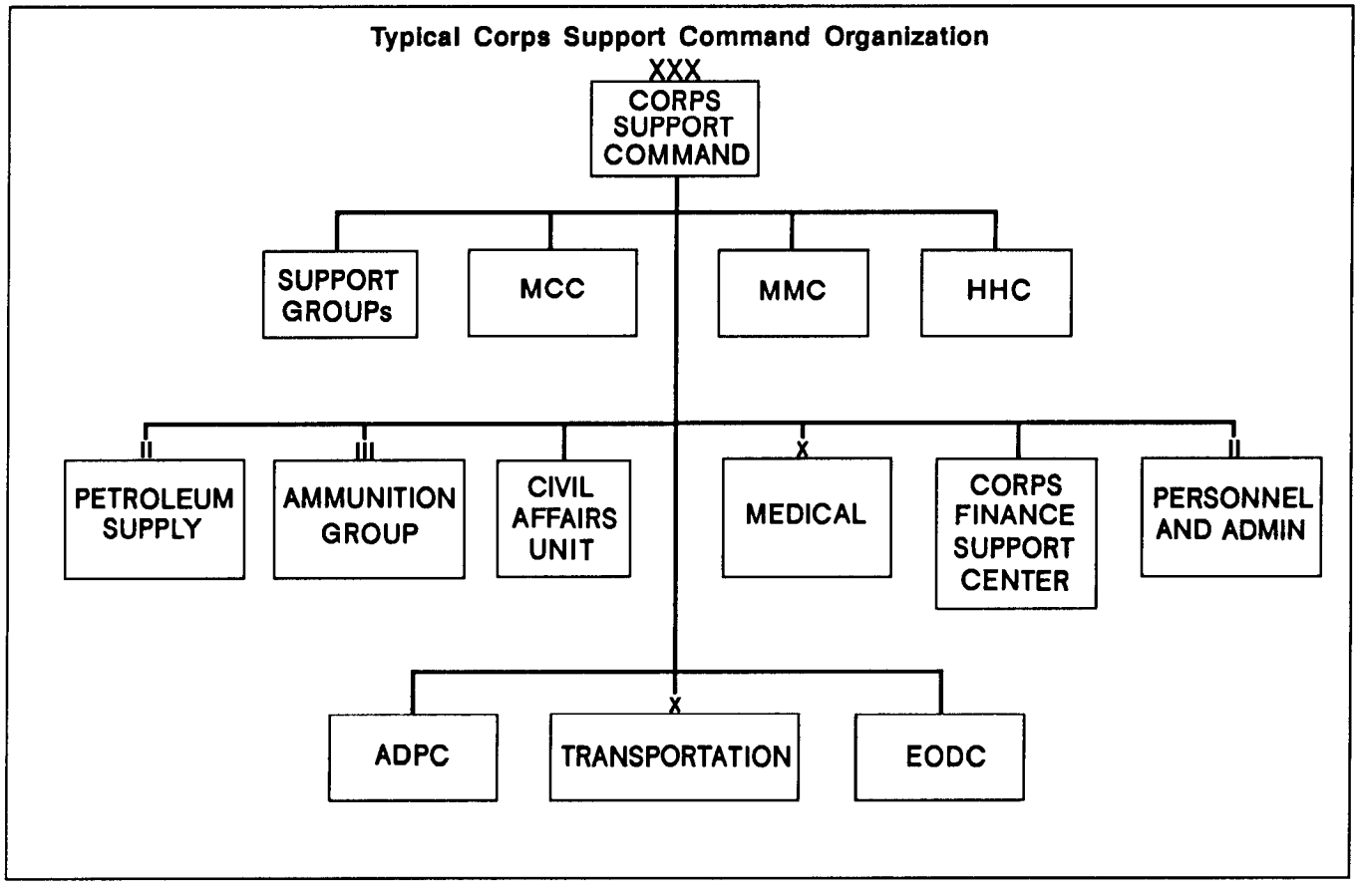
The Military Police Lines of Coordination

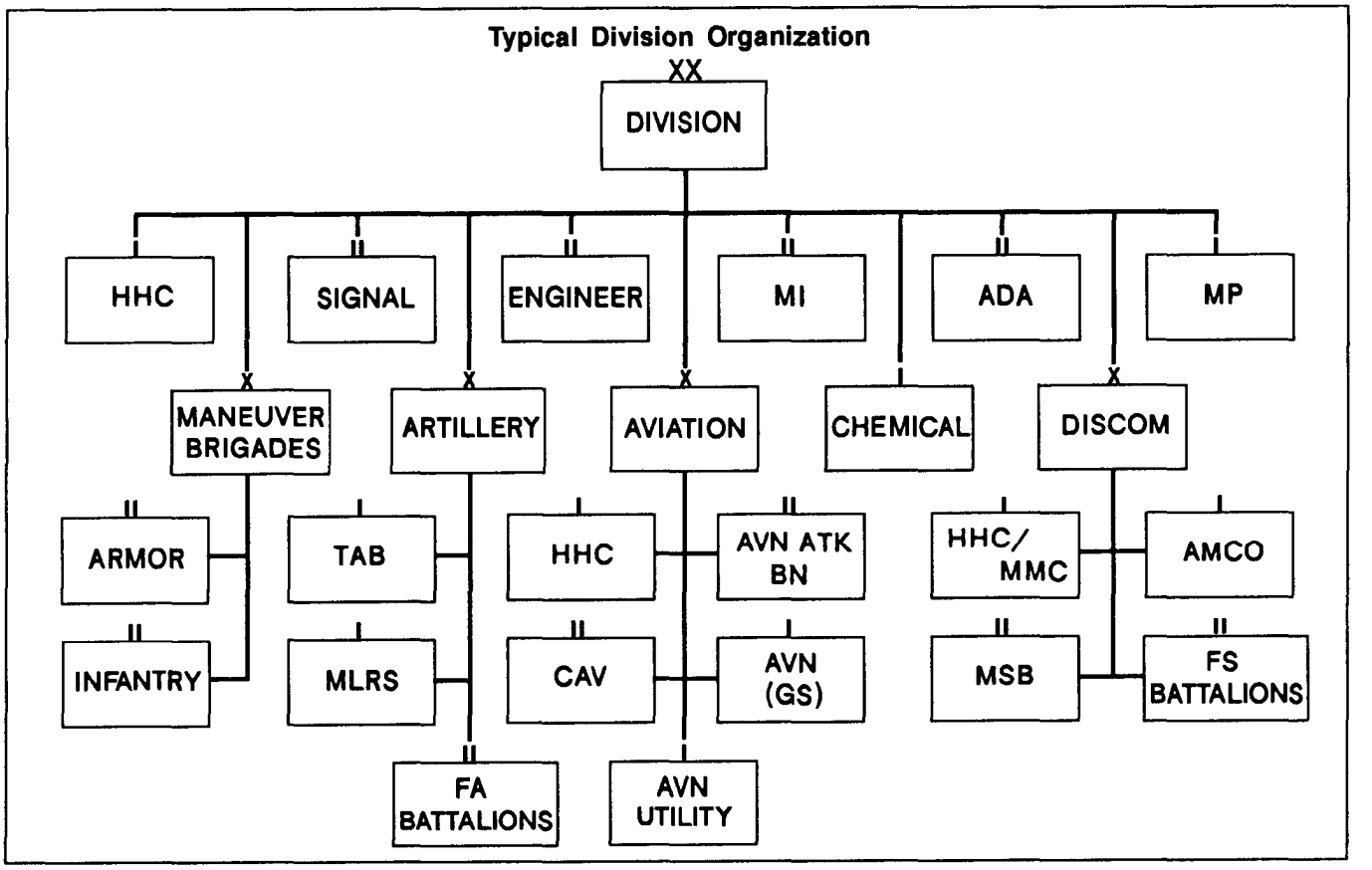


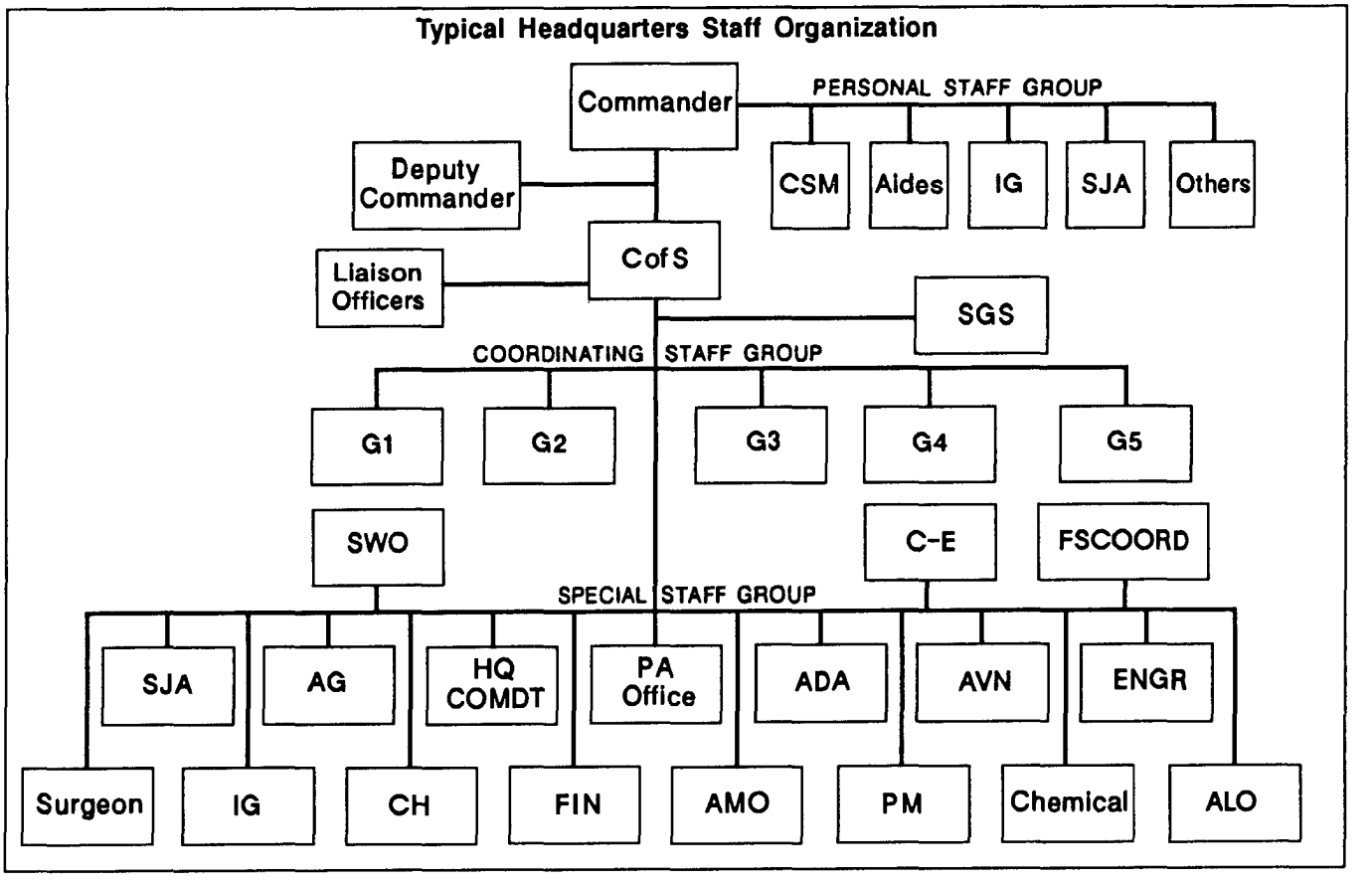

Typical Theater Army Organization
TAMMC
Theater Army
TAMCA
Petrl
Engineer
Trans
TA HQ
TAACOM
PSYOP
Medical
Personnel
Finance
Spec Ammo
ADA
Corps
Missile
Special Operations Component
Field Army
MI
TCC(A)
AMO
DLA
MTMC


Typical TAACOM Organization
MMC
Theater Army Area Command
Area Support (ASGs)
HHC
Ammunition Group (Convl)
GRREG
Personnel
Area Finance
Aviation Support Bn (AVIM)
Petroleum Supply
Explosive Ordnance Disposal
Signal Support
MP
ADPU
NBC Support


Typical Corps Organization
XXX
CORPS
XX
DIVISIONS
HHC
X
ARTILLERY BRIGADES
++
COSCOM
III
ARMORED CALVARY
X
MI (CEWI)
X
SEPARATE MANEUVER BRIGADES
X
SIGNAL
X
AVIATION
X
MP
X
CHEMICAL
X
ENGINEER
III
PERSONNEL
X
CA
III
FINANCE
II
PSYOP
X
ADA

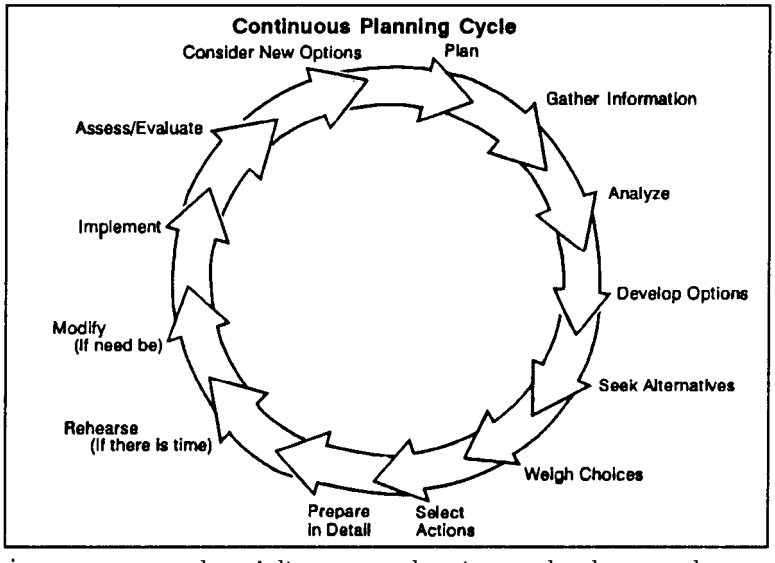

Typical Corps Support Command Organization
XXX
CORPS SUPPORT COMMAND
SUPPORT GROUPs
MCC
MMC
HHC
II
PETROLEUM SUPPLY
III
AMMUNITION GROUP
CIVIL AFFAIRS UNIT
X
MEDICAL
CORPS FINANCE SUPPORT CENTER
II
PERSONNEL AND ADMIN
X
ADPC
TRANSPORTATION
EODC


Typical Division Organization
XX
DIVISION
HHC
SIGNAL
ENGINEER
MI
ADA
MP
MANEUVER BRIGADES
ARTILLERY
AVIATION
CHEMICAL
DISCOM
ARMOR
TAB
HHC
AVN ATK BN
HHC/ MMC
AMCO
INFANTRY
MLRS
CAV
AVN (GS)
MSB
FS BATTALIONS
FA BATTALIONS
AVN UTILITY


Typical Headquarters Staff Organization
Commander
PERSONAL STAFF GROUP
Deputy Commander
CSM
Aides
IG
SJA
Others
Liaison Officers
CofS
SGS
COORDINATING STAFF GROUP
G1
G2
G3
G4
G5
SWO
C-E
FSCOORD
SPECIAL STAFF GROUP
SJA
AG
HQ COMDT
PA Office
ADA
AVN
ENGR
Surgeon
IG
CH
FIN
AMO
PM
Chemical
ALO

ASSESSING AND ADAPTING FOR CHANGE

Military planning and decision-making, like troop-leading, is a continuous, cyclical process. As you are planning and carrying out current operations you are also making decisions about and planning future operations. At platoon level an operation may be planned, and initiated almost immediately. At battalion, an operation may be planned and initiated within a few hours. At corps, several months may be required to plan and initiate a major operation.



During the planning cycle you look for options, develop alternatives, implement ideas, assess progress, and look for new options. When the information on which a plan is based changes — as a result of new data, or conditions, or events — corresponding changes must be made in the plan.

The ability to make appropriate changes in decisions and plans requires a certain flexibility of mind, a crucial trait for a good planner. Anticipate change. To avoid surprises, think of as many "what ifs" as you can. Prepare for them. Have contingency plans ready to counteract events that might endanger your mission's accomplishment.

Be prepared to modify your actions and your plan to fit changing situations. You must continually reassess your plan. Adjust your planning as the threat and your own tactical situation change. Do not change a plan at the first difficulty– you would forfeit the coordination it represents. But do plan for, and accommodate, change.

The amount of detail considered and the degree of coordination needed in planning will vary, depending on the size and type of command, the experience of the participant, the complexity of the operation, and the time available for planning.

APPENDIX A

METRIC-ENGLISH CONVERSION CHART

Weight			Length			Mileage		
METRIC		US	METRIC		US	METRIC		US
1	gram	0.035 ounce	1	centimeter	0.3937 inches	1	kilometers	0.6 miles
500	grams	1.100 pounds	2.54	centimeters	1 inch	5	kilometers	3.1 miles
1	kilogram(1,000 grams)	2.200 pounds	1	meter	3.280 feet	10	kilometers	6.2 miles
1	ton	1.1023 tons	1	meter	1.094 yards	25	kilometers	15.5 miles
1	ton	2,204.600 pounds	1,609.3	meter	1 mile	40	kilometers	25 miles
						100	kilometers	62.5 miles
						200	kilometers	125.0 miles
						300	kilometers	187.5 miles
						400	kilometers	250.0 miles
						500	kilometers	312.5 miles
						600	kilometers	375.0 miles

Liquid Measure			Tire Pressure		
METRIC		US	METRIC		US
			kilograms per square centimeter		pounds per square inch
1	liter	2.113 pints	1.25	kilograms	18 pounds
1	liter	1.056 quarts	1.5	kilograms	22 pounds
3.785	liters	1 gallon	1.75	kilograms	25 pounds
			2.00	kilograms	29 pounds
			2.25	kilograms	32 pounds
			2.75	kilograms	40 pounds

Dry Measure		
METRIC		US
1	liter	0.908 quarts
1	dekaliter(10 liters)	1.135 pecks
1	hectolite(100 liters)	2.837 bushels

Thermometer Conversion
Centigrade to Fahrenheit. Multiply centigrade by 2, deduct 10 percent, and add 32 to convert to Fahrenheit. Example: 30°C x 2 = 60 less 10% = 54 + 32 = 86°F. Fahrenheit to Centigrade. Subtract 32, multiply by 5, and divide by 9. Example: 86°F – 32 = 54 x 5 = 270÷9 = 30°C.

APPENDIX B

MP COMPANY WEAPONS, VEHICLES, AND EQUIPMENT

	Distribution of Military Police Equipment	MP CO LT INFANTRY DIV	MP CO AIRBORNE DIV	MP CO AIR ASSAULT DIV	MP CO HEAVY DIV	MP CO AIM DIV	MP COMBAT SPT CO	MP HEAVY SECURITY CO	MP SECURITY CO	MP ESCORT GUARD CO	MP GUARD CO
WEAPONS	PISTOL (M1911A1, .45 cal or M9, 9mm)	O	O	O	O	O	O	O	O	O	O
	RIFLE (M16A1 or M16A2)	O	O	O	O	O	O	O	O	O	O
	GRENADE LAUNCHER (M203)	T	T	T	T	T	T	T	T	S	T
	MACHINE GUN, SQUAD AUTOMATIC WEAPON (M249)	T	T	T	T	T	T	T	T	T	T
	MACHINE GUN (M60) [1]	T	T	T	T	T	T	T	T	T	T
	MACHINE GUN (M2 HB,.50 cal) [1]	S	S	S	S		C*	C*	C	C	C
	GRENADE MACHINE GUN (MK19) [1]	T	T	T	T	T	T	T	T	T	T
	RIOT CONTROL DISPERSER						P	P	P	P	P
	SHOTGUN (12-GAGE)										C
MOBILITY	TRUCK (5-TON)	C			C	C					
	TRUCK (2 1/2-TON)		C	C	C	C	C	C	C	C	C
	TRUCK (5/4-TON) [2]	C	C	C	C	C	C	C	C		
	TRUCK (1/4-TON) [3]	T	T	T	T		T	T	T	S	
	HMMWV (TROOP/CARGO) [2]	C	C	C	C		C	C			C
	HMMWV (ARMAMENT) [3]	T	T	T	T	T	T	T	T	S	
	CUCV (5/4-TON) [2]					C			C		S
	CUCV (3/4-TON) [3]										C
	TRAILER (1 1/2-TON)	C	C	C	C	C	C	C	C	C	C
	TRAILER (3/4-TON)	C	C	C	C	C	C	C	C		C
	TRAILER (1/4-TON)	T	T	T	T		T	T	T	S	
	WATER TRAILER						C	C	C		C
COMMUNICATIONS	RADIO (AN/VRC-46), dismount, short-range/long-range [7, 8]	T	T	T	T	T	T	T	T	T	T
	RADIO (AN/VRC-47), vehicle, short-range/long-range [6, 8]	P	P	P	P		P	P	P	P	P
	RADIO (AN/VRC-49), retrans, dual/vehicle, short-range [9]	C	C	C	C		C				
	RADIO (AN/PRC-77), manpack, short-range/long-range [4]	S	S	S	S		S	S	S	S	S
	RADIO (AN/PRC-119), manpack, short-range [4, 8]					PP					
	RADIO (AN/VRC-88), SINCGARS, dismount, short-range [5]										S
	RADIO (AN/VRC-89), SINCGARS, vehicle, short-range/long-range [6]	C*	C*	C*	C*	C*	C*	C*	C*	C	C*
	RADIO (AN/VRC-90), SINCGARS, vehicle, long-range [7, 8]					T					
	RADIO (AN/VRC-91), SINCGARS, dismount, short-range/long-range [8]	T	T	T	T		T	T	T	T	S
	RADIO (AN/VRC-92), SINCGARS, retrans, dual/vehicle, long-range [9]	C	C	C	C	C	C	C			
	RADIO (AN/GRC-160), dismount, short-range [5]								SS		
	RADIO, AM, long-range (AN/GRC 213)	C*	C*	C*	C*		C*	C	C	C	
	TACTICAL ARMY COMBAT COMPUTER SYSTEM	C	C	C	C	C		C	C		C
	SPEECH SECURITY EQUIPMENT	TT	TT	TT	TT	TT	TT	TT	TT	TT	TT
	REMOTE CONTROL FOR RADIO	C	C	C	C		C			C	
	DIGITAL NONSECURE VOICE TELEPHONE	C*	C*	C*	C*	C*	C*	C*	C*	C*	C*
	MOBILE SUBSCRIBER RADIO TELEPHONE	C*	C*	C*	C*	C*	C	C	C		
MISC	NIGHT-VISION GOGGLES	TT	TT	TT	TT	TT	TT	TT	TT	TT	TT
	NIGHT-VISION SIGHT	¤	¤	¤	¤	¤	¤	¤	¤	¤	¤
	PLATOON EARLY WARNING SYSTEM	PP	PP	PP	PP	PP	PP	P	PP		
CHEMICAL	RADIATION MONITOR (AREA)	S	S	S	S	T	S	S	S	S	S
	RADIATION MONITOR (INDIVIDUALS)	T	T	T	T	T	T	T	S	T	C
	RADIACMETER/RADIAC SET	C	C	C	C	C	C	C	C	C	C
	CHEMICAL AGENT MONITOR	PP	PP	PP	PP	PP	PP	PP	PP	PP	PP
	CHEMICAL AGENT AUTOMATIC ALARM	S	S	S	S	S	S	S	S	S	S
	CHARGER (RADIAC DETECTOR)	P	P	P	P	S	P	P	P	P	P

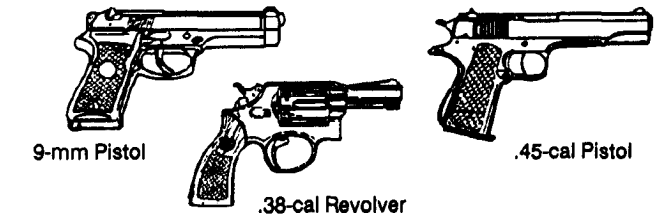
O 1 per individual
¤ 1 per machine gun
T 1 per MP team
S 1 per MP squad
P 1 per MP platoon
C 1 per MP company
C* 1 or more per MP company
TT 2 per MP team
SS 2 per MP squad
PP 2 per MP platoon

1. MK 19 GMG replacing M60 MG and .50 cal MG (all three will be fielded for a time).
2. HMMWV (troop/cargo) and CUCV (5/4-ton) replacing the truck (5/4-ton).
3. HMMWV (armament) and CUCV (3/4-ton) replacing the truck (1/4-ton).
4. AN/PRC-119 replacing the AN/PRC-77.
5. AN/VRC-88 replacing the AN/GRC-160.
6. AN/VRC-89 replacing the AN/VRC-47.
7. AN/VRC-90 replacing the AN/VRC-46.
8. AN/VRC-91 replacing the AN/VRC-46, 47, 77.
9. AN/VRC-92 replacing the AN/VRC-49.

Military Police Weapons Characteristics

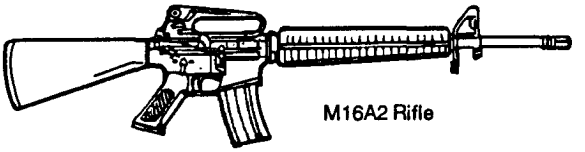
WEAPON/ CALIBER	OPERATING SYSTEM	SAFETY FEATURE	LENGTH/ WEIGHT	FRONT SIGHT/ REAR SIGHT	AMMO FEED SYSTEM/ TYPES OF AMMO	EFFECTIVE RANGE/ MAXIMUM RANGE
M9 PISTOL (9-mm)	Short recoil semiautomatic	Decocking safety lever; firing pin block	21.7 cm (8.54 in) 960 gm (2.1lb) with empty mag	Blade integral w/slide Notched bar dovetail w/slide	15-shot staggered mag Ball parabellum	Effective range: 50 m
M1911A1 PISTOL (.45-cal)	Short recoil semiautomatic	Safety lever; grip safety; half-cock position	22 cm (8.6 in) 1.4 kg (3 lb) with loaded mag	Blade integral w/slide Notched bar dovetail w/slide	7-round mag Ball	Effective range: 50 m Maximum range: 1,500 m
REVOLVER (.38-cal)	Rotating chambers	No safety	23.5 cm (9.25 in) (Weight varies by model)	Fixed blade Fixed groove	6-shot cylinder Ball	Effective range: 60 m Maximum range: 992 m
M16A1 RIFLE (5.56-mm)	Gas-operated; semiautomatic/ automatic	Selector lever	99.06 cm (39 in); 3.45kg (7.6 lb)	Adjustable post	20-round, 30-round mags	Effective range: 460 m Maximum range: 2653 m
M16A2 RIFLE (5.56-mm)		Safety position; hammer lock	100.7cm (39.63 in); 3.85 kg (8.48 lb) with 20-rd mag	Adjustable peep	Ball, tracer	Effective range: 550 m Maximum range: 3,534 m
M203 GRENADE LAUNCHER (40-mm)	Pump action	Safety lever; trigger block	38.89 cm (15.31 in) 1.59 kg (3.5 lb)	Adjustable post (quadrant sight) Adjustable peep (pop-up leaf)	Single shot, breech-loaded HEDP, CS, star parachute, star cluster, smoke (ground marker)	Effective range: 350 m (area target); 150 m (point target) Maximum range: 400 m
M249 SQUAD AUTOMATIC WEAPON (5.56-mm)	Gas-operated, air-cooled; auto; fires from open bolt position.	Safety button; bolt lock	103.8 cm ((40.87 in) 6.89 kg (15.16 lb); or with sling, bipod, 200 rds 10.05 kg (22.08 lb)	Hooded, semifixed Adjustable peep	Belt-fed (200-round drum, also 30-round mag) Ball, tracer	Effective range: 900 m Maximum range: 3,600 m
M60 MACHINE GUN (7.62-mm)	Gas-operated, air-cooled; auto; fires from open bolt position	Safety lever; bolt lock	110.5 cm (43.5 in) 10.43 kg (23.00 lb)	Fixed blade Adjustable spring-loaded leaf	Belt-fed (100-round belt) Ball, tracer, armor-piercing	Effective range: 1,100 m Maximum range: 3,725 m
M2 HB MACHINE GUN (.50-cal)	Recoil-operated, air-cooled	Bolt latch release lock	165 cm (65.13 in) 38 kg (84 lb)	Fixed blade Adjustable spring-loaded leaf	Belt-fed (50-round belt) Ball, tracer, incendiary, armor-piercing	Effective range: 1,830 m Maximum range: 6,764 m
MK19 GRENADE MACHINE GUN (40-mm)	Air-cooled blow back	Safety lever; bolt lock	109.5 cm (43.1 in) 34.09 kg (75.6 lb)	Fixed blade Adjustable spring-loaded leaf	Belt-fed (48-round cannister) HEDP	Effective range: 2,212 m (area target); 1,500 m (point target) Maximum range: 2,212 m
M72A1/2 LIGHT ANTITANK WEAPON (66-mm)	Rocket-propelled	Safety handle; trigger block	66 cm (26 in) closed, 89 cm (35.16 in) open 2.36 kg (5.2 lb)	Spring-loaded leaf Spring-loaded peep	Single-shot, self-contained HEAT	Effective range: 165-200 m Maximum range: 1,000 m
M136 HE ANTITANK WEAPON (AT4) (84-mm)	Rocket-propelled	Triple safety; firing rod and pin blocks	101.6 cm (40 in) 6.73 kg (14.8 lb) with projectile	Sight blade: center post, right /left lead posts Sight blade: range setting knob, range ind, 2 mm peephole 7 mm peephole	Single-shot, self-contained HEAT	Effective range: 300 m Maximum range: 2,100 m
STINGER ANTIAIRCRAFT WEAPON (2.75-in)	Rocket-propelled	Safety & actuator device	60 in (152.4 cm) 34.9 lb (15.86 kg)	Aperture sight assembly range ring Rear sight reticle	Single-shot, self-contained Infrared homing AA missile (explosive warhead)	Maximum range 17 sec flight time

Military Police Weapons Operating Characteristics

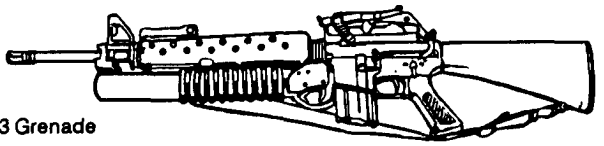


9-mm Pistol .45-cal Pistol

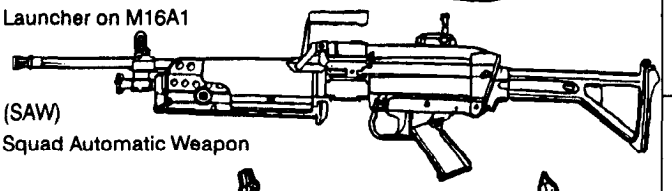
.38-cal Revolver



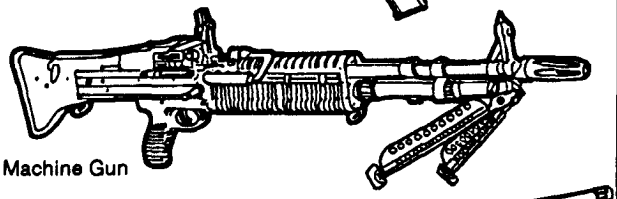
M16A2 Rifle



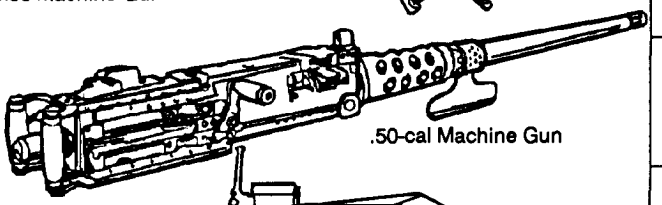
M203 Grenade Launcher on M16A1



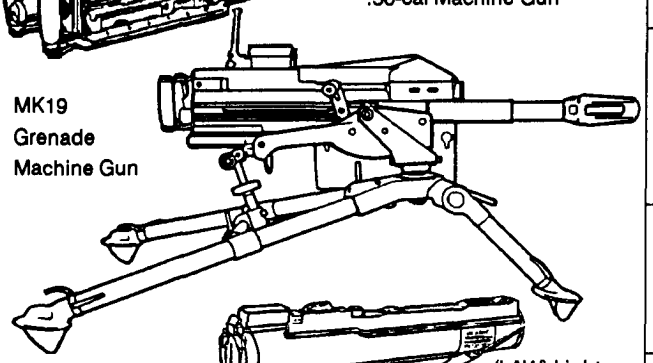
(SAW) Squad Automatic Weapon



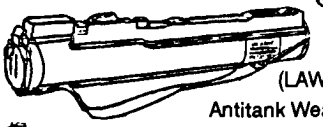
M60 Machine Gun



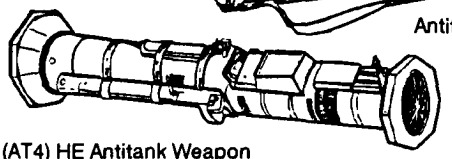
.50-cal Machine Gun



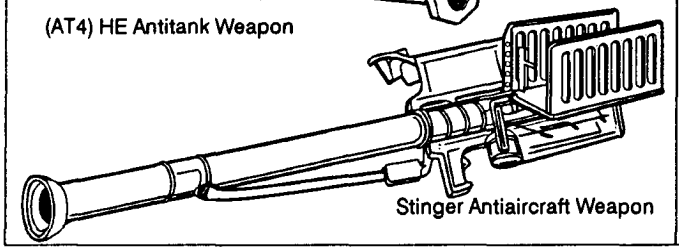
MK19 Grenade Machine Gun



(LAW) Light Antitank Weapon



(AT4) HE Antitank Weapon



Stinger Antiaircraft Weapon

M9 PISTOL (9-mm)

Double-action weapon. Fire, work the safety with either hand; has reversible magazine release; can be field stripped. Rate of fire is limited only by the ability of the user to rapidly reload, aim, and fire. *See FM 23-35.*

M1911A1 PISTOL (.45-cal)

Single-action weapon. Rate of fire is limited only by the ability of the user to rapidly reload, aim, and fire. *See FM 23-35.*

REVOLVER (.38-cal)

Double-action weapon. Comes in several models: the 2-inch barreled revolvers are used mainly by Army CID and CI; the 4-inch barreled revolvers are used by aviators and MP. Rate of fire is limited only by the ability of the user to rapidly reload, aim, and fire. *See FM 23-35.*

M16A1/M16A2 RIFLE (5.56-mm)

Most stable firing positions: prone-supported and foxhole-supported. A2 has automatic 3-round burst control; increased accuracy (flash suppressor/muzzle compensator keeps muzzle from rising with multiple shots.) A1/A2 cyclic rate of fire is 700–800 rpm, sustained rate of fire is 12–15 rpm. Support equipment: M203 grenade launcher. *See FM 23-9.*

M203 GRENADE LAUNCHER (40-mm)

Suppresses targets in defilade; can suppress/disable lightly armored vehicles; rounds can penetrate concrete, timber, or sandbagged weapons positions in some buildings. Most stable firing positions: standing-supported and prone-supported. *See FM 23-31.*

M249 SQUAD AUTOMATIC WEAPON (5.56-mm)

Lightweight, one-man portable MG; can be mounted; fighting position is same as that for automatic rifleman; gunner uses aiming stakes. Cyclic rate of fire is 750 rpm, sustained rate of fire is 85 rpm. Support equipment: bipod, tripod. *See FM 23-14.*

M60 MACHINE GUN (7.62-mm)

Provides heavy volume of close and continuous fire. The long-range, close defensive, and final protective fires form an integral part of a unit's defensive fires. Cyclic rate of fire is 550 rpm, sustained rate of fire 100 rpm. Support equipment: bipod, tripod, vehicular mount. *See FM 23-67.*

M2 HB MACHINE GUN (.50-cal)

Shoots farther than the M60; penetrates lightly armored vehicles; provides heavy volume of close, accurate, and continuous fire. Cyclic rate of fire is 450–550 rpm, sustained rate of fire 40 rpm. Support equipment: M3 tripod, M36 vehicular mount. *FM 23-65.*

MK19 GRENADE MACHINE GUN (40-mm)

Barrel does not overheat even after prolonged firing; can defeat lightly-armored vehicles upon impact and exposed enemy within 15 meters of the impact out to weapon's maximum range. Cyclic rate of fire is 325–375 rpm, sustained rate of fire 40 rpm. Support equipment: M3 tripod, M4 pedestal, M66 ring mount, 36-in universal ring mount, MK 64 gun cradle (holds weapon to mount). *See FM 23-27.*

M72A1/2 LIGHT ANTITANK WEAPON (66-mm)

A self-contained, lightweight, disposable HEAT rocket in a fiberglass and aluminum launcher tube; missile can penetrate more than 30 cm (12 in) of armor; can be used against enemy armor, bunkers, and other hard targets out to 200 meters. Most stable firing positions are the standing-supported, prone, and prone-supported. *See FM 23-33.*

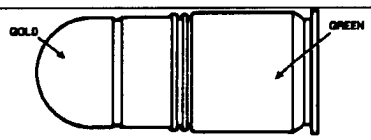
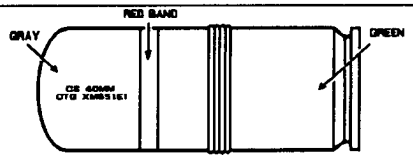
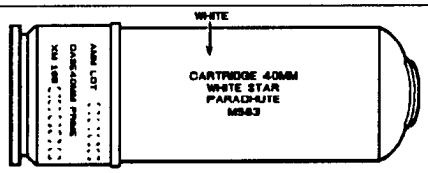
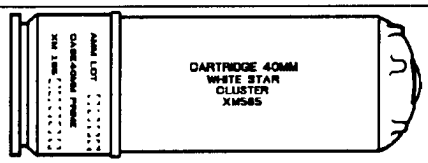
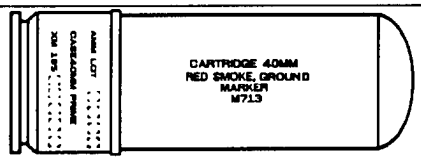
M136 HE ANTITANK WEAPON (AT4)(84-mm)

Like the M72-series LAW it is replacing, but more reliable; has a higher hit probability; longer effective range. Lethal against light armor combat vehicles, also against main battle tanks if hits side or rear. *See FM 23-25.*

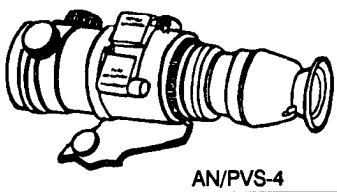
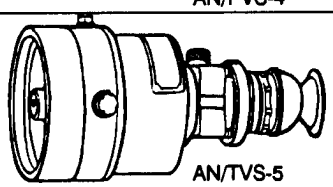
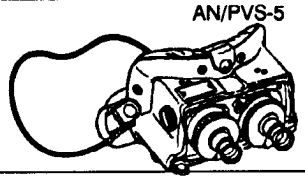
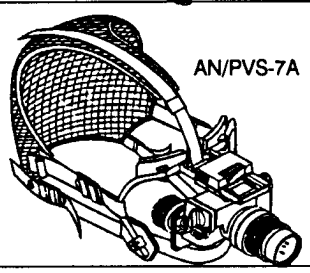
STINGER ANTIAIRCRAFT WEAPON (2.75-in)

The launcher includes the launch tube assembly and a separable gripstock. It provides the means to transport, aim, and fire the missile. The launch tube is discarded after the missile is fired. The missile is a supersonic, surface-to-air, high-explosive warhead. It is shoulder-fired. Its navigation system allows it to intercept a flying target. After the missile has traveled a safe distance from the gunner, its main engine ignites and propels it to the target. MP do not have the accompanying IFF equipment that visually acquires the Stinger's target and electronically checks to see if the target is a friend or foe. *See FMs 44-18-1 and 44-1-2.*

M203 40-mm Ammunition

PHYSICAL APPEARANCE	TYPE AND PURPOSE
	High-Explosive Dual-Purpose M433 High-Explosive Dual-Purpose. This round can penetrate 5 centimeters of armor, 30 centimeters of pine logs, 40 centimeters of concrete blocks, or 50 centimeters of sandbags at ranges up to 400 meters. It has a 5-meter casualty radius against exposed troops.
	CS M651 CS. This round is used to drive the enemy from bunkers or enclosed positions in built-up areas.
	Star Parachute Illumination Rounds M583 White Star Parachute, M661 Green Star Parachute, and M662 Red Star Parachute. These are used to signal and illuminate. One can be placed 300 meters forward of a squad to illuminate an area 200 meters in diameter for 40 seconds.
	Star Cluster Illumination Rounds M585 White Star Cluster, M663 Green Star Cluster and M664 Red Star Cluster. They are used to signal. Caution: The green star cluster may appear white in bright sunlight.
	Smoke, Ground Marker Signal Rounds M713 Red Smoke, Ground Marker; M715 Green Smoke, Ground Marker; and M716 Yellow Smoke, Ground Marker. These are used to mark locations and targets, not for screening.

Night-Vision Devices (Physical Characteristics)

	MODEL	WEIGHT	VIEWING DISTANCE		FIELD OF VIEW	POWER SOURCE	OPERATING LIFE	MOUNTED ON
			MAN-SIZED TARGET	VEH-SIZED TARGET				
 AN/PVS-4	AN/PVS-4 Electro-optical	3.7 lb	400 to 600 m			2.7 volt battery		M16,M60, M72, M203, M249
 AN/TVS-5	AN/TVS-5 Electro-optical	7.7 lb		1000 to 2000 m	9 degrees	2.7 volt battery	50 hours at normal tempera-tures	M60, M2, MK19
AN/PVS-5 	AN/PVS-5 Goggles	1.9 lb	150 m	300 m	40 degrees	2.7 volt battery	16 hours	face mounted
 AN/PVS-7A	AN/PVS-7A Goggles (Replacing AN/PVS-5 to provide improved night vision at lower light levels)	1.5 lb	50 m		40 degrees	2.7 volt battery	15 hours	face mounted

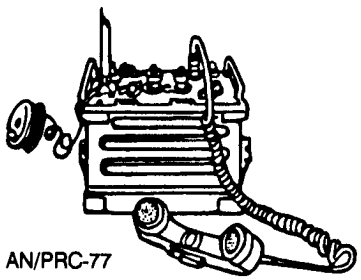
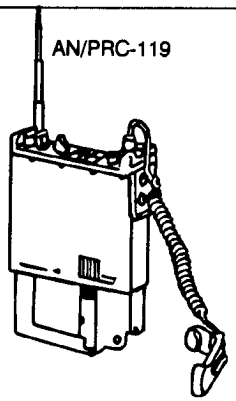
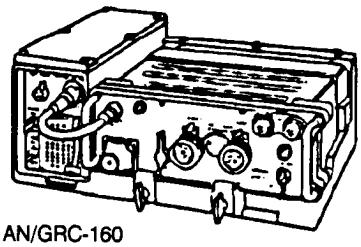
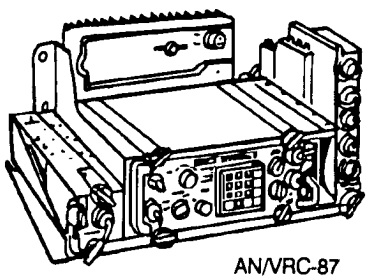
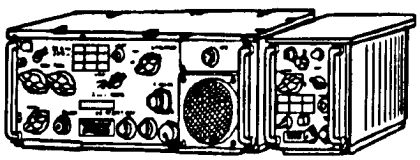
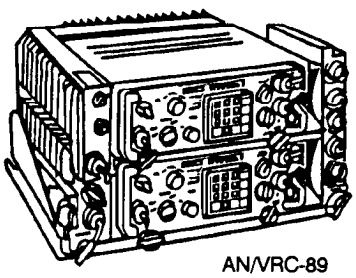
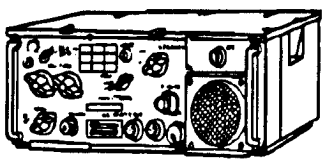
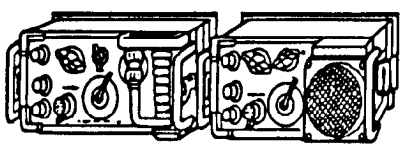
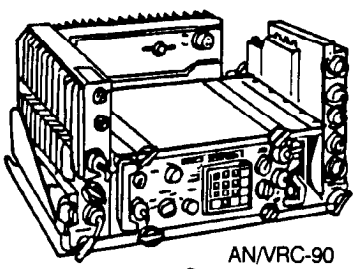
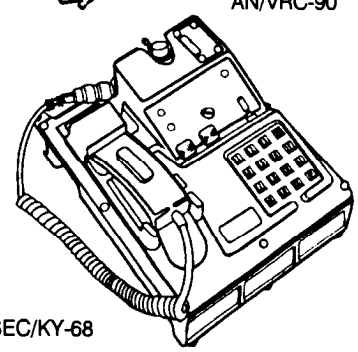
Military Police Vehicles

VEHICLE	PEOPLE	CARGO DECK		CARGO LOAD CAPACITY		PAYLOAD & MAXIMUM TOWED LOAD*			FUEL TANK		SPEED
(US Army Designation)	CAPACITY	DECK LENGTH	DECK WIDTH	LOAD HEIGHT	LOAD VOLUME	CROSS-COUNTRY	HIGHWAY	CARGO TRAILER	CAPACITY & TYPE	CRUISING RANGE	MAXIMUM
M151 1/4-ton Utility Truck	4 in cab	NA	NA	NA	NA	363.6 kg (800 lb) *681.8 kg (1,500 lb)	545.5 kg (1,200 lb) *909.1 kg (2,000 lb)	M416A1 (1/4-ton)	64.3 l (17 gal) MOGAS	488 km (300 mi)	89 kmph (55 mph)
M1025/26 1 1/4-ton HMMWV	3 or 4 in cab	NA	NA	NA	NA	1,135 kg (2,500 lb) *681.8 kg (1,500 lb)	1,135 kg (2,500 lb) *1,022.7kg (2,250 lb)	M101A2 (3/4-ton)	90.8 l (24 gal) Diesel	488 km (300 mi)	89 kmph (55 mph)
M998 1 1/4-ton Cargo Troop Carrier	2 in cab, plus 6 passengers	248.9 cm (98 in)	167.6 cm (66 in); at fenders, 129.5 cm (51 in)	49.5 cm (19.5 in)	5.4 m^3 (190 ft^3)	1,135 kg (2,500 lb) *681.8 kg (1,500 lb)	1,135 kg (2,500 lb) *1,022.7kg (2,250 lb)	M101A2 (3/4-Ton)	75.7 l (20 gal) Diesel	569 km (350 mi)	89 kmph (55 mph)
M35A1 2 1/2-ton Cargo Truck	3 in cab, plus 14–18 passengers	372.9 cm (146.8 in)	223.5 cm (88 in)	92.7 cm (36.5 in) top of side racks, 152.4 cm (60 in) under bows	7.64 m^3 (272.8 ft^3) top of side racks, 12.37 m^3 (441.9 ft^3) under bows	2,270 kg (5,000 lb) *2,727.3 kg (6,000 lb)	4,545 kg (10,000 lb) *4,545kg (10,000 lb)	M105A2 (1 1/2-ton)	189.3 l (50 gal) Diesel	812 km (500 mi)	89 kmph (55 mph)
M813 5-ton Cargo Truck	3 in cab, plus 14–18 passengers	426.7 cm (168 in)	223.5 cm (88 in)	92.7 cm (36.5 in) top of sides, 152.4 cm (60 in) under bows	8.0 m^3 (286.1 ft^3) top of sides, 13.45 m^3 (480.2 ft^3) under bows	4,545 kg (10,000 lb) *6,810 kg (15,000 lb)	9,090 kg (20,000 lb) *13,620 kg (30,000 lb)	M105A2 (1 1/2-ton)	295.2 l (78 gal) Diesel	650 km (400 mi)	84 kmph (52 mph)
M1009 CUCV	5 in cab	194.6 cm (76.6 in)	165 cm (65 in)	100 cm (39.4 in)	NA	545.5 kg (1,200 lb) *681.8 kg (1,500 lb)	545.5 kg (1,200 lb) *1,022.7kg (2,250 lb)	M101A2 (3/4-ton)	102.2 l (27 gal) Diesel	488 km (300 mi)	89 kmph (55 mph)
M1008 1 1/4-ton Tactical Cargo Truck	3 in cab, plus 8 passengers	248.9 cm (98 in)	167.6 cm (66 in); at fenders, 129.5 cm (51 in)	49.5 cm (19.5 in)	5.2 m^3 (184 ft^3)	1,317 kg (2,900 lb) *1,409.1 kg (3,100 lb)	1,317 kg (2,900 lb) *1,409.1kg (3,100 lb)	M101A2 (3/4-ton)	75.7 l (20 gal) Diesel	325–488 km (200–300 mi)	89 kmph (55 mph)

Military Police Cargo Trailers

TRAILER	CARGO DECK AREA		CARGO LOAD HEIGHT			CARGO LOAD CAPACITY			PAYLOAD	
(US Army Designation)	DECK LENGTH	DECK WIDTH	TOP OF SIDES	TOP OF RACKS	UNDER BOWS	TOP OF SIDES	TOP OF RACKS	UNDER BOWS	CROSS-COUNTRY	HIGHWAY
M416A1 1/4-ton Cargo Trailer	182.9 cm (72 in)	104.9 cm (41.3 in)	45.7 cm (18 in)	NA	NA	.88 m^3 (31.0 ft^3)	NA	NA	227.2 kg (500 lb)	340.9 kg (750 lb)
M101A2 3/4-ton Cargo Trailer	240.8 cm (94.8 in)	165.9 cm (65.3 in)	46.5 cm (18.3 in)	84.6 cm (33.3 in)	124.5 cm (49 in)	1.71 m^3 (60.9 ft^3)	3.21 m^3 (114.6 ft^3)	4.77 m3 (170.5 ft^3)	681.8 kg (1,500 lb)	1,023 kg (2,250 lb)
M105A2 1 1/2-ton Cargo Trailer	278.9 cm (109.8 in)	188 cm (74 in)	45.7 cm (18 in)	114.3 cm (45 in)	152.4 cm (60 in)	2.21 m^3 (79 ft^3)	5.77 m^3 (205.9 ft^3)	7.75 m3 (276 ft^3)	1,363 kg (3,000 lb)	2,045 kg (4,500 lb)
M149A2 400-gallon Water Tank Trailer	414.5 cm (163.2 in)	209 cm (82.3 in)	195.1 cm (76.8 in) height of tank	NA	NA	1,514 l (400 gal) nominal tank capacity	NA	NA	1,516 kg (3,335 lb)	1,516 kg (3,335 lb)

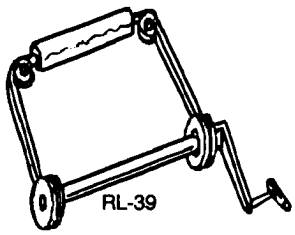
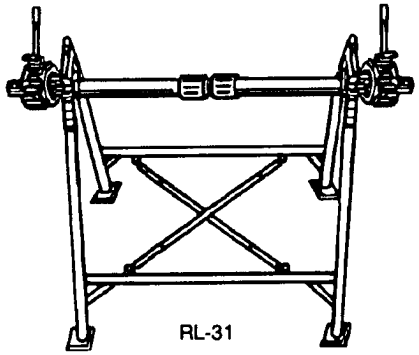
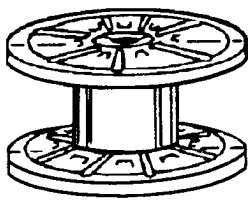
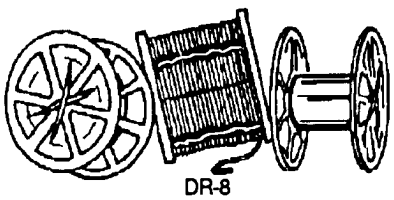
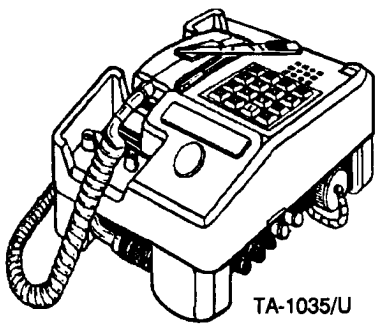
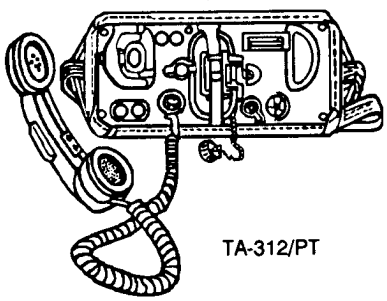
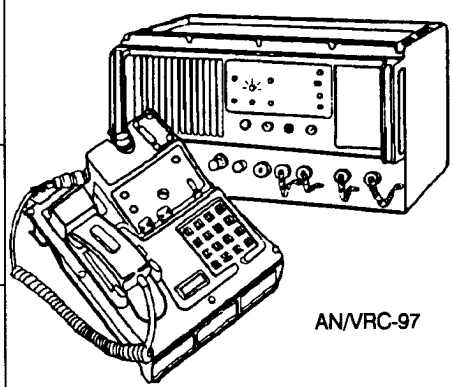
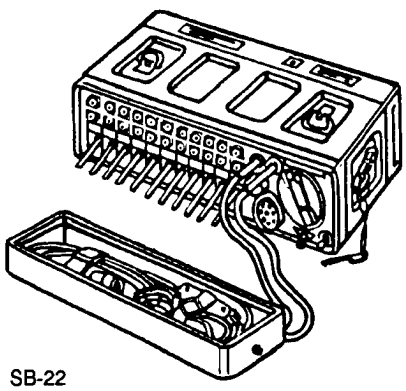
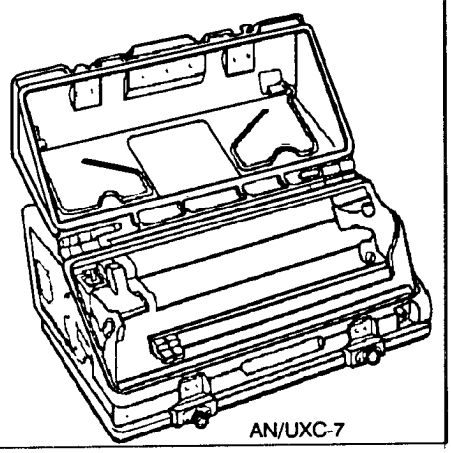
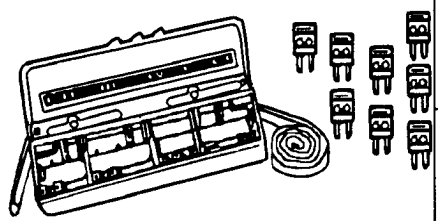
Radio Communication Equipment

RADIO EQUIPMENT FOUND IN MOST MP UNITS*	MODEL/CONFIGURATION	SINCGARS/MODEL	SINCGARS REPLACEMENT EQUIPMENT**
 AN/PRC-77	AN/PRC-25/77 Radio set AN/PRC-77 is a short-range, man pack, portable VHF-FM transceiver used for two-way communication. The radio is powered by its own battery (BA 4366). Its transmission range is 16 kilometers.	AN/PRC-119 This is a short-range, manpack portable, radio set. It is powered by a battery capable of 20 hours of operation. It replaces the AN/PRC-25/77.	 AN/PRC-119
 AN/GRC-160	AN/VRC-53/64 Radio set AN/VRC-64 is a short-range, two-way FM radio set that is vehicle-mounted.	AN/VRC-87 This is a vehicle-mounted, short-range radio set. It replaces the AN/VRC-53/64.	
	AN/GRC-125/160 Radio set AN/GRC-160 is a short-range, two-way FM radio set that is used for vehicular, manpack, or fixed station operations. Its transmission range is 16 kilometers.	AN/VRC-88 This is a vehicle-mounted, short-range radio set. It can be dismounted and used with the addition of the manpack accessories. It them becomes the same as the AN/VRC-87. It replaces the AN/GRC125/160.	 AN/VRC-87
 AN/VRC-47	AN/VRC-12/47 Radio set AN/VRC-47 is a short-range, two-way FM radio set that is mounted on vehicles. This radio has the same characteristics as the AN/VRC-46 but has the added ability to monitor two frequencies at the same time.	AN/VRC-89 This is a vehicle-mounted short- or long-range radio set. The long-range system uses a power amplifier to increase the transmission range. It replaces the AN/VRC-12/47.	 AN/VRC-89
 AN/VRC-46	AN/VRC-43/46 Radio set AN/VRC-47 is a short-range, two-way FM radio set that is mounted on vehicles. This radio is powered by the vehicle battery. Its transmission range is 40 kilometers.	AN/VRC-90 This is a vehicle-mounted, long-range radio system which uses a power amplifier. It replaces the AN/VRC-43/46.	
 AN/GRA-39	AN/GRA-39 Radio set control group AN/GRA-39 is a battery-operated, remote control system that allows the operator to use the FM radio set from a remote location, (from a distance of up to 3 kilometer). The control group also can be used to connect radio and telephone networks.	AN/VRC-91 This is a vehicle-mounted long-range or dismounted short-range radio set. It is the same as the AN/VRC-89 with the addition of the manpack accessories. It replaces the AN/GRC-125/160 and AN/VRC-46.	 AN/VRC-90
		AN/VRC-92 This is a vehicle-mounted (dual) long-range radio set (retransmit). It is the same as the AN/VRC-89 with the addition of a second power amplifier and a retrans cable. It replaces the AN/VRC-45/49.	 TSEC/KY-68
 TSEC/KY-57	TSEC/KY-57 Speech Security Device TSEC/KY-57 is a secure-speech device used with most FM radios. It allows MP to speak while preventing enemy forces from understanding the transmissions.	TSEC/KY-68 Digital Subscriber Voice Terminal This device is used with the SINCGARS nonsecure models to ensure secure speech.	

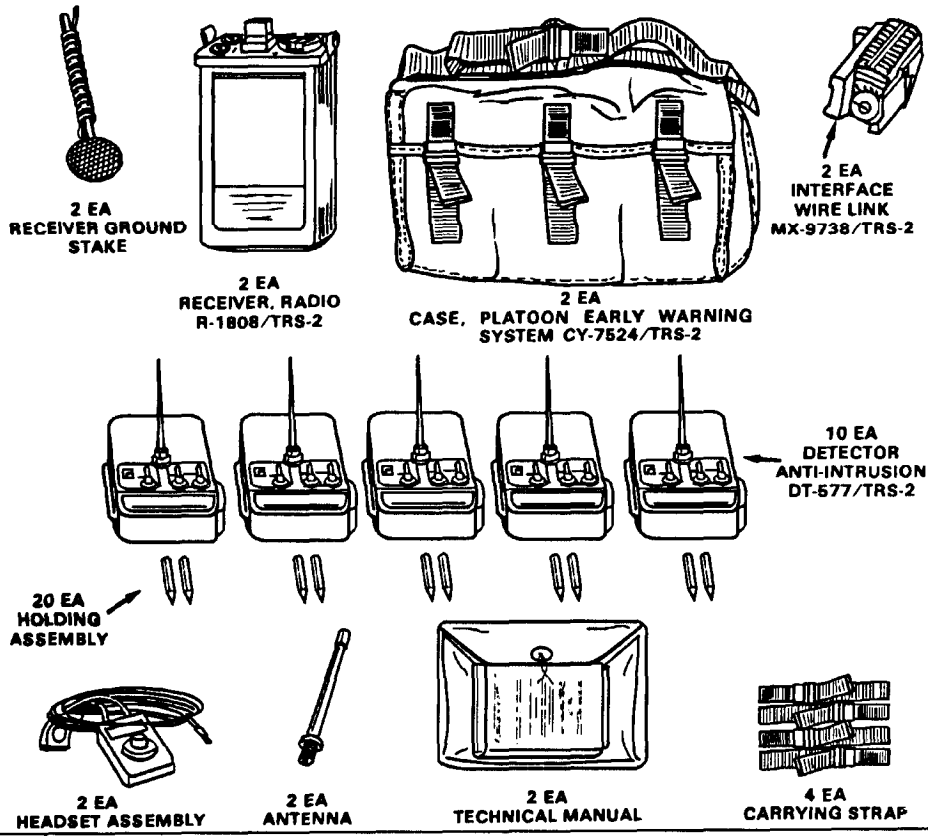
* AN/VRC-46, AN/VRC-47, and AN/PRC-77 FM radios are the bulwark of organic MP communications. They are capable of secure voice transmission when fitted with the TSEC/KY-57.

** SINCGARS is a series of two-way VHF-FM radio sets that replace the AN/PRC-77 and AN/ VRC-12 series radio sets. The short-range radios have a transmission range of 8 kilometers; the long-range, 35 kilometers. SINCGARS uses a 16-element key pad for tuning a total of 2,320 channels. This includes eight preset channels in the single channel mode and six preset channels in the jam-resistant frequency-hopping mode. Also, A and C models have six additional preset COMSEC channels in either mode to handle secure traffic without attached equipment.

Wire and Mobile Subscriber Communication Equipment

COMMUNICATION EQUIPMENT	MODEL/CONFIGURATION	COMMUNICATION EQUIPMENT
 RL-27	**RL-27** MP use the axle RL-27 to lay and recover field wire. The axle is a steel bar, which mounts wire reel RL-159/U. The axle can be carried by two men or placed on an improvised mounting.	 RL-39
 RL-31	**RL-31** MP use reel unit RL-31 to lay and recover field wire. RL-31 is a lightweight, portable folding A-frame. It can carry two wire reels RL-159/U. The unit can be set up on the ground or mounted on a vehicle. A kit is available for mounting the reel unit on trucks.	
 RL-159/U	**RL-159/U** MP use wire reel RL-159/U, a metal spool-type container, to store, transport, lay, and recover field wire. It will hold 1.6 kilometers of field wire. It is mounted on the RL-27 or the RL-31.	 DR-8
	RL-39 The chest-type reel unit RL-39 is an axle with carrying handles, carrying straps, and a crank for rewinding. The RL-39 mounts spool DR-8. MP use RL-39 to lay wire on foot. It is easy to carry. The carrying straps allow the weight of the wire to be evenly distributed.	
	DR-8 Spool DR-8 is a metal container used to lay and recover field wire. It will hold up to 400 meters of field wire. It is mounted on reel unit RL-39.	 TA-1035/U
 TA-312/PT	**TA-312/PT** Telephone set TA-312/PT is a small, rugged, waterproof, portable field telephone. It operates on two BA-30 batteries. It can be connected to battalion, division, corps, or area communications nets or, if needed, to the defense communications system.	
	SB-22 Manual telephone switchboard SB-22 is used mostly in field wire systems. It is small, lightweight, and portable. It needs no special mounting equipment. The switchboard can handle up to 12 field telephones. The SB-22 is powered by four BA-30 batteries.	 AN/VRC-97
 SB-22	**SB-993** Telephone switchboard SB-993 is a lightweight, portable, local battery switching center. It is usually used in MP security companies. It can handle an operator's line and six local-battery wire circuits.	
	TA-1035/U The digital nonsecure voice terminal (DNVT), TA-1035/U, provides voice access to wire subscribers, usually at command post locations, and, through its data port, facsimile and data access to networks.	
	AN/VRC-97 The mobile subscriber radio terminal (MSRT), permits mobile users to communicate secure voice and data traffic throughout the tactical AO on a discrete-address basis. The MSRT consists of the RT 1539 radio equipped with a digital interface and COMSEC module. With a frequency range of 30 to 88 MHz for worldwide operation, the radio can store four plans of up to 96 sets of frequencies each in its memory. The MSRT includes the digital subscriber voice terminal (DSVT), TSEC/KY-68. It can interface with facsimile or data subscriber terminals.	 AN/UXC-7
 SB-993	**AN/UXC-7** The facsimile terminal AN/UXC-7 provides high-speed, high-quality graphic communications. The terminal operates directly into the DNVT or DSVT data port. The unit is lightweight but rugged.	

Platoon Early Warning System (PEWS) AN/TRS-2



The AN/TRS-2 PEWS has 10 ground-implanted sensors. PEWS transmits a radio or wire signal to a receiving set. The signal indicates movement in the area. It also indicates which sensor is transmitting.

APPENDIX C

DESCRIPTION AND USE OF NBC PROTECTIVE GEAR AND DETECTING EQUIPMENT

USING MOPP GEAR

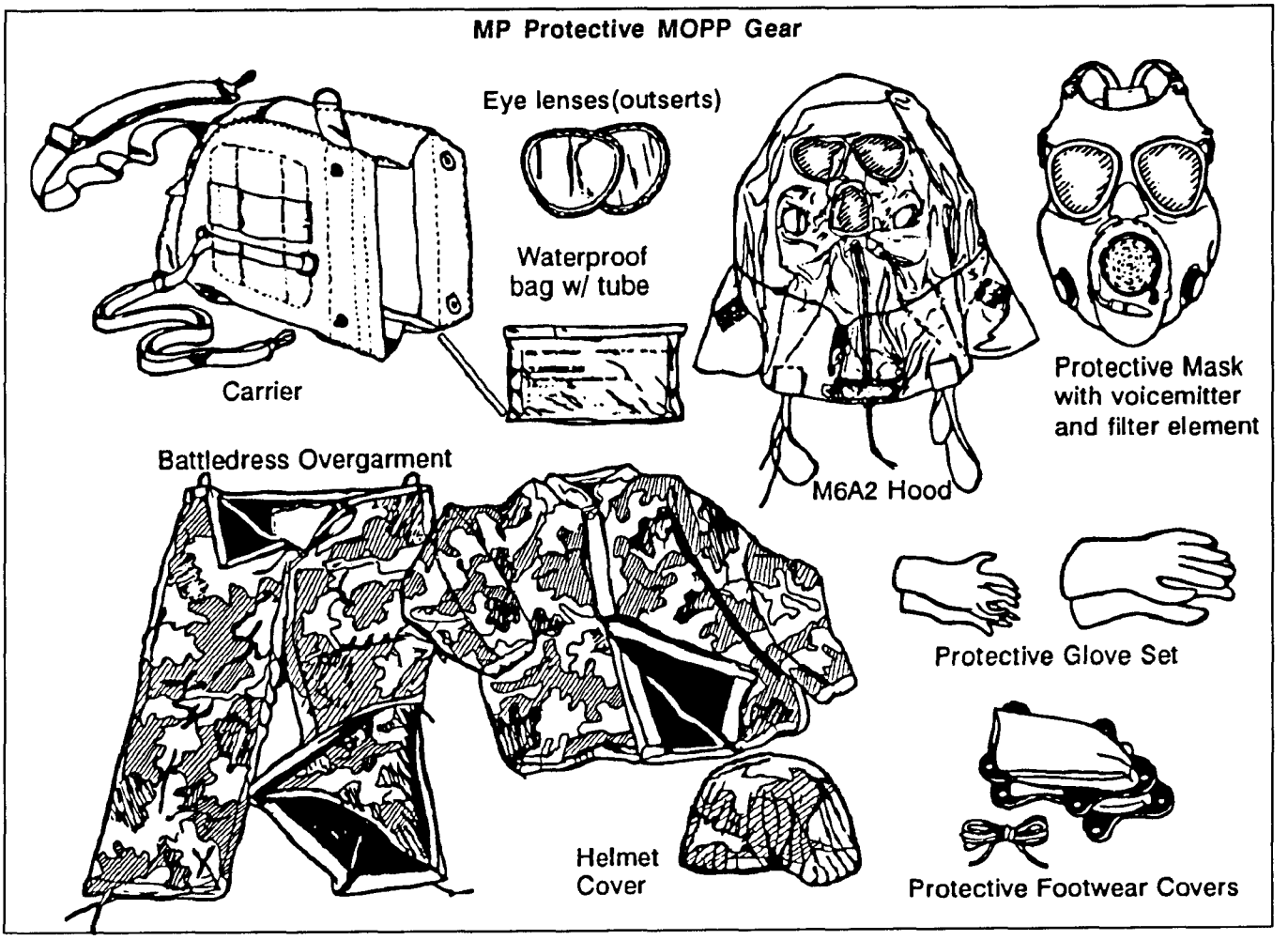
Each MP has MOPP gear to protect himself from contamination by–

- Chemical agent vapors.
  - Aerosols.
  - Droplets of liquid.
- Live biological agents.
- Toxins.
- Radioactive alpha and beta particles.

MOPP gear consists of–

- Battledress overgarment — a two-piece suit in a **camouflage** pattern.
- Chemical-protective footwear covers (overboots) of impermeable black, unsupported butyl rubber soles and butyl sheet rubber uppers.
- Chemical-protective glove set with impermeable black, butyl rubber outer gloves for protection and thin, white cotton inner gloves to absorb perspiration.
- Protective mask with hood having–
  - A voicemitter to make communicating easier.
  - Two outserts to protect the eye lenses and keep lenses from fogging in low temperatures.
  - Filter elements in cheeks of facepiece.
  - A tube for drinking water from the canteen while masked.
  - A **waterproof bag to protect the filter elements from** water damage.
- Carrier for storing and transporting the mask.

See FM 3-4 for more details.

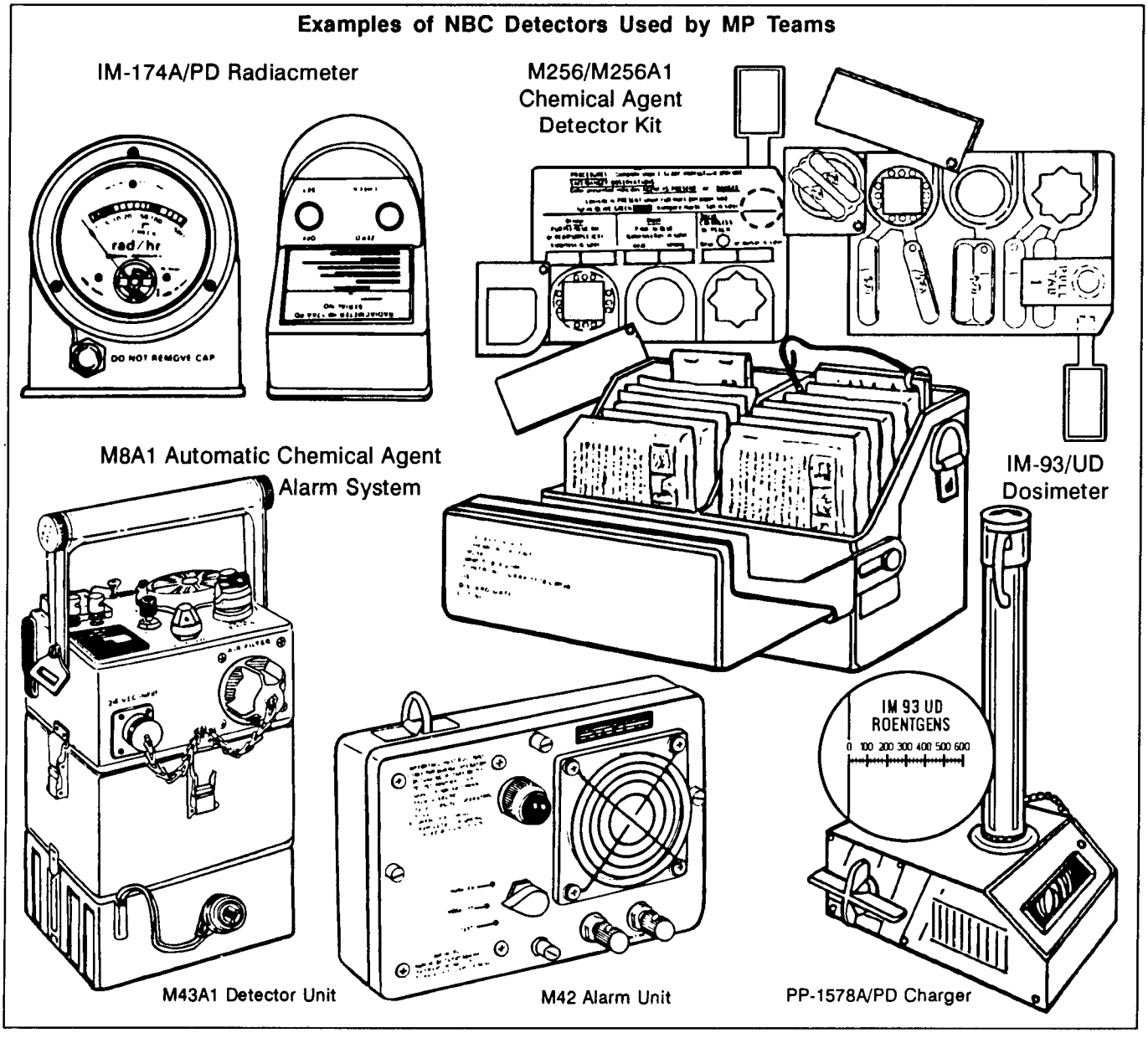


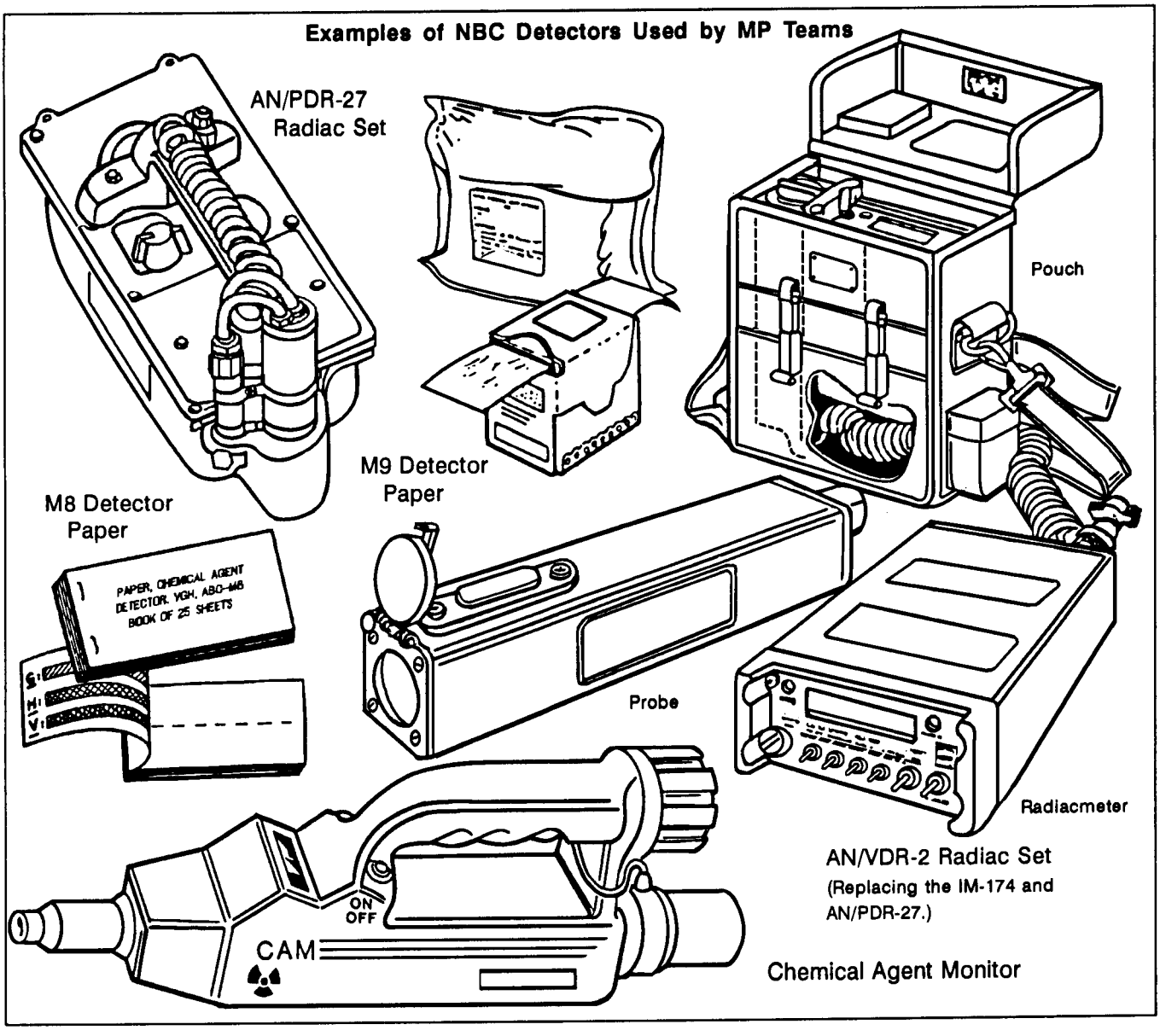
USING NBC DETECTORS

Each MP team has–

- One IM-93/UD dosimeter.
- One radiacmeter IM-174A/PD, a high-range dose rate instrument for area monitoring and surveying. The dose rate measurement tells you the amount of radiation you will be exposed to in a specfic area over a period of time (centigray per hour). The AN/VDR-2 is currently replacing the IM-174 (and the company's APVPDR-27). The AN/VDR-2 is both a high- and low-range instrument used to locate and measure gamma rays and beta particles. It displays dose rates and total accumulated dose resulting from fallout. *For detailed care of the radiacmeter, see TM 11-6665-213-12.*
- An M256/M256Al chemical agent detector kit and M8 and M9 detector paper to determine a positive presence or absence of toxic chemical agents. *See TM 3-6665-307-10 for further information on this kit.*
- An M8A1 automatic chemical agent alarm system, consisting of an M42 alarm unit and an M43A1 detector unit. The system can detect the presence of nerve agents in the air. The alarm gives either a sound and a sight signal or a sight signal only. *See TM 3-6665-312-12&P for further information on the M8A1 automatic chemical agent alarm* system.
- Each squad has one PP-1578A/PD charger. One is also kept at platoon HQ. Use the charger to recharge and zero the dosimeter. See *TM 11-6665-214-10 for further information on the use of the IM-93/UD.*

Examples of NBC Detectors Used by MP Teams





Each platoon has two chemical agent monitors (CAMS). A CAM is a portable hand-held, battery-operated instrument for detecting nerve or blister agent vapor present in the air.

The CAM consists of–

- Monitor.
- Carrying case.
- Power source.
- Carrying sling.
- Confidence tester.
- Filter nozzle standoff.

For more information on the CAM, see TM 3-6665-327-13&P.

Each company has one radiac set. Radiac set AN/PDR-27 is a low-range dose rate instrument for monitoring people, food, and equipment.

Detecting and Measuring Radiation

To detect radiation an MP team uses the IM-174A/PD radiacmeter. When monitoring to detect radiation —

- The first to detect contamination shouts "fallout" to warn others.
- All hearing the warning should relay it and seek cover.
- All cover their mouths and noses with wet handkerchiefs, scarves, or the like. (Do not use your protective mask; it is not designed for radiological protection.)
- Cover exposed skin with poncho, MOPP overgarment, or the like.
- The team leader —
  - Uses the radiological detecting device and dosimeter to determine the extent of contamination.
  - Submits an NBC-4 report when necessary. *See FMs 3-3, 3-4, and 3-100.*

To measure exposure to radiation each MP team has an IM-93/UD dosimeter. The dosimeter is the size of a fountain pen and is easy to operate. To measure the total dose of radiation to which you have been exposed–

- Read the dosimeter by–
  - Removing the dust cover.
  - Using artificial light like a flashlight or vehicle headlights at night.
  - Looking through the lens while pointing the dosimeter toward a light or toward the sky (but not directly at the sun).
- Do not remove the dust cover except when taking a reading.
- Use a piece of tape to close the open end if the dust cover is lost.
- Every day –
  - Record the daily total dose reading.
  - Forward the reading through the chain of command.
  - Recharge the dosimeter.
  - Record the time of recharging.

To charge the dosimeter, remove the dust cover and place the dosimeter on the charger. Shine a flashlight or other light source through the window of the charger so that the scale of the dosimeter can be seen. Turn the handle on the charger until the indicator on the dosimeter is set at zero.

Each instrument should have a main operator and an alternate operator. The operators are trained in maintaining and using the instruments. *See FM 3-4 for detailed instructions.*

DETECTING THE PRESENCE OF CHEMICAL AGENTS

To detect the use of chemical agents a team uses its M256/M256Al chemical agent detector kit. The kit detects dangerous vapor concentrations of nerve, blister, and blood agents. It also detects liquid surface contamination. The kit contains operation instructions. Use the kit –

- When you are under chemical attack.
- When a chemical attack is reported to be imminent.
- When you suspect the presence of a chemical agent.
- Before unmasking.

The M256 kit contains M8 chemical agent detector paper. The paper turns dark green, yellow, or red on contact with liquid V-type or G-type nerve agents or with H-type blister (mustard) agents. You must touch the paper to the liquid agent to be sure of a positive test; the paper does not detect vapor. It works best on nonporous materials like metal. The test is not always reliable on porous materials like wood or rubber, which absorb the liquid agent. Many substances, including some solvents and decontaminants, can cause a color change in this paper. A color change shows only that a chemical agent may be present. **Always** verify positive reactions using an M256 chemical agent detector kit.

The kit also contains M9 chemical agent detector paper to detect liquid chemical agents. The paper indicates the presence of a nerve agent (G or V) or a blister agent (H or L) by turning red or a reddish color. Wear the M9 paper around the upper right arm, left wrist, and lower right leg, or vice versa, over your overgarment. If the paper changes color, you may be contaminated and need to decontaminate. For night operations, use a white light to read the paper. *See TM 3-6665-311-10 for further information on M8/M9 chemical detector paper.*

The two chemical agent monitors in each platoon also detect nerve or blister agent vapor present in the air. The CAM responds to nerve and blister agent vapors down to the lowest concentrations that could affect personnel over a short period. Use the CAM to–

- Search out clean areas.
- Search for and identify contaminated–
  - Personnel.
  - Equipment and vehicles.
  - Structures and buildings.
  - Terrain.
- Monitor for the effectiveness of decontamination.

APPENDIX D

ORDERS AND REPORTS

Speedy, brief, and accurate communication of information and instructions is crucial to getting your mission accomplished and to surviving in battle.

ORDERS

WARNING ORDERS

- Provide advance notice of an action so that MP can use available time for preparations.
- Are issued at each level down to the squad.
- Are issued to subordinates in as much detail as possible.
- Are issued as brief oral or written messages.
- Are part of planning the use of available time; therefore, they should be kept simple.
- Describe the operation and the preparations to be made before the OPORD is issued.
- Have no prescribed format.

OPERATIONS ORDERS

- Coordinate actions to carry out the commander's plan for an operation.
- Explain how leaders at different levels want the operation conducted.*
- Have a great impact on how subordinate leaders employ their units and perform their missions.* (For example, the MP platoon leader's latitude to employ his unit could be restricted, based on how his company commander wants the operation conducted.)
- May be written, oral, graphic (traces, overlays), or a combination of these forms.
- Are usually written when prepared at company level and above.
- Are usually verbal and may or may not include overlays when issued at platoon level and below. (Written OPORDs at this level can be issued if time allows.)
- Always follow a prescribed format, when written, that contains a classification, heading, body, and ending.
- Have a prescribed five-paragraph format for the body of the order (STNAG 2014).
- Have a standardized system of designating days and hours in relation to an operation or exercise (STANAG 1001). *For more information on OPORDs, see FM 101-5.*

Orders

TYPE	WHO	WHAT	WHEN	WHERE	HOW	CONTENT
Warning Orders	Tactical leader	Advance notice of mission	As soon as the leader receives all the information	To subordinate leaders	Verbal or written	– Mission – Time of operation – Specific information – Time/place of OPORD
OPORDs	Leader down through subordinate leaders	Plan of operation	When unit receives mission/tasking	To subordinate leaders	Company level —written; Platoon level and below —written/verbal	1. Situation 2. Mission 3. Execution 4. Service Support 5. Command and Signal
FRAGOs	Tactical leader	Information of immediate concern	To change or modify an existing order	To subordinate leaders	Secure radio	Same sequence as five para OPORD
SOPs	Higher headquarters	Guidance on routine or recurring activities	When routine actions are to be done to a standard without directive each time	To unit members	Written	As needed

* *To ensure maneuver and other non-MP units carry out actions or provide a form of support that MP plans and operations depend on, you must make every effort to have the required actions or support stated in the coordinating instructions paragraph of the division and/or brigade OPORD.*

Example of Verbal Squad OPORD

"Gather around so that you can see my map and observe our area of employment in the valley east of us.

"Our platoon begins providing MP support in the 12th Support Group area with 1st squad in the north and 2d squad in the west at 0600 hours tomorrow.

"Intelligence indicates that the threat is already operating in our area, conducting sabotage and espionage operations. They may be dressed in civilian clothes or allied military uniforms and speak the local language. So it is imperative that suspicious actions be checked and reported. Good OPSEC and the use of our challenge and password can assist in detecting some of these individuals. **Use them!**

"Our mission is to conduct BCC on MSR 4 from MA119266 to MA197313, as you can see on my map. We will also establish a TCP at MA136307.

"Here is how we will get the job done. Beginning at 0600 hours tomorrow team A will establish and operate the TCP as teams B and C conduct route recons. I plan to rotate each team through the TCP in order to provide an opportunity for some rest and maintenance. Each of you is also required to conduct a route recon of your entire AO and remember to get off the MSR and check the terrain along the route.

"Listen closely as I address specific team missions for each of you. My team will establish and operate a TCP at MA136307. Pete, your team will patrol MSR 4 from MA 119266 to MA136303. Gary, your team will patrol MSR 4 from MA136303 to MA197313 and establish a contact point with 2d squad.

"My coordinating instructions for you are, first, remember that our mission is to provide BCC on MSR 4. The TCP will submit passing reports on all convoys carrying 105-mm and 155-mm tank ammo to 1LT Jones. See me after this briefing for their movement credits. You will patrol your section of the MSR every 30 minutes on the half hour and submit reports to me **–negative reports included.**

"Our service support will be conducted as usual per our SOP. I need your list of supplies NLT 1700 in order to meet SFC Smith's deadline.

"The current SOI is in effect. Remember OPSEC and good radio procedures. My location will be at the TCP. **"What are your questions?"**

Example of Verbal Platoon OPORD

"Squad leaders, gather around my map so that you can see the graphics and observe the area in the valley of this position.

"Tomorrow, our company begins providing MP support in GS of 12th Support Group area at 0600 hours with 2d platoon in the center, 3d platoon in the south and 4th platoon in the west. Our AO is to the east of 2nd platoon. It includes MSR 4 from Maston to Bexback to Burgham. From Burgham we pick up MAR 4A to Masens and then along the near side of the Dead River back to Maston.

"Intelligence indicates that the threat is already operating in our area conducting sabotage and espionage operations. They may be dressed in civilian clothes or allied military uniforms and speak the local language. So it is imperative that suspicious actions be checked and reported. Good OPSEC and the use of our challenge and password can assist in detecting some of these individuals. **Use them!**

"Our mission is to provide BCC in our AO as indicated on my map here. We must also be prepared to conduct base response force operations in support of base cluster F.

"My plan for execution of this mission is to assign 1st squad this area in the north; 2d squad, you will be responsible for this area in the west; and 3d squad will be deployed in the east. I want each of you to conduct a hasty route recon of your assigned MSR and be sure to get off the MSR and recon the terrain along the routes.

"Listen closely as I address specific squad missions for each of you.

"First squad, you will conduct BCC on MSR 4 from MA900858 to MA996870, as shown here. You will also establish a TCP at this critical intersection at MA903863.

"Second squad, you will conduct BCC on MSR 4 from MA863827 to MA900858, where you will overlap with 1st squad. Pay close attention to the bridge in your AO.

"Third squad, you will conduct BCC on MSR 4A from MA937759 to MA990779, where you will overlap with 2nd squad. I want you to coordinate with base cluster F for base response force operations.

"First in my coordinating instructions is a reminder that our priority of missions is BCC and area security.

"Priority of BCC support is to MSR 4. Prepare your hasty route recon overlays and submit to me ASAP. Also ensure you submit passing reports on the convoys transporting 105-mm and 155-mm ammo. See me after this for the movement credits. Priority of area security is to be prepared to respond to base cluster F. Third squad, once you complete coordinating with base cluster F, contact me so I can review their base defense plan.

"Our SOP for service support remains the same. Ensure that your requests are forwarded to the platoon sergeant in a timely manner.

"You have been issued the current SOI that is in effect. My location will be at MA859778.

"What are your questions?"

FRAGMENTARY ORDERS

- Issue supplemental instructions to a current OPORD or plan while the operation is in progress.
- Contain missions of immediate concern to subordinate units.
- May be either written or oral.
- Provide brief, specific, and timely information without loss of clarity.
- Have no prescribed format; however, to prevent confusion it follows the basic format of the five-paragraph order.
- May be issued to change an order that has already been issued. As such, only those items from the original order that have changed are included in the FRAGO, so long as clarity is not sacrificed.

STANDING OPERATING PROCEDURES

- Prescribe routine methods to be followed in operations.
- Supplement other combat orders.
- Reduce the number, length, and frequency of other orders. Because the SOP is a standing order, the information contained therein need not be repeated in other orders unless emphasis is desired.
- Have no prescribed format. However, subordinate unit SOPs should follow, insofar as possible, the format of the next higher headquarters' SOP.
- Will normally prescribe actions of a recurring nature that lend themselves to definite or standardized procedures. Examples may include troop safety matters, methods of reporting unit locations, measures for handling captured personnel or equipment, distribution of supplies, standard communication procedures for exercising command and control, and other items that lend themselves to standardization. These items are generally the constants in what is otherwise a frequently changing set of circumstances.

PLACEMENT OF MP INFORMATION AND REQUESTED SUPPORT IN ECHELON OPERATIONS ORDERS

MP leaders at all echelons must see that echelon orders address MP missions/concerns as well as ensure the orders publish information provided by MP that must be known by other units and forces. MP missions and concerns should be addressed in echelon operations orders where the placement of that information will ensure MP operations receive the integrated and synchronized non-MP actions or support that they need if they are to be successfully accomplished. (Perhaps this can best be done by ensuring the right personnel are present at order briefs and orders production points coordinated by the G/S3 or chief of staff.)

At division and lower, MP actions are best addressed in the basic order (in the execution paragraph, in subparagraphs, in instructions to subordinate units, or in coordination instructions of the standard five-component operations order [situation, mission, execution, service support, and command and signal]). The location of EPW collecting points and holding areas, for example, should go in the coordinating instructions so all parties, not just MP, will know their locations.

At corps, because of the scope of the order, MP actions are usually addressed in one or more annexes to the basic order.

- The Task Organization annex lists the MP units supporting the operation, along with any units that will be augmenting the MP to accomplish the MP mission.
- The Intelligence annex addresses measures for handling captives (provided by the PM to the G2) and captured documents or materiel. (The annex gives instructions for operations that are not addressed in the SOP or modifies the SOP for the current operation.) The annex addresses special handling of captives, segregation instructions, the location of EPW collecting points. It designates items or categories of enemy materiel required for examination and gives instructions for processing and disposition of captured materiel and documents
- The Operations Overlay, the graphic support for the scheme of maneuver, shows critical facility locations, traffic control posts and other MSR regulation measures. (MP provide information to DTO/MCC for the traffic circulation plan on which this is based.)
- The Service Support annex contains MP–provided information on traffic control, MSR regulation measures, and EPW evacuation. Medical services information on evacution and hospitalization of nonambulatory sick or wounded EPWs also appears in this annex. So too does the control and disposition of stragglers, the location of straggler collecting points, and special instructions for straggler control augmentation in case of mass attacks. When applicable, policies on the use and restriction of civilians, enemy prisoners of war, and civilians internees or detainees as labor, and the designation and location of labor units appear in this annex.
- The Civil-Military Operations annex contains MP- and DTO-provided information on refugee control routes and control measures.

- A separate MP annex if the degree of MP activity requires it, could contain the traffic control plan and overlay, battlefield law and order instructions for MP to follow, and/or EPW evacuation procedures.

At TAACOMs MP provide information for incorporation into the echelon administrative and logistics orders.

Possible Placement of MP Information in a TAACOM Administrative and Logistics Order

1. SITUATION.
   a. Enemy.
   b. Friendly.
   c. Attachments.
2. MISSION.
3. General.
4. MATERIEL AND SERVICES.
   a. Supply.
   b. Transportation. Include location of terminals and installations (rail stations, airfields, ports), operating units, schedules (march tables, timetables, and rail movement tables), area responsibilities of the transportation movement officers and highway regulating teams, traffic control and regulation measures, such as regulations, restrictions, allocation priorities, and regulating and control points,and designation of the MSR. Items listed in this subparagraph are not necessarily limited to transportation operations and may include ocean, inland waterway, coastal, highway, air, rail, and miscellaneous activities.
5. Medical Evacuation and Hospitalization.
   This paragraph contains information and instructions for supported units that prescribe the plan for evacuation and hospitalization of sick, wounded, or injured military personnel. Nonambulatory EPWs should also be covered in this paragraph.
6. Personnel.
   Include instructions concerning the collection, safeguarding, processing, evacuation, use, and treatment of EPWs and civilian internees or detainees and all other personnel arrested or captured but not immediately identifiable as EPWs. Include location of EPWs and civilian internee or detainee facilities.
7. Civil-Military Cooperation.
8. Miscellaneous.
9. Command and Signal.

* Any subparagraph that describes services and supplies for US and allied military personnel should also describe services and how to obtain the for EPW.

REPORTS

Military Police routinely provide timely information up the chain of command in the form of administrative, operational, and intelligence reports. Such reports help ensure that the commander has continuously available the current and critical information that he requires.

Offense Report

Format

1. Date
   Time
   Place of Offense
2. Driver's Name
   Nationality
   Rank
   Service Number
   Unit (If Military)
   Address (If Civilian)
3. Name of Vehicle
   Nationality
   Rank
   Service Number
   Unit (If Military)
   Commander
   Address (If Civilian)
4. Particulars of Vehicle Checked
   a. Make
   b. Type
   c. Registration
   d. Address of unit or civil owner
5. Offense Observed (Detailed statement of evidence to be given)

Example

1. DATE: 910305
   TIME: 0800
   PLACE OF OFFENSE: Autobahn #1, Kilometer marker #154, MSR blue, grid coord. GL07230509
2. DRIVER'S NAME: George W. Jackson
   NATIONALITY: U.S.
   RANK: SPC SSN: 123-45-6789
   UNIT: 942nd MP Co, APO NY 09999-5000
3. NAME OF VEHICLE COMMANDER: William P. Jones
   NATIONALITY: U.S.
   RANK: SSG SSN: 505-37-6523
   UNIT: 942nd MP Co, APOAE 09999-5000
4. PARTICULARS OF VEHICLES CHECKED:
   a. MAKE: 2 1/2 TON
   b. TYPE: Cargo Truck
   c. Registration: B0715763
   d. Address of unit or civilian owner: 942nd MP Co, Stuttgart Germany APOAE 09999-5000
5. OFFENSE OBSERVED: (Detailed statement of evidence to be given)
   2,000 pounds overweight. Another 2-1/2-ton truck dispatched to location to pick up extra weight. Jackson and Jones were then allowed to proceed as planned.

Reports

ADMINISTRATIVE

TYPE	WHO	WHAT	WHEN	WHERE	HOW	CONTENT
Casualty	Unit or section with casualties	Number of dead, wounded, sick	Upon experiencing casualties or as required by SOP/HQ	To higher headquarters	Most secure means; encoded if by unsecure radio	DA Form 1156 or by SOP
Personnel Daily Summary	Submitted at company level and higher, but input needed from squad/sec	Personnel strength accounting and status	Daily	To higher headquarters	Written on form	DA Form 5367-R
Periodic Logistic	Submitted at company level and higher, but input needed from squad/sec	Supported strength and status of critical supplies	As supplies become depleted or as required by SOP	To higher headquarters	Most secure means; encoded if by unsecure radio	– Logistical situation – Supply – Maintenance – Transportation – Service
Journal	Units or sections operating independent of their parent organization	Events about a unit or section during a given or specified period	As events occur over the given or specified period	Maintained locally; may be provided to higher headquarters upon request	Written on form	DA Form 1594 1. Item 2. Time 3. Incident, msg, order 4. Action taken 5. Initials
Closing	Unit leader	Notice of change of location	Upon arrival at new site	To higher headquarters	Secure radio	– Unit – Date/time – CP location – Vehicles/radios – Personnel/weapons

OPERATIONAL

TYPE	WHO	WHAT	WHEN	WHERE	HOW	CONTENT
Situation/ Status	Commander or leader closest to the situation	Report the tactical situation or status	Immediately after a significant event or as specified	To higher headquarters	Most secure means; encoded if by unsecure radio	– Enemy – Own situation – CSS – General – Commander's evaluation
Force Tracking (Diversion, Holding, Passing)	Designated TCPs and mounted patrols	Unit movement along the MSR	As requested or designated in SOP	To local movement control unit	Secure voice or encoded	DTO/PMO adopted SOP format
Offense	TCPs and mounted patrols	Violation of MSR regulations	When tasked to conduct BCC and MSR regulations are in force	Through military channels to driver's commander	Written report *See FM 55-10, FM 101-5*	– Date – Driver's name – Name of vehicle cdr – Particulars of offense observed
EPW	Platoon/squad/ team operating collecting points	Number of EPWs collected/ evacuated	As required	To higher headquarters	Most secure means; encoded if by unsecure radio	By SOP
Intention of Laying a Minefield	Platoon/squad/ team leader preparing to lay the minefield	Tactical objective(s) and characteristics of the minefield	Prior to emplacing mines	To higher headquarters	Written or secure radio *See FM 20-32*	– Purpose of minefield – Estimated number and type – Location – Proposed start and completion times
Initiation of Laying a Minefield	Platoon/squad/ team leader of the force laying the minefield	Emplacement of mines	When emplacement begins	To higher headquarters (Mandatory)	Written or secure radio *See FM 20-32*	– Time begun – Location and target number
Completion of Laying a Minefield	Platoon/squad/ team leader of the force laying the minefield	Completion of the minefield	Upon completion of the minefield	To higher headquarters	Written or secure radio *See FM 20-32*	– Field is complete and functional – Expedite report; follow up with a Hasty Protective Minefield Report

Reports						
INTELLIGENCE						
TYPE	**WHO**	**WHAT**	**WHEN**	**WHERE**	**HOW**	**CONTENT**
Spot	Unit/section/ individual observing the enemy; all echelons	Report enemy activity and area information of immediate value	Upon contact or as requested	To higher headquarters	Quickest means; encoded if by unsecure radio	A. Reporting unit B. Date/time of event C. Location/grid coordinates (encode) D. Event (SALUTE) E. Original source F. Remarks
Meaconing, Intrusion, Jamming, Interference (MIJI)	Soldier experiencing electronic warfare	Submit the correct MIJI report according to the type of interference	As soon as possible after the incident	Through signal channels to higher headquarters	SOI defines the report and how to prepare it	– Type report – Frequency or channel affected – Victim designation and call sign – Type emission or audio characteristic – Coordinates of affected station
NBC 1	Submitted by the observer	Observation concerning suspected NBC attacks and resulting hazardous areas	Upon observing a suspected enemy NBC attack	To higher headquarters	Secure radio	B. Observer's location C. Direction from observer D. DTG of attack H. Type of burst
NBC 4	Submitted by element in contact with radiation	Radiation dose rates	Upon contact with radiological contamination or as directed	To higher headquarters	Secure radio	Q. Location D. Dose rate S. DTG of measurement
Patrol	Prepared by patrol leader	Pertinent information pertaining to patrol activity	Upon completion of patrol	To higher headquarters	Written	– Designation of patrol – Maps – Terrain – Enemy – Results of encounters with enemy – Condition of patrol
Enemy Minefield Location	Soldiers encountering an enemy minefield	Characteristics of the minefield	Upon locating a minefield	To higher headquarters	Secure radio *See FM 20-32*	– Type of minefield – Location and depth – Enemy weapons or surveillance – Routes for bypassing – Coordinates of lane entry and exit – Width of lanes, in meters – Map sheet designation – Date and time information collected – Coordinates of minefield boundaries – Estimated time to clear minefield – Estimated material and equipment required to clear minefield – Other, such as type of mines, new mines, or booby traps
"SALUTE"	Submitted by the observer	Enemy activity; for example, convoy, patrol vehicles, aircraft	Upon encountering enemy activity	To higher headquarters	Most secure means; encoded if by unsecure radio *See FM 101-5*	S – Size A – Activity L– Location U – Unit T – Time E – Equipment

Example of a SITREP/STATREP

FORMAT		SAMPLE REPORT	
Report as of: (DTG)		Report as of: 9103151300Z	
ALPHA	Reporting unit (call sign).	ALPHA	B92D
BRAVO	Locations. The company reports locations of immediate subordinate elements and CPs. Platoons report only CPs.	BRAVO	3d platoon –FL09384208/SUPPLY FL06395607/MESS–FL07470836/ CP–FL09564876
CHARLIE	Activity. Brief summary of activity since last report.	CHARLIE	Relocated from position DR074008 to EF056804
DELTA	Personnel (encode). Losses since: (DTG)	DELTA	(Encode)
	DELTA 1 Killed in action.		DELTA 1 02
	DELTA 2 Wounded in action.		DELTA 2 05
	DELTA 3 Missing in action.		DELTA 3 00
	DELTA 4 Captured.		DELTA 4 01
	DELTA 5 Nonbattle casualties.		DELTA 5 00
	DELTA 6 Administrative losses.		DELTA 6 00
ECHO	Ammunition. Total ammunition required to replenish basic load (encode).	ECHO	M16A2: 6050/M19-40M: 1500/M60: 9000
FOXTROT	Fuel. Total fuel required in gallons by type (encode).	FOXTROT	MOGAS: 40GALS/DIESEL: 400GALS
GOLF	Equipment. Total vehicles and designated major items short; include all items not immediately available for action (encode).	GOLF	1.HMMWV/2.M60
HOTEL	Remarks. Any additional information required to complete the situation/status picture. Omit if not required.	HOTEL	NA(GRAPHIC)

Examples of NBC Reports

NBC-1 Report (Observer's Report)		
NBC-1 (Nuclear) Report	NBC-1 (Biological) Report	NBC-1 (Chemical) Report
B NB062634	B LB206300	B LB200300
C 90 DEG GRID	D 200410Z	D 201405Z
D 201405Z	E 200414Z	E 201412Z
G Aircraft	F LB206300 Actual	F LB206300 Estimated
H Surface	G Aerial Spray	G Bomblets
J 60	H Unknown	H Nerve
L 15 degrees		V Air Burst
NOTE: Line items B, D, H, and either C or F should always be reported; other line items may be used if the information is known.		

NBC-4 Report (Reconnaissance, Monitoring, and Survey Results)	
NBC-4 (Nuclear) Report	NBC-4 (Chemical) Report
Q LB123987	H Nerve V
R 35	Q LP200300, Liquid
S 201535Z	S 170610Z
NOTE: 1. Line items H, Q, R, and S may be repeated as often as necessary.	
2. In line R, descriptive words such as "initial," "peak," "increasing," "decreasing," "special," "series," "verification," or "summary" may be added.	

Transmission Factors for Residual Radiation

Environmental Shielding		Transmission Factor(TF)
Trucks	1/4-ton	0.8
	3/4-ton	0.6
	2 1/2-ton	0.6
	4-ton to 7-ton	0.5
Structures		
Multistory building		
	Top floor	0.01
	Lower floor	0.1
Frame house		
	First floor	0.6
	Basement	0.1

Environmental Shielding		Transmission Factor(TF)
Urban Area	(In the open)	0.7*
	Woods	0.8*
UndergroundShelter		
	(3-foot earth cover)	0.0002
	Foxholes	0.1

If the TF is not listed above, one can be computed using the following formula:

$$TF = \frac{\text{Inside dose rate (ID)}}{\text{Outside dose rate (OD)}} \text{ or } OD = \frac{ID}{TF} \text{ or } ID = TF \times OD$$

*These factors do not apply to ground survey dose rates.

Meaning of Line Items in NBC Reports			
Line	**NUCLEAR**	**CHEMICAL AND BIOLOGICAL**	**REMARKS**
A	Strike serial number.	Strike serial number.	Assigned by division NBC Center.
B	Position of observer.	Position of observer.	Use grid coordinates (or place).
C	Direction of attack from observer.	Direction of attack from observer.	Direction measured clockwise from grid north or magnetic north (state which) in degrees or mils (state which).
D	Date-time group for detonation.	Date-time group for start of attack.	Zulu time.
E	Illumination time.	Date-time group for end of attack.	Zulu time (second).
F	Location of area attacked.	Location of area attacked.	Use grid coordinates or place name. State whether location is actual or estimated.
G	Means of delivery.	Kind of attack.	State whether attack was by artillery, mortars, multiple rockets, missiles, bombs, or spray.
H	Type of burst.	Type of agent/height of burst.	Estimate height of burst. Specify air, surface, or unknown for nuclear. State whether it was a ground or air burst for chemical.
I	NA	Number of munitions or aircraft.	If known.
J	Flash-to-bang time.	NA	Use seconds.
K	Crater present or absent and diameter.	Description of terrain and vegetation.	Nuclear: Send in meters. Chemical: Sent in NBC 6.
L	Cloud width at H+5.	NA	State whether measured in degrees or mils.
M	Stabilized cloud top or cloud bottom angle at H+10, or cloud or bottom top height.	Enemy action before and after attack. Effect on troops.	Nuclear: State whether angle is measured in degrees or mils, or whether height is measured in meters or feet. Chemical: Sent in NBC 6.
N	Estimated yield.	NA	Sent as KT.
O	Date-time group for contour lines.	NA	Used when contours are not plotted at H+1.
P	Radar purposes only.	NA	NA
PA	Coordinates of external contours of radioactive cloud.	Predicted hazard area.	Chemical: If windspeed is 10 kmph or less, this item is 010 the radius of the hazard area in km.
PB	Downwind direction of radioactive cloud.	Duration of hazard.	Nuclear: State whether direction is in degrees or mils. Chemical: In days.
Q	Location of reading.	Location of sampling and type of sample.	Chemical: State whether test was air or liquid.
R	Dose rate.	NA	State in cGyph. See sample NBC 4 for terms associated with this line.
S	Date-time group of reading.	Date-time group contamination detected.	State time initial identification test sample or reading was taken.
T	H+1 date-time group.	Date-time group of latest contamination survey of the area.	NBC 5 and NBC 6 reports only.
U	1000-cGyph contour line.	NA	Plot in red.
V	300-cGyph contour line.	NA	Plot in green
W	100-cGyph contour line	NA	Plot in blue.
X	20-cGyph contour line	Area of actual contamiantion.	Plot in black for nuclear, yellow for chemical.
Y	Direction of left and right radial lines.	Downwind direction of hazard and windspeed.	Direction: 4 digits (degrees or mils). Windspeed: 3 digits (kmph or knots).
Z	Effective wind speed. Downwind distance of zone 1. Cloud radius.	NA	3 digits (kmph or knots). 3 digits (km or Nm). 2 digits (km or Nm). If windspeed is less than 8 kmph, this line contains only the 3-digit radius of zone 1.
ZA	NA	Significant weather phenomena.	Air stability (1 digit) Temperature in centigrade (2 digits) Humidity (1 digit) Significant weather phenomena (1 digit) Cloud cover (1 digit) *Codes:Table M-1, App. M, FM 3-3.*
ZB	NA	Remarks	Include any additional information.
ZI	Effective wind speed. Downwind distance of zone I. Downwind distance of zone II. Cloud radius.	NA	3 digits (kmph). 4 digits (hundreds of meters). 4 digits (hundreds of meters). 3 digits (hundreds of meters).

APPENDIX E

COUNTERING MINES

You must be able to move on- or off-road as needed. You take action to counter mines whenever intelligence and terrain analysis show the liklihood of mines or that mines have been discovered. You may need to counter mines when conducting quartering parties. Or you may need to do so when setting up holding areas for defiles and river crossing.

Operations to counter mines include–

- Denying the enemy the chance to use mines.
- Spotting mine-emplacement teams and reporting their activity.
- Using metallix and nonmetallic mine detectors.
- Detecting mines by having troops make a visual inspection.

DENIAL

MP area security measures like continuous, aggressive patrolling routinely help deny the enemy the chance to emplace mines along MSRs. Patrols–

- Look for suspicious persons along MSRs.
- Check with the local populace for information on unusual activities along the MSRs.
- Maintain surveillance of the MSR while operating static posts.
- Watch approaches to critical points like bridges or defiles.
- Use night-vision devices to maintain surveillance of the road and critical points along the MSR. Mines usually are emplaced at night under cover of darkness.
- Use PEWS to detect activity around an area.
- Take immediate action upon detecting a mine-emplacing team.

DETECTION

If you must check an area you believe may be mined, detecting can be done by one or more teams. You will need mine detectors, demolition equipment, rope, wire, and, perhaps, night-vision devices. To visually detect mines–

- Watch for trip wires. Do not wear sunglasses; they reduce the ability to detect trip wires.
- Look for foreign material on roads (grass, dirt, sticks).
- Look for signs of recent road repair. These areas can conceal mines.
- Watch for wire leading away from the road. It could be a command firing wire.

To probe for buried mines, use a sharp nonmetallic object like a sharp piece of wood. Careful probing is the best way to find buried mines. But it is slow work, especially in hard or frozen ground. Be sure no one —

- Uses metal probes — some enemy mines have magnetic detonators that would be set off by a metal probe.
- Carries any iron or steel near the mines. (Keep items like bayonets, weapons, and cartridge belts outside a mined area.)

Mine detectors can supplement your visual inspection and probing. Detectors signal mine locations by changes in the tone heard in the operator's headset. Mine detectors can be used standing, kneeling, or prone.

All mine detectors give some false signals. Experience in using each type of detector helps you interpret the signals you receive. A metallic detector will react to any kind of buried metal (a nail, a can). A nonmetallic detector may give a false signal when it passes over a tree root or an air pocket. Areas strewn with small metal fragments like shrapnel make it harder to operate metallic detectors, but do not affect nonmetallic detectors. When using a detector–

- Do not use within 6 meters of another detector. They may interfere with each other's signals.
- Be on guard for trip wires and booby traps.
- Have a second soldier help watch for booby traps and trip wires.
- Work no more than 20 minutes at a time. You must keep from becoming tone deaf to the signals in the headset.
- When the detector indicates a possible mine, use the probing technique to verify the presence of a mine.

Breaching a minefield (neutralizing the mines) is best done by Engineers. If you find enemy mines, put up temporary warning signs. Later, replace the signs with standard markings. Report detection of enemy mines through your unit's chain of command. Inform higher HQ each time you locate emplaced mines or discover additional lanes or gaps.

Understand Land Mine Characteristics

You must understand how land mines function in order to counter mines. A land mine consists of –

- A fuse.
- A detonator.
- A booster (sometimes).
- A main charge.
- A body or a case.

A mine is set off when an initiating action causes the fuse to function, starting the explosive train. The explosive train begins when a flame or concussion caused by electrical or mechanical means is applied to the detonator. The detonator sets off the booster (if there is one) or the main charge. If the sequence is broken at any point, the mine may not go off.

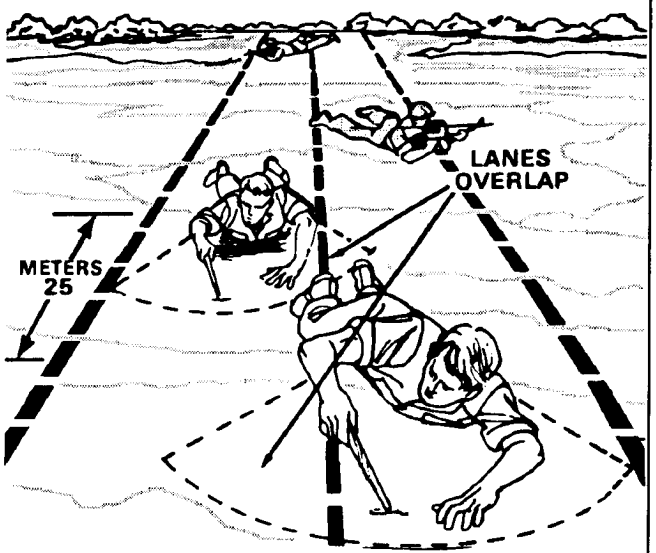
The main type of initiating actions that cause a mine to explode are –

- Pressure – downward force; a man's foot or the wheel or track of a vehicle.
- Pull – a pull on a trip wire attached to the fuse.
- Tension release – release of tension that keeps the fuse from acting, such as cutting a trip wire.
- Pressure release – removal of a weight that keeps the fuse from acting.
- Electrical – closing of an electrical circuit that activates the fuse.
- Timer run-down – a preset timer activates the fuse.

Take These Actions If You Find Yourself in a Minefield

- Find mines by looking and probing.
- Move slowly and carefully. Do not panic.
- Mark mines with whatever is available (rocks, sticks, tissue).
- Report the location of the mines after leaving the minefield.

Probing

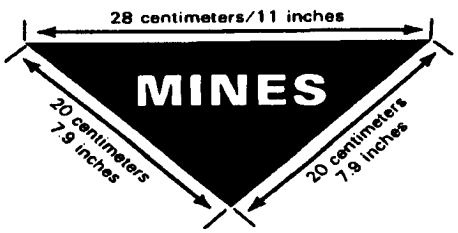


Report Enemy Minefield Locations

ALPHA	Map sheet designation.
BRAVO	Date and time of collection of information.
CHARLIE	Type of minefield (AT, AP).
DELTA	Coordinates of minefield boundaries.
ECHO	Depth of minefield.
FOXTROT	Enemy weapons or surveillance.
GOLF	Estimated time to clear minefield.
HOTEL	Estimated material and equipment required to clear minefield.
INDIA	Routes for bypassing a minefield if any.
JULIET	Coordinates of lane exit.
LIMA	Width of lanes (meters).
ZULU	Other, such as type of mines, new mines, or booby traps.

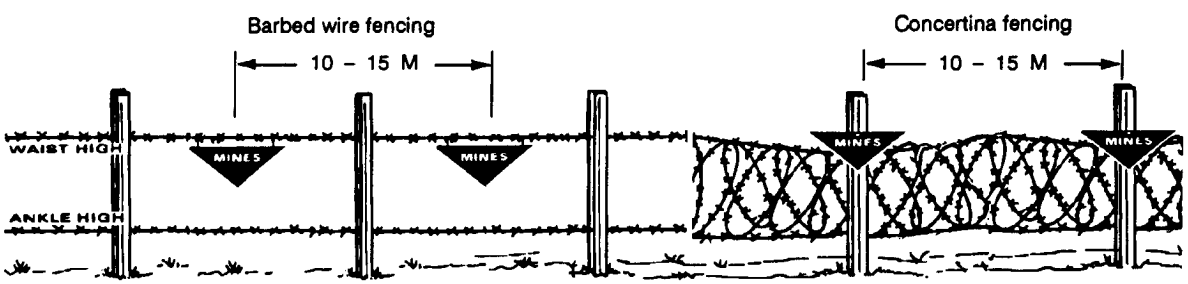
Mark Minefields With Warning Signs

Front side, white letters on red background



Back side, red background with no markings

(Emplace mine warning signs at intervals around perimeter of mined area)

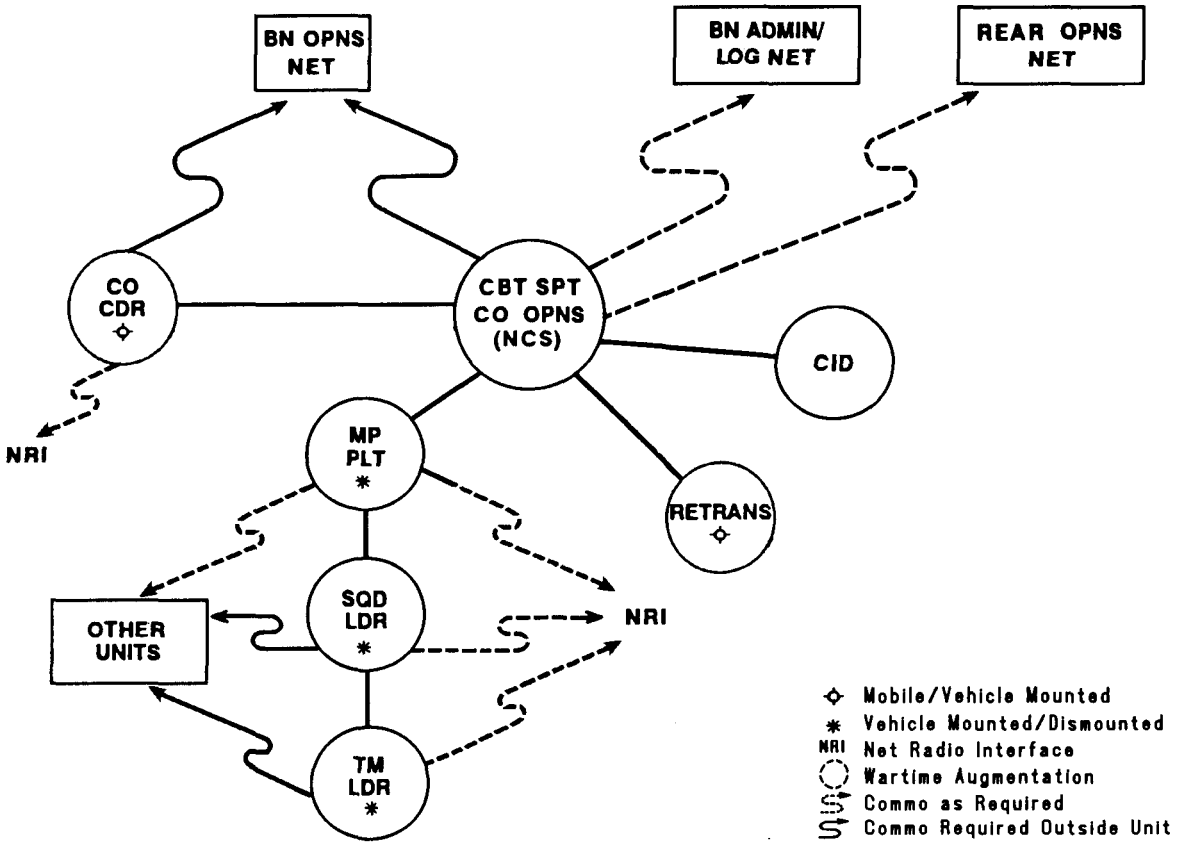


APPENDIX F

RADIO COMMUNICATIONS INTERFACE

Effective communication is the key to the command and control of forces, to providing timely supper; to synchronizing forces and firepower on the battlefield. For you to coordinate operations, to respond to orders, to request or to provide support, you must be able to communicate efficiently and effectively. MP radio communications provides you the access to and interface with the communications nets you need to enable you to carry out your missions.

Military Police Company (CS) Communications Nets

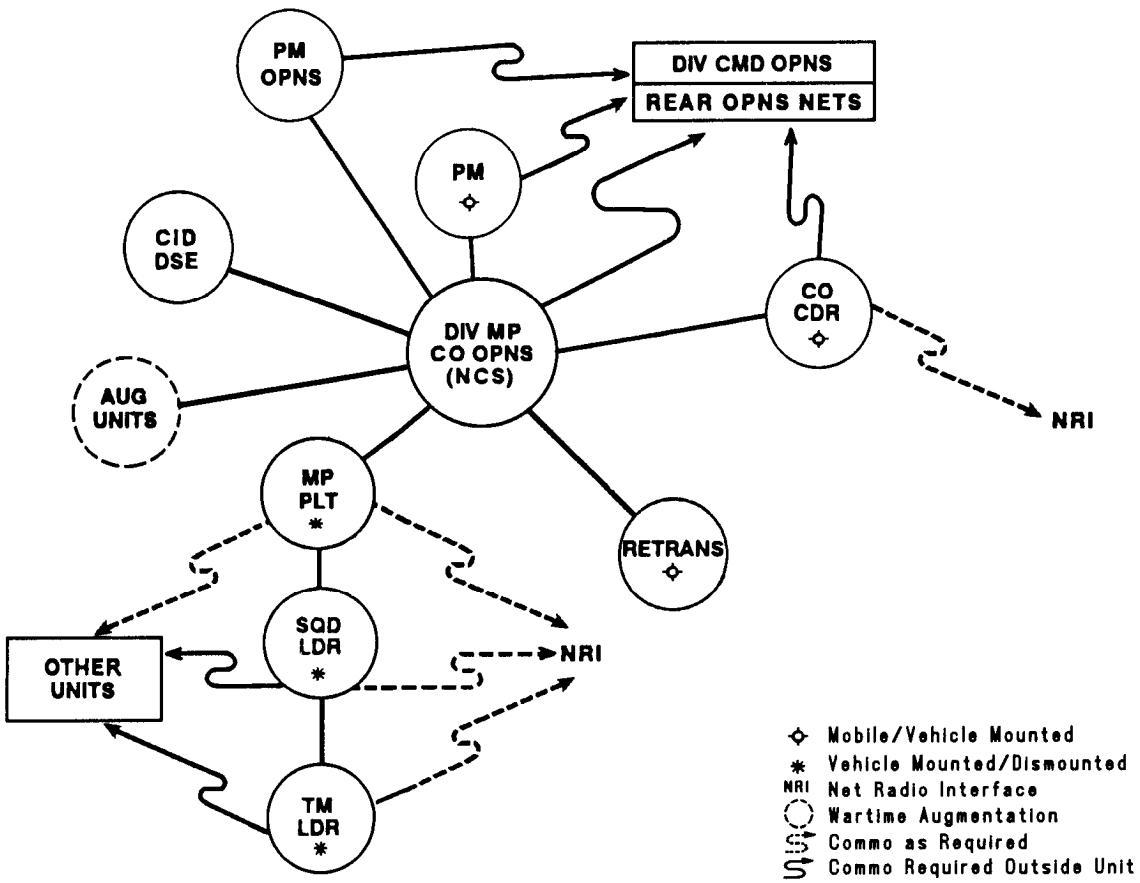


Primary (P) and Alternate (A) Operations Nets

	CO CMD/OPNS (FM)	CO CMD/OPNS (AM)	PLT CMD/OPNS (FM)	REAR OPNS (FM)	BN CMD/OPNS (FM)	BN CMD/OPNS (AM)	REAR OPNS (AM)	BN ADMIN/ LOG (FM)	OTHER UNITS (FM)	NRI (FM)
CO CDR (ANCS)	P			A	P				A	A
CO CP (NCS)	P	P		A	P	A	A	A	A	
PLT LDR	P	P	P	A			A		A	A
SQD LDR	A		P	A					P	A
TM LDR	A		P	A					P	A
RETRANS	P		A							
CID	I									

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface (I) with other organizations' nets.

Airborne, Air Assault, and Light Division Military Police Companies Communications Nets

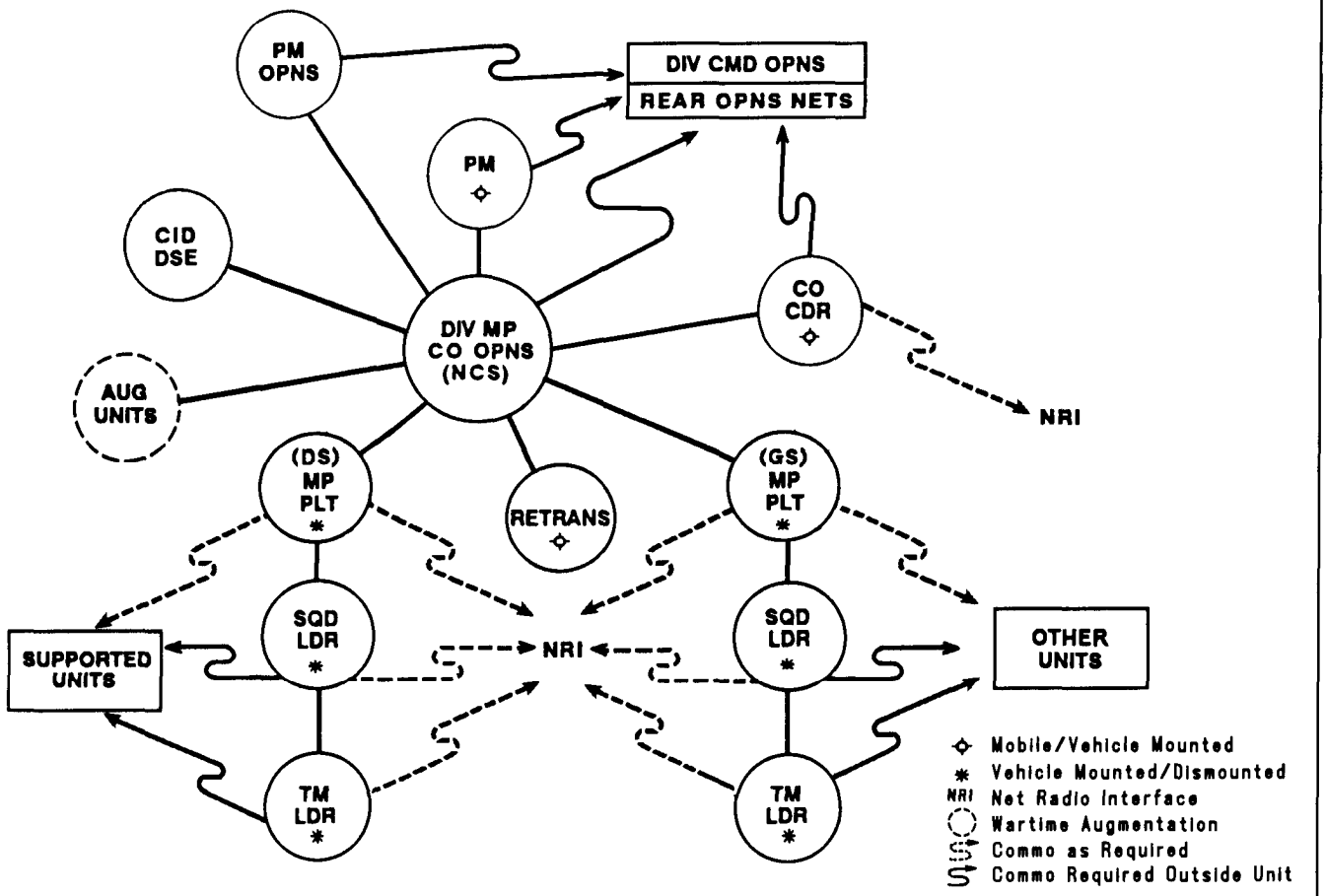


Primary (P) and Alternate (A) Operations Nets

	CO CMD/OPNS (FM)	CO CMD/OPNS (AM)	PLT CMD/OPNS (FM)	DIV CMD/OPNS (FM)	REAR OPNS (FM)	REAR OPNS (AM)	DIV CMD/OPNS (AM)	OTHER UNITS (FM)	NRI (FM)
PM	P			P	A			A	A
PM OPNS (ANCS)	P	P		P	A	A	A	A	
CO CDR	P			P	A			A	A
CO CP(NCS)	P	P		P	A	A	A	A	
PLT LDR	P	P	P		A	A		A	A
SQD LDR	A		P		A			P	A
TM LDR	A		P		A			P	A
RETRANS	P		A						
DIV BAND (AUG)	I								
CORPS CO (AUG)	I	I							
CID	I								

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface (I) with other organizations' nets.

Heavy Division Military Police Company Communications Nets

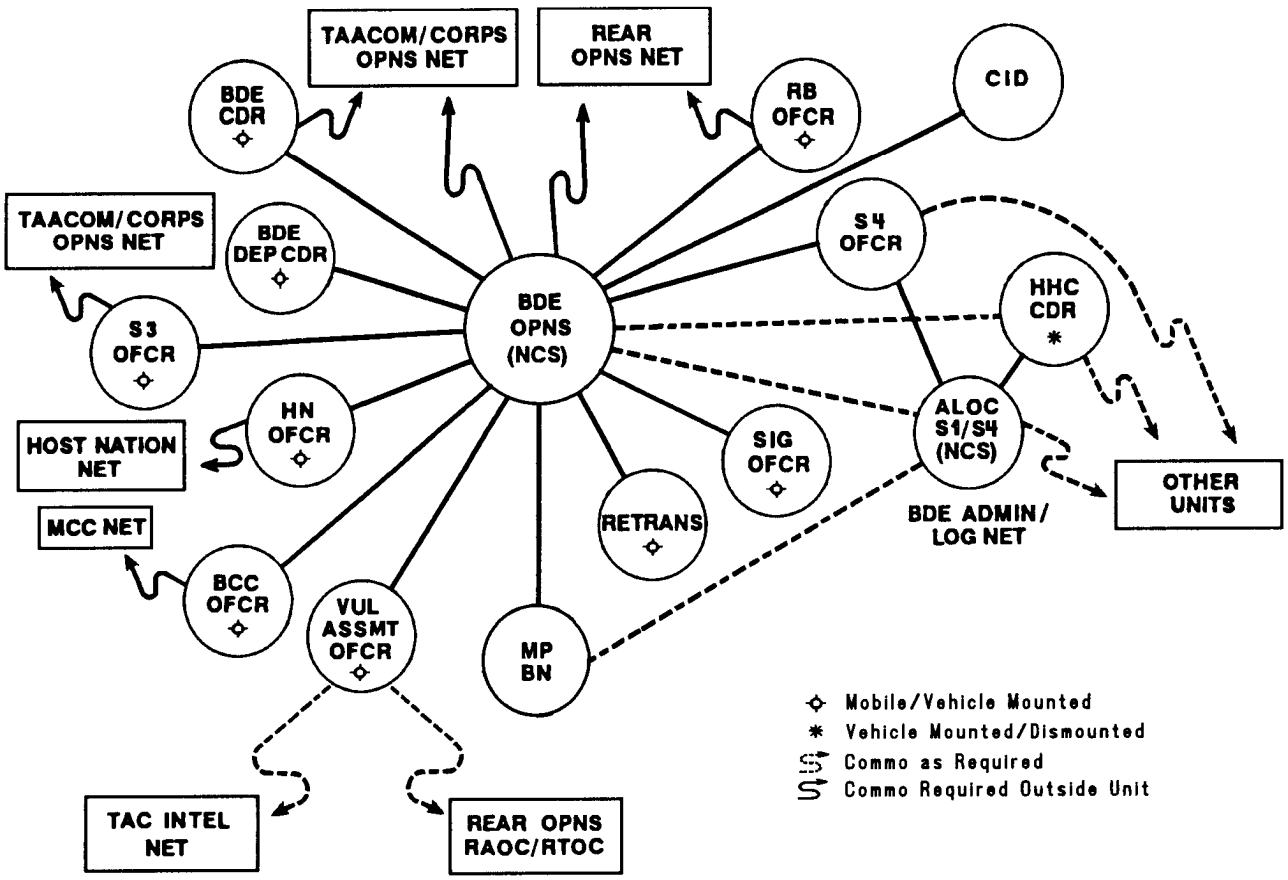


Primary (P) and Alternate (A) Operations Nets

	CO CMD/OPNS (FM)	CO CMD/OPNS (AM)	GS PLT/ DS PLT CMD/OPNS (FM)	DIV CMD/OPNS (FM)	REAR OPNS (FM)	REAR OPNS (AM)	DIV CMD/ OPNS (AM)	SPT'D/ OTHER UNITS (FM)	NRI (FM)	MNVR BDE CMD/OPNS (FM)
PM	P			P	A			A	A	
PM OPNS (ANCS)	P	P		P	A	A	A	A		
CO CDR	P			P	A			A	A	
CO CP(NCS)	P	P		P	A	A	A	A		
DS PLT LDR	P	P	P		A	A		A	A	A
DS SQD LDR	A		P		A			P	A	
DS TM LDR	A		P		A			P	A	
GS PLT LDR	P	P	P		A	A		A	A	
GS SQD LDR	A		P		A			P	A	
GS TM LDR	A		P		A			P	A	
RETRANS	P		A							
DIV BAND (AUG)	I									
CORPS CO (AUG)	I	I								
CID	I									

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface (I) with other organizations' nets.

HHC, Military Police Brigade, Communications Nets

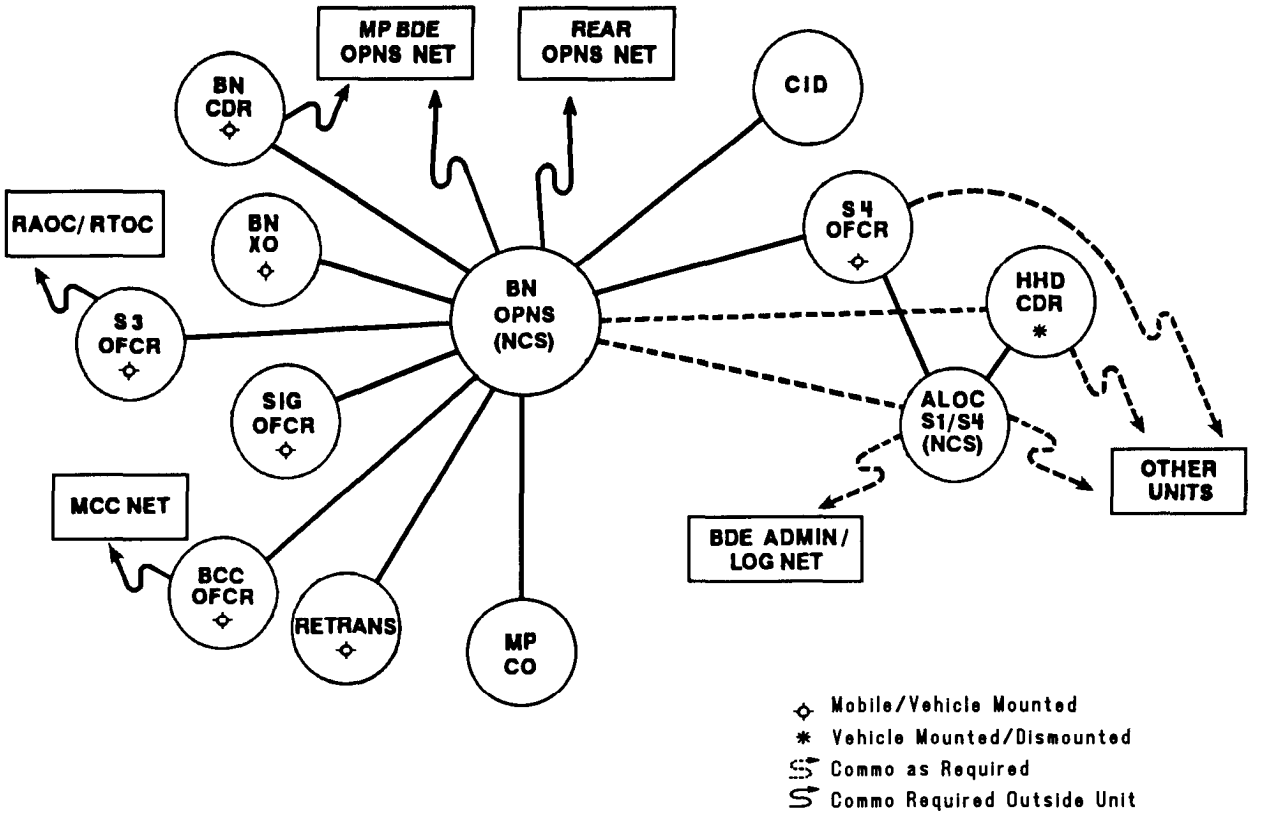


Primary (P) and Alternate (A) Operations Nets

	BDE CMD/OPNS (FM)	BDE CMD/OPNS (AM)	CORPS OPNS (FM)	CORPS OPNS (AM)	REAR OPNS (FM)	REAR OPNS (AM)	OTHER UNITS (FM)	BDE ADMIN/ LOG (FM)	HOST NATION (FM)	CORPS MCC (FM)	TAC INTEL (FM)
BDE CDR	P		P		A		A				A
BDE DEP CDR	P		A		A		A				A
BDE OPNS(NCS)	P	P	P	P	A	A	A		A		A
S1 SEC	A						A	P			
S3 SEC	P		A		A		A				
RB OFCR	P		A		P		A		A		A
VUL ASSMT	P				A		A		A		A
BCC OFCR	P		A		A		A			P	
S4 OFCR	A						A	P			
SIG OFCR	P				A		A	A			
RETRANS	P							A			
HN OFCR	P								A		
HHC CDR	A				A		A	P			
MP BN	P	I						I			
CID	I										

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface (I) with other organizations' nets.

HHD, Military Police Battalion Communications Nets

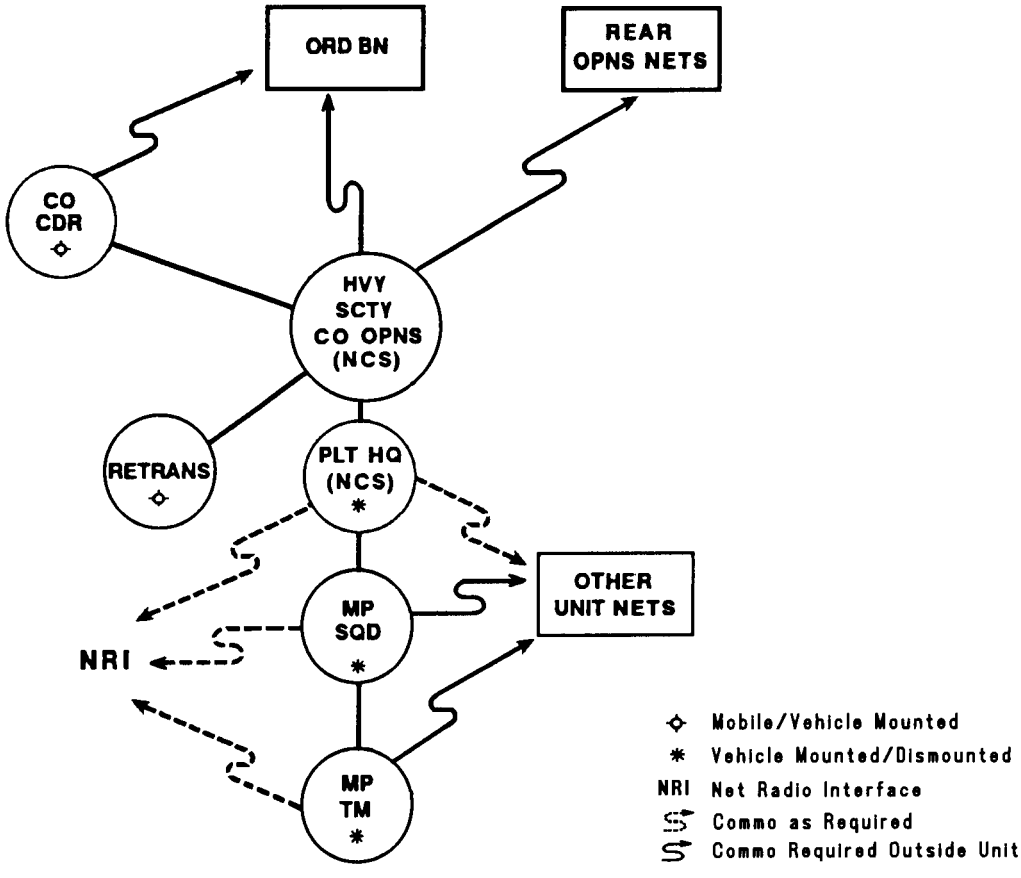


Primary (P) and Alternate (A) Operations Nets

	BDE CMD/OPNS (FM)	BDE CMD/OPNS (AM)	REAR OPNS (FM)	REAR OPNS (AM)	BN CMD/OPNS (FM)	BN CMD/OPNS (AM)	OTHER UNITS (FM)	BN ADMIN/ LOG (FM)	CORPS MCC (FM)	BDE ADMIN/ LOG (FM)
BN CDR	P		A		P		A			
BN XO	A		A		P		A			
BN OPNS (NCS)	P	P	A	A	P	A	A			
S1 OFCR					A		A	P		A
S3 OFCR	A		A		P		A			
BCC OFCR	A		A		P		A		P	
SIG OFCR			A		P		A	A		
S4 OFCR					A		A	P		A
RETRANS					P			A		
HHD CDR			A		A		A	P		
MP CO CP					P	I		I		
CID					I					

Matrix shows AM and FM net access requirements, including requirements for net access to higher headquarters and for interface (I) with other organizations' nets.

Military Police Heavy Security Company Communications Nets

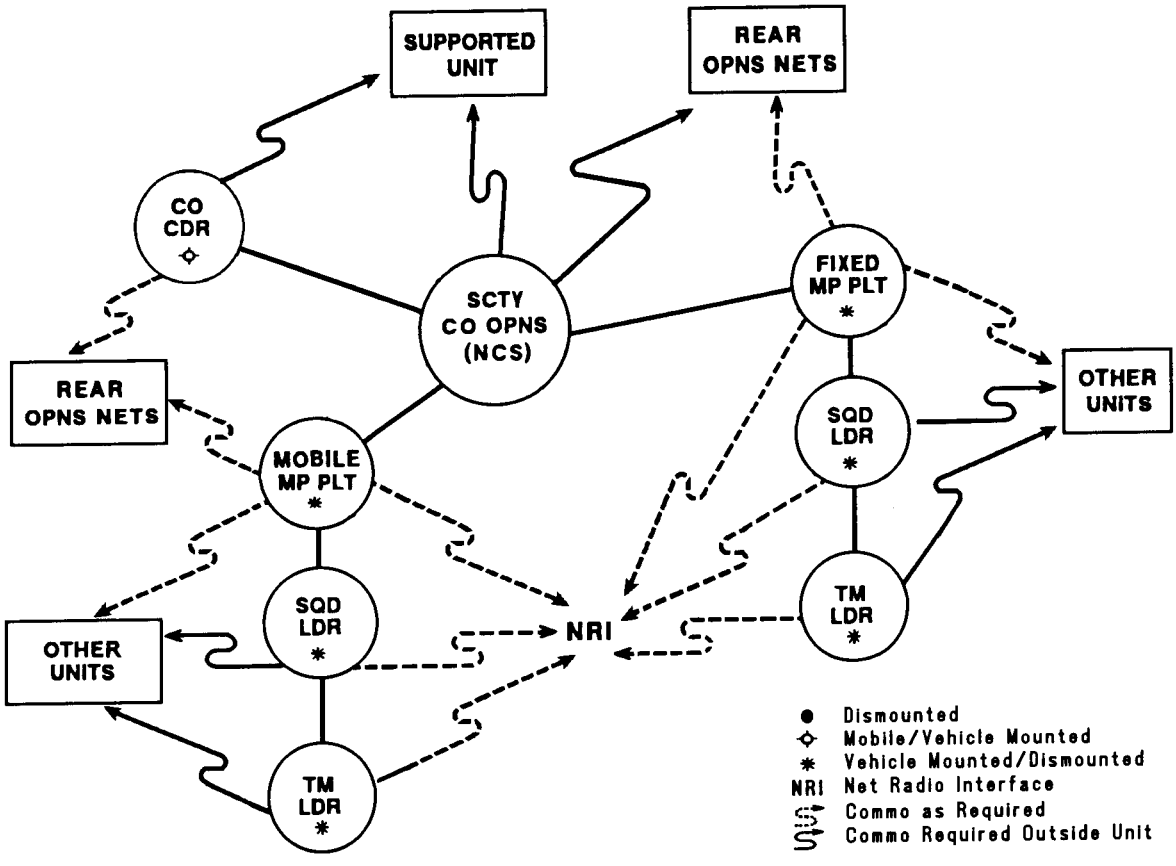


Primary (P) and Alternate (A) Operations Nets

	CO CMD/OPNS (FM)	ORD BN CMD/OPNS (FM)	PLT CMD/OPNS (FM)	CORPS ASG REAR OPNS (FM)	CORPS ASG REAR OPNS (AM)	OTHER UNITS (FM)	ORD BN ADMIN/ LOG (FM)	NRI (FM)
CO CDR	P	P		A		A		A
CO CP (NCS)	P	P		A	P	A	A	
PLT LDR	P		P			A		A
SQD LDR	A		P			P		A
TM LDR	A		P			P		A
RETRANS	P		A					

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

Military Police Security Company Communications Net

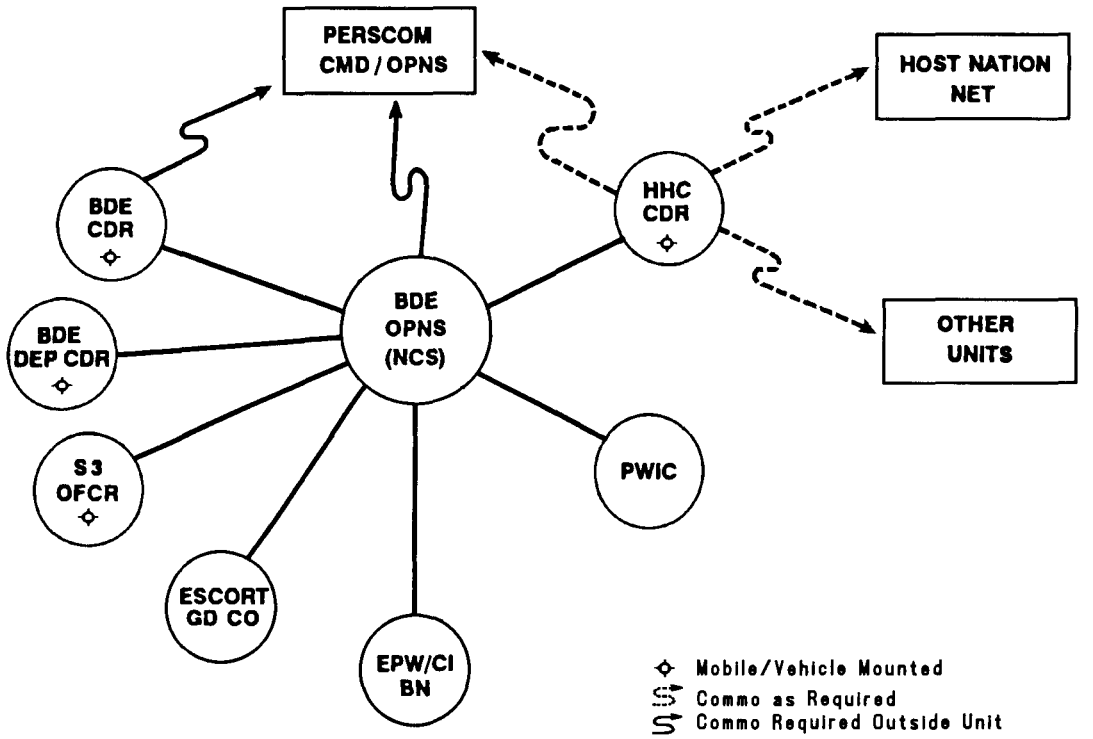


Primary (P) and Alternate (A) Operations Nets

	CO CMD/OPNS (FM)	FIX PLT CMD/OPNS (FM)	MOB PLT CMD/OPNS (FM)	REAR OPNS (FM)	REAR OPNS (AM)	OTHER UNITS (FM)	NRI (FM)
CO CDR	P			A		P	A
CO CP (NCS)	P			A	P	P	
FIXED PLT LDR	P	P		A		A	A
FIXED SQD LDR	A	P		A		P	A
FIXED TM LDR	A	P		A		P	A
MOBILE PLT LDR	P		P	A		A	A
MOBILE SQD LDR	A		P	A		P	A
MOBILE TM LDR	A		P	A		P	A

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

HHC, Military Police Brigade (EPW/CI), Communications Net

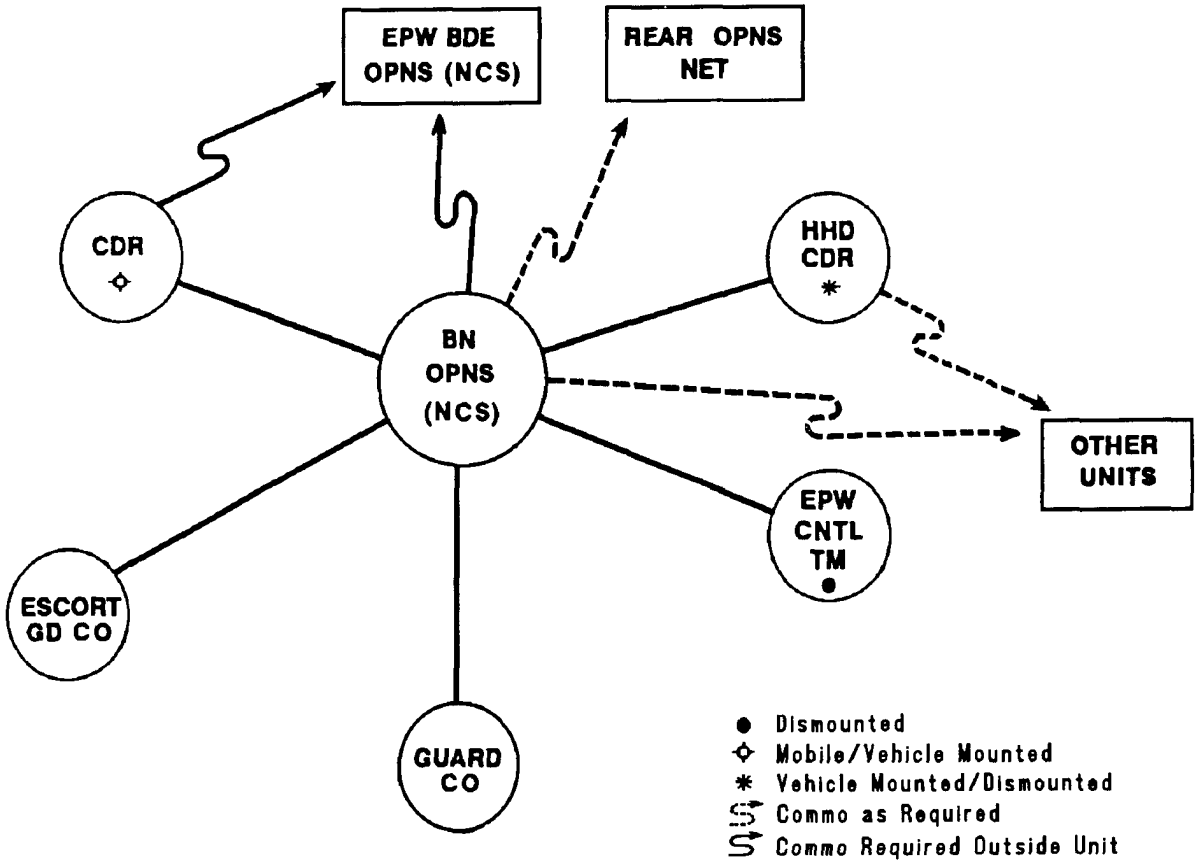


Primary (P) and Alternate (A) Operations Nets

	BDE CMD/OPNS (FM)	PERSCOM CMD/OPNS (FM)	REAR OPNS (FM)	REAR OPNS (AM)	HOST NATION (FM)	OTHER UNITS (FM)
BDE CDR	P	P	A		A	A
BDE DEP CDR	P	A	A		A	A
BDE OPNS (NCS)	P	P	A	P	A	A
S3 OFCR	P	A	A			A
HHC CDR	P	A	A		A	A
PWIC	P	A				
EPW/CI BN	P					
ESCORT GD CO	P					

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

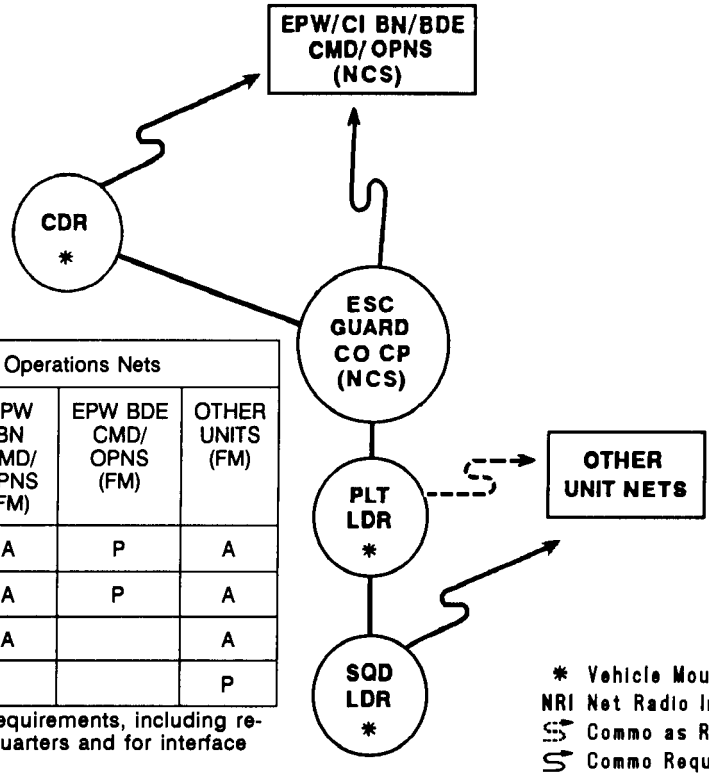
HHD, Military Police Battalion (EPW/CI), Communications Net



Primary (P) and Alternate (A) Operations Nets				
	BN CMD/OPNS (FM)	REAR OPNS (FM)	EPW BDE CMD/OPNS (FM)	OTHER UNITS (FM)
BN CDR	P	A	P	A
BN OPNS (NCS)	P	A	P	A
HHD CDR	P	A		A
EPW CONTROL TM	P			
GUARD CO	P			
ESCORT GUARD CO	P			

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

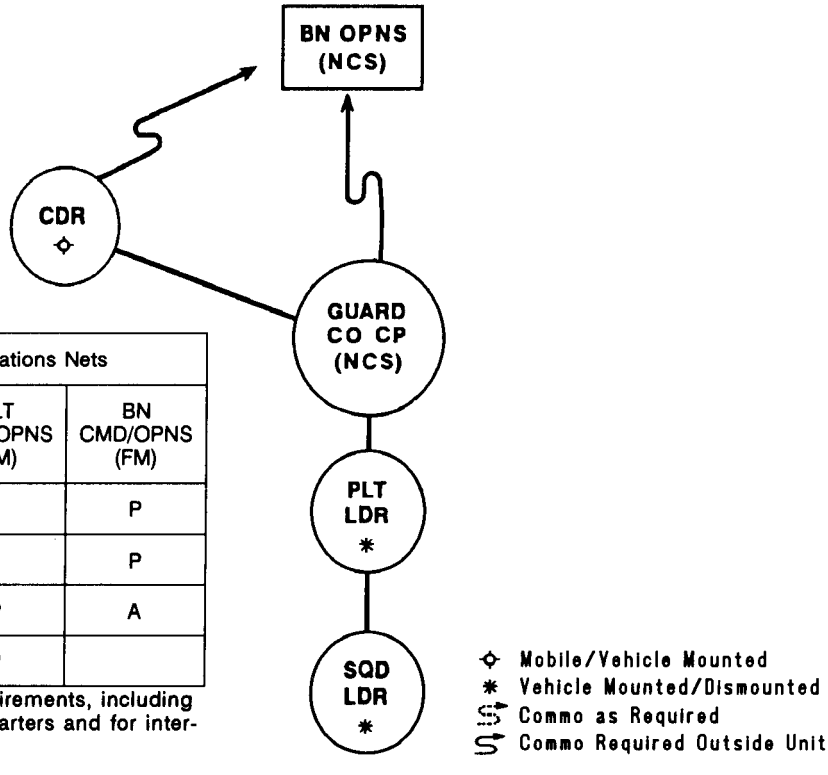
Military Police Escort Guard Company Communications Net



Primary (P) and Alternate (A) Operations Nets					
	CO CMD/ OPNS (FM)	PLT CMD/ OPNS (FM)	EPW BN CMD/ OPNS (FM)	EPW BDE CMD/ OPNS (FM)	OTHER UNITS (FM)
CO CDR	P		A	P	A
CO CP (NCS)	P		A	P	A
PLT LDR	P	P	A		A
SQD LDR	A	P			P

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

Military Police Guard Company Communications Net



Primary (P) and Alternate (A) Operations Nets			
	CO CMD/OPNS (FM)	PLT CMD/OPNS (FM)	BN CMD/OPNS (FM)
CO CDR	P		P
CO CP (NCS)	P		P
PLT LDR	P	P	A
SQD LDR	P	P	

Matrix shows AM and FM net access requirements, including requirements for access to higher headquarters and for interface with other organizations' nets.

APPENDIX G

CONTRIBUTING TO THE REAR AREA INTELLIGENCE PREPARATION OF THE BATTLEFIELD

A systematic intelligence preparation of the battlefield is vital to commanders' conduct of operations. In the rear area it helps commanders determine when, where, and how to employ, dispose, and emplace rear area assets to ensure success. It helps define friendly vulnerabilities. And it helps show enemy vulnerabilities and likely opportunities. Conducting an IPB helps friendly forces reduce the uncertainties of future Threat action by projecting the enemy's probable courses of action.

THE REAR AREA IPB

Information you collect and report through MP channels contributes to and helps verify information in the rear area IPB.

The rear area IPB analyzes enemy capabilities and doctrine for rear area operations in relation to local weather and terrain, the mission, and the battlefield situation. It helps us predict high-value and high-payoff targets from the enemy's perspective. It helps us predict what effect enemy actions and other factors may have n our own ability to operate. The overall nature of the friendly and enemy forces is considered in light of the operating environment. Information is added, adjusted, or deleted as the situation changes. The results help friendly forces forecast events and allocate resources.

IPB is undertaken at all levels. MI personnel produce the rear area IPB. Corps and divisions include the rear area in their IPB, but their focus is on the maneuver elements and on the events and situations likely to affect combat operations. It is the rear area commander who expands the IPB's focus on the rear area and on particular specialty concerns.

MP contribute to the initial building of the rear area IPB. Later in the cyclical process, MP area and zone recon patrols provide information to fill in gaps or update information on critical areas. For example, after G3/G4 planners assign MSRs from the corps/division support area to the combat trains, the terrain must be checked for the presence of high value targets (HVTs). Then critical bridges or other targets that the enemy will want to interdictor destroy can be surveilled or replacements can be planned.

IPB Considerations

Significant factors to be considered in the IPB process include –
- Terrain and weather.
- Threat forces that may operate within the rear area relative to the terrain, weather, and friendly mission.
- Civil-military situation within the area.
- Civil attitude toward the friendly mission and toward the Threat.
- The potential for agent operations and civil disorder.
- Rear area population, security, PSYOP, and civil affairs functions.

Other considerations include –
- Main supply routes.
- LOC.
- Locations of supply, communications, and maintenance facilities.
- Locations of nuclear weapons depots.
- EPW compounds.
- Civilian internee cantonments.
- Identification of areas with large groups of people favoring the enemy cause.
- Identification of areas where the allied cause is favored.
- Locations of groups and individuals who may be antagonistic to both sides.
- The movement of refugees through the area and the potential for unwanted civilian assistance.

DEVELOPING A LOCAL MP IPB

When time and resources allow, MP brigades and battalions, drawing on the rear area IPB, develop a separate MP IPB for their AOs. A local IPB help you note critical locations, vantage sites, and probable enemy avenues of approach. It can help you plan patrol areas and courses of action. (Using aggressive recon patrolling, teams can identify the DZs/LZs most likely to be used.) To develop information for an IPB, you must be able to–
- Analyze terrain and weather.
- Evaluate the threat.
- Anticipate rear area events.

ANALYZING TERRAIN AND WEATHER

Because the weather greatly affects terrain, terrain and weather analysis are inseparable factors of intelligence.

TERRAIN ANALYSIS

Terrain analysis focuses on the influence of terrain on the ability to move, shoot, and communicate. You must consider the influence of terrain on rear area combat support, combat service support, and security operations. Combat support and service support units will have extended LOC with limited assets. Terrain analysis is done using OCOKA.

See Setting Up Local Security in Chapter 3. Key terrain is determined by the mission, the echelon, the enemy, and the situation. Key terrain in the rear area is that which—

Helps or hinders your combat support ability (presence of a water supply for a chemical decontamination point).
Can be critical to the rear area security mission (presence of potential DZs or LZs, communication sites, depot sites).
Affects civil-military or PSYOP considerations (presence of built-up areas, refugee evacuation routes, populated areas sympathetic to the friendly or enemy cause).

Look for–

Ground and air avenues of approach that can aid rapid movement of support elements into the rear area and in support of combat operations.
Potential mobility corridors into the rear area that could be used by aerially-inserted irregular forces or ground forces.

Consider observation and fields of fire for rear area defense, security, and the protection of critical assets. Remember–

Agents and special operations forces must see their targets.
Airborne and air assault troops must have visual approach to their targets or LZs.
Rear area air defense assets need line-of-sight to effectively protect the rear operations area.

Is there concealment and/or cover–

To protect friendly elements from Threat air and ground observation?
For Threat forces operating in the AO, or for Threat agents or guerrilla operations?
For OPSEC, counterintelligence, and deception operations?
To protect friendly elements from long-range weapons and direct fires? Do obstacles—

- Permit rapid entry or exit to the rear area?
- Impede the rear area support mission?
- Impede placement of elements within the rear operations area?

WEATHER ANALYSIS

Various weather effects have a telling effect on tactical operations. Low-level cloud cover affects attack helicopters, CAS, aerial observation, and some aerial surveillance systems. Fog may conceal friendly traffic on MSRs that pass through likely target areas. But fog also may conceal Threat forces operating in the rear area.

Consider the effects of weather on–

- Trafficability of terrain.
- Observation, fields of fire, camouflage, concealment, radio and radar equipment, logistics operations, morale and equipment operations.
- Fixed- and rotary-wing aircraft operations.
- Visibility and illumination that supports agent, special operations forces or guerrilla operations.
- Mobility and soil stability. Mobility is critical to the continued movement of support elements, refugees, and EPWs through the rear area. It also affects the ability of agents and special operations forces to operate. Soil stability is needed to provide semipermanent positions for support elements. For example, an area that seems fairly stable might be a good site for a POL supply point. But, this same area may become boggy after minimal precipitation due to the heavy traffic at a POL facility.
- Agents, special operations forces, and air assault forces rely heavily on bad weather, limited visibility, and darkness to mask their operations. These conditions hinder friendly observation, direct fire, and physical security.
- Rear area civil affairs, PSYOP, refugee, and EPW movement operations that are normally degraded by bad weather.
- The potential for civil disorder, which increases as the weather improves. Groups or individuals sympathetic to the enemy will usually try to create disturbances when people are out and active.

EVALUATING AND INTEGRATING THE THREAT

You must integrate the Threat into your IPB. Consider Threat organization, tactical doctrine, weapons, and support systems. Consider these in light of their ability to operate effectively in the rear area. Consider what the Threat will target. Consider the effects of the terrain and

Templates Used for Intelligence Preparation of the Battlefield

Template	Description	Purpose	When Prepared
DOCTRINE	Enemy doctrinal deployment for various types of operations without constraints imposed by the weather and terrain. Composition, formations, frontages, depths, equipment numbers and ratios, and HVTs are types of information displayed.	Provides the basis for integrating enemy doctrine with terrain and weather data.	Threat Evaluation
SITUATION	Depicts how the enemy might deploy and operate within the constraints imposed by the weather and terrain.	Used to identify critical enemy activities and locations. Provides a basis for situation and target development and HVT analysis.	Threat Integration
EVENT	Depicts locations where critical events and activities are expected to occur and where critical targets will appear.	Used to predict time-related events within critical areas. Provides a basis for collection operations, predicting enemy intentions, and locating and tracking HVTs.	Threat Integration
DECISION SUPPORT	Depicts decision points and target areas of interest keyed to significant events and activities. Gives the intelligence estimate in graphic form.	Used to provide a guide as to when tactical decisions are required relative to battlefield event.	Threat Integration

weather on enemy rates of movement and on HVTs. In the rear area, the Threat will do certain things at certain times and places dictated by terrain, weather, and tactics. A successful interdiction of a particular route can cause problems for the enemy. They might have to abandon a particular course of action or request Engineer support to continue on that route.

Consider how Threat forces might deviate from doctrinal deposition, frontages, depths, and echelon spacing due to the effects of weather and terrain. Most often you focus on the enemy's air assault, airborne, and special-purpose forces employment doctrine. Consider –

- Potential HVTs in the rear area.
- Threat doctrine for determining airborne DZs and helicopter LZs.
- Special-purpose forces team employment.
- Constraints imposed on doctrine by terrain and weather in the rear area.
- Emerging Threat doctrine of special-purpose forces, air assualt, and operational maneuver group concepts.

Relate Threat doctrine to the terrain and weather. How will the enemy tight given conditions in the rear area? Focus on –

- Enemy air and small unit avenues of approach into the rear operations area.
- Locations of DZs and LZs.
- Mobility corridors leading from DZs/LZs to friendly unit locations and positions.
- Small-unit mobility corridors that can be used by agents and special-purpose forces to determine physical security and counterintelligence requirements.
- Identification and analysis of significant battlefield events that indicate the Threat's course of action.
- Rear area named areas of enemy interest.
- Specific sequences of events indicating the enemy is preparing to, or is employing air, airborne, air assault, special-purpose, agent, or guerrilla forces.
- Likelihood of civil disorder or populace uprising.
- The potential for refugees or EPW movement to affect friendly operations.

To influence enemy actions rather than just react to them, you must try to predict likely operations against specific units/activities.

Threat special-purpose forces are extremely difficult to detect. They avoid direct confrontation and usually move at night. They have great potential for sneaking onto air bases. They also can disrupt air operations in the rear area.

Threat airborne forces can strike deep into the rear area assaulting airfields. Air bases that have special weapons are especially high-risk targets. Airborne assaults can land directly on air bases. Or they can land on as many as three nearby drop zones and converge on an air base.

Threat doctrine calls for company-sized and smaller unit DZs and LZs (a company-sized DZ is 1 kilometer square; a regimental-sized DZ is 3 by 4 kilometers) to be 5 kilometers or less from the objective. And the DZs/Zs are supposed to be screened from the objective area by terrain or vegetation. Routes from projected DZs to the objective are likely to be the most direct available and avoid, if possible, built-up areas. Threat doctrine calls for routes to the objective to be off-road as much as possible.

Threat doctrine normally calls for a one-hour consolidation on the initial DZ before the entire element moves to the objective. But recon elements are dispatched as soon as possible to check the previously selected routes to the objective. The recon also obtains intelligence on the objective.

Collecting Information for PIR and IR

Topics	Information Content
MISSIONS	Describes the present, future, or past missions of specific enemy units. Identify each unit for which mission information is obtained.
COMPOSITIONS	Identifies specific Threat units. Include the type of unit (artillery, transportation, armor, and so forth) and describe the unit's organizational chain of command.
STRENGTH	Describes the size of Threat units in terms of personnel, weapons, and equipment. Provide unit identification with each description.
DISPOSITIONS	Establishes locations occupied by the Threat units or activities and identifies the military significance of the disposition, other Threat units there, and any security measures.
TACTICS	Describing the tactics in use, or planned for use, by specific Threat units. Include the doctrine governing the use of these tactics in the description.
COMBAT EFFECTIVENESS	Describes the ability and fighting quality of specific Threat units and provides unit identification and information about personnel and equipment losses, replacements, reinforcements, morale, and combat experiences of its members.
LOGISTICS	Describes the means by which the Threat moves and sustains forces. Include any information on the types and amounts of supplies required, procured, stored, and distributed by Threat units in support of current and future operations. This is especially important during EPW operations.
ELECTRONIC TECHNICAL DATA	Describes specific Threat electronic equipment. Include both communications and noncommunications systems.
MISCELLANEOUS DATA	Supports the development of any other order-of-battle elements. Examples are passwords, unit histories, radio call signs, radio frequencies, unit or vehicle identification numbers, and psychological operations.

Rendezvous points for company-sized and smaller units can be expected to be about **1** kilometer from the opposite side of the objective from which the assault was launched. But assembly areas for larger unit and multiple drops may be up to 10 kilometers from an objective.

Note likely areas for airdrops for friendly units and for rendezvous points. Consider the Threat's choice of routes to friendly activities to allow decision points (DPs) to be selected. If incorporated into a patrolling plan, DPs can help you provide early warning. (When a Threat force reaches or passes a DP, some options that had existed for the commander disappear.) DPs also can help you project movement of airborne and air assault forces from a DZ/LZ to their objective.

ANTICIPATING REAR AREA EVENTS

The rear area commander wants to know where he can delay, disrupt, destroy, or manipulate the enemy. He wants the enemy to abandon a particular course of action or take unusual measures to continue operations. Rear operations commanders have a limited number of options against identified enemy target areas of interest. These options include–

- Defensive posturing of rear area units.
- Effective placement of elements.
- Aggressive employment of security units.
- An active counterintelligence effort.
- Expedient use of civil affairs and PSYOP assets.

To help anticipate rear area operations events you need to be able to project where–

- Significant Threat activity or events will probably occur.
- To deploy assets to influence the effect of the Threat on rear operations.
- To place support elements for the greatest degree of security consistent with mission accomplishment.

Develop your projections by considering–

- Target areas of interest like–
  - DZs/LZs.
  - Road junctions.
  - Forest paths and trails.
  - Small groups of individuals (especially in civilian clothes) trying to move through or evade detection in rear area.
  - Areas with groups or individuals sympathetic to the Threat.
- DPs.
- Enemy objectives.
- Friendly HVTs (nuclear depots and missile sites).
- Mobility corridors and time phase lines if applicable.
- Current enemy situation, if Threat forces are operating in the rear area.

For more detail on the IPB process, see FM 34-130.

Anticipating the Threat

Average Speed of Soviet-type Vehicles

On a road composition of –	With undamaged surface	With 10% surface damage	With more than 10% surface damage
O Concrete, asphalt-concrete	40 to 50 kmph	20 to 35 kmph	10 to 20 kmph
O Gravel and rubble	40 to 45 kmph	20 to 30 kmph	10 to 20 kmph
O Dirt	15 to 25 kmph	8 to 15 kmph	5 to 10 kmph

Average March Rates IAW Soviet Doctrine for Mixed Columns[1]

Conditions	Rate of march
Day, on roads	20 kmph or above
Night, on roads	15 to 20 kmph
Cross country	5 to 15 kmph

March Column Assembly Times IAW Soviet Doctrine[2]

Unit	Time
Motorized rifle company	5 minutes
Motorized rifle battalion	10 to 15 minutes
Artillery battalion	15 to 20 minutes
Artillery regiment	40 to 50 minutes
Motorized rifle regiment (reinforced)	60 to 120 minutes

Identifying Good Drop Zones and Landing Zones for Threat Deep Operations Forces

Good zones of entry will have –

- O Slopes of less than 5 percent.
- O Less than 1/4 of the area covered with forest land.
- O No major bodies of water or swampy areas.
- O No heavily built-up areas.
- O No power lines.
- O No major routes (autobahn, highways, electrified railways).

Identifying Mobility Corridors Suited to Size of Unit

Unit	Width
Division	6 kilometers
Brigade/Regiment	3 kilometers
Battalion	1.5 kilometers
Company	.5 kilometers

Identifying Likely Avenues of Approach[3]

Avenue of Approach	Mobility Corridor	Maximum Distance between MCs
Division	Brigade/Regiment	10 kilometers
Brigade/Regiment	Battalion	6 kilometers
Battalion	Company	2 kilometers

[1]The average rate of march is based on the total route distance and the time allowed for the march. [2]These are prescribed times for units to pass from assembly areas to march column. [3]Likely avenues of approach usually combine 2 or more mobility corridors if they are close enough. They may start or end abruptly. There can be difficult terrain between the mobility corridors that comprise the avenue of approach.

APPENDIX H

THE ROUTE CLASSIFICATION SYSTEM

This appendix implements STANAGs 2253 and 2174

The military route classification system helps in planning and executing battlefield movement. The Highway Traffic Division classifies routes based on how much control is to be exerted on the route. From most to least control, routes are classified as prohibited, reserved, dispatch, supervised, and open.

The degree of control on a route is usually set by the PM. However, if a route is reserved for a unit, then the commander of that unit decides how much and what kind of control is needed.

Route classifications are developed by military engineers. They use (STANAG 2174) a route classification formula. The formula is made up of a series of numbers and letters that express, in a standard sequence, the route width, route type, lowest military load classifications, overhead clearance, obstructions to traffic flow, and special conditions on a given route. They base their findings on information extracted from route recon reports.

MP make hasty route recons to check route conditions and report changes affecting the route's classification. Routes are classified under favorable light and weather conditions. When movement will be under conditions other than favorable, such as blackout movement, recon instructions must include the ways by which a movement can be completed.

ROUTE CLASSIFICATION COMPONENTS

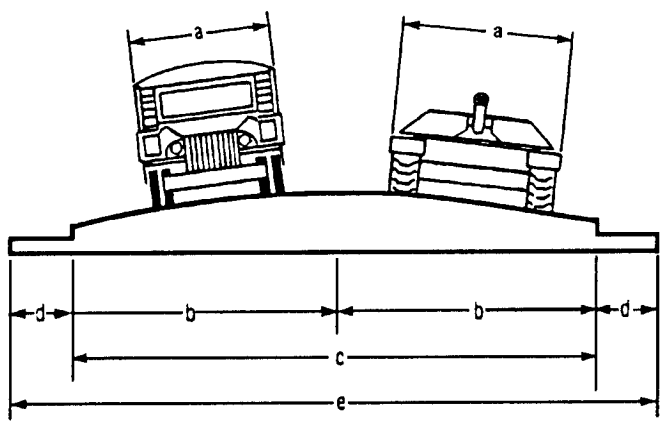
The report of a hasty route recon usually consists of a map overlay, supplemented by additional reports about various aspects of the terrain. A map overlay is a drawing of a route and its characteristics. The overlay should be prepared on transparent paper when possible.

The route recon overlay is accurate, clear, and concise. Standard topographic symbols, military symbols, and overlay symbols are used to ensure that route recon reports are universally understood. The route classification is used on the route recon overlay.

ROUTE WIDTHS

The width of a route is determined by its narrowest portion, whether that be roadway, bridge, tunnel, or other constrictions, and is expressed in meters or feet (STANAG 2253). The width of the traveled way sets the number of lanes of a given route. The number of lanes determines traffic flow. One lane can accommodate vehicular traffic in one direction only, allowing no overtaking in the same direction or passing in the oncoming direction.

Determining Route Widths



a. Width of vehicle
b. Width of lane
c. Width of traveled way
d. Width of hard shoulder
e. Width of grading

Examples of Vehicle Route Widths

Flow Possibilities	Width For Wheeled Vehicles	Width For Tracked Vehicles
Isolated vehicles of appropriate width only and in one direction only.	At least 3.5m (11.5 ft)	At least 4m (13 ft)
Generally one way only; no overtaking or passing in opposite direction.	3.5m to 5.5m (11.5 ft to 18 ft)	4m to 6m (13 ft to 19.5 ft)
Single Flow	5.5m to 7.3m (18 ft to 24 ft)	6m to 8m (19.5 ft to 26 ft)
Double Flow	Over 7.3m (24 ft)	Over 8m (26 ft)

A route is **single flow** when it allows a column of vehicles to proceed and, in addition, lets individual oncoming or overtaking vehicles pass at predetermined points. The width of a single-flow route should be equal to at least 1 1/2 lanes.

A route is **double flow** when it allows two columns of vehicles to proceed abreast at the same time, whether or not they are moving in the same direction.

In a hasty route recon, instructions indicate whether the anticipated traffic is to be single or double flow and whether the route is for the use of wheeled vehicles or tracked vehicles. In the absence of instructions, routes are reconnoitered and reported based on the minimum traveled way width for double-flow, tracked vehicles.

ROUTE TYPES

For the purpose of classification, routes are designated by their ability to withstand the effects of weather. Route type is determined by the worst section of the route. There are three types of routes (STANAG 2174):

- **Type X** is an ail-weather route that, with reasonable maintenance, is passable throughout the year to maximum capacity traffic. The roads that form this type of route normally have waterproof surfaces and are only slightly affected by precipitation or temperature changes. At no time is the route closed to traffic by weather conditions other than temporary snow or flood blockage.
- **Type Y** is a limited all-weather route that, with reasonable maintenance, can be kept open in all weather but is sometimes open to less than maximum capacity traffic. The roads that form this type of route usually do not have waterproof surfaces and are considerably affected by precipitation or temperature changes. The route may be closed for short periods of up to one day at a time by adverse weather conditions during which heavy use of the road would probably lead to complete collapse.
- **Type Z** is a fair-weather route that quickly becomes impassable in adverse weather and cannot be kept open by maintenance short of major construction. This category of route is so seriously affected by weather that traffic may be brought to a halt for long periods.

MILITARY LOAD CLASSIFICATIONS

The military classifies and assigns a load-carrying capacity, shown in whole numbers, to vehicles, bridges, roads, and routes. Vehicles are classified by weight, type, and effect on routes. Bridges, roads, and routes are classified by physical characteristics, type and flow of traffic, effects of weather, and other special conditions.

Usually, the lowest bridge classification number (regardless of vehicle type or conditions of traffic flow) sets the load classification of a route. If no bridge is located on the route, the worst section of road governs the route's classification. Vehicles having higher load classifications than a particular route are sometimes able to use that route if a recon overlay or a special recon shows that a change in traffic control, such as making a bridge a single-flow crossing, would permit use of the route by heavier traffic.

Whenever possible, the basic military road network is composed of average routes and includes a number of heavy traffic routes and a few very heavy traffic routes. The class of a military road maneuver network is fixed by the minimum route classification of the network. Individual routes are grouped and identified in broad categories:

- Average traffic routes – Class 50
- Heavy traffic routes – Class 80
- Very heavy traffic routes – Class 120

Sample Route Classification Formulas

20ft/Z/40/∞

Describes a fair-weather route (Z) with a minimum traveled way of 20 feet and a military load classification of 40. Overhead clearance is unlimited (∞) and there are no obstructions to traffic flow. This route, based on its minimum width of traveled way, accommodates both wheeled and tracked single-flow traffic without obstruction.

20ft/Z/40/∞ (OB)

Describes a route with characteristics similar to those of the previous example, but there is an obstruction in this example. This obstruction could consist of overhead clearances of less than 4.3 meters (14 feet), grades of 7 percent or greater, curves with a radius of 25 meters (82.5 feet) and less, fords, or ferries. Twenty feet of traveled way limits this route to single-flow traffic without a width obstruction. If the route is to be used for double-flow traffic, however, 20 feet of traveled way constitutes an obstruction (OB).

7m/Y/50/4.6m (OB)

Describes a limited all-weather route (Y) with a minimum traveled way of 7 meters, a military load classification of 50, an overhead clearance of 4.6 meters, and an obstruction. The route width is not suitable for double-flow wheeled or tracked traffic. This width constriction would be indicated as (OB) in the route classification formula if the route were to be used for double-flow traffic.

10.5m/X/120/∞ (OB)(W)

Describes an all-weather route (X) with a minimum traveled way width of 10.5 meters, which is suitable for double-flow traffic of both wheeled and tracked vehicles, a military load classification of 120, an unlimited overhead clearance, an obstruction indicated in the formula as (OB), and regular, recurrent flooding indicated in the formula as (W).

OVERHEAD CLEARANCE

Overhead clearance is the vertical distance between the road surface and any obstruction over it that denies use of the route/road to all vehicles or loads that exceed this height. If clearance is unlimited, symbolize it by using ∞ in the route classification formula.

ROUTE OBSTRUCTIONS

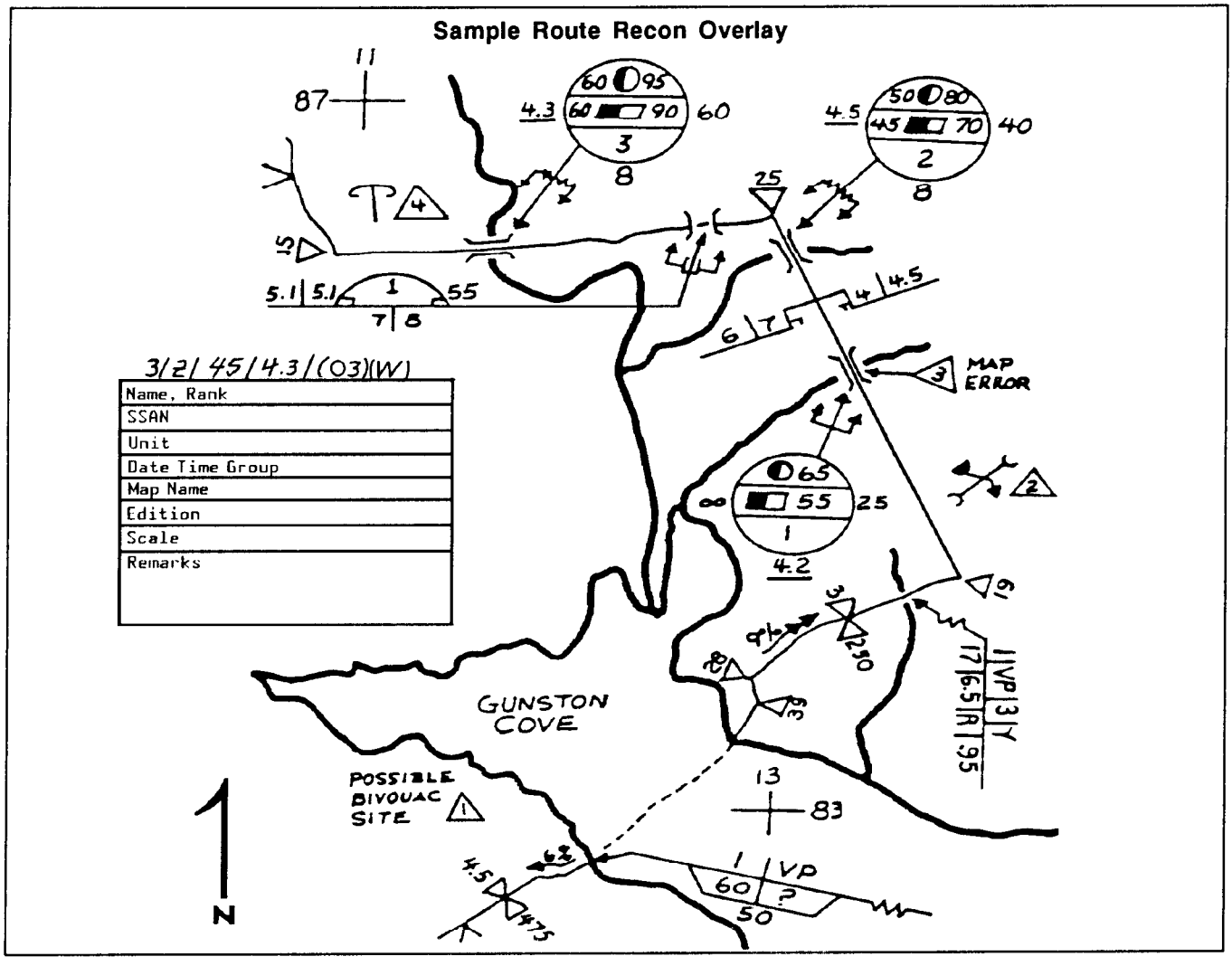
Route obstructions are factors that restrict the type, amount, or speed of traffic flow. Route obstructions are indicated in the route classification formula by the abbreviation (OB). If an obstruction is shown in the route classification formula, the route recon overlay will show the exact nature of the obstruction. Recon overlay symbols are used to describe the nature of each obstruction on the route recon overlay. Certain obstructions must be reported:

- Overhead obstructions, like bridges, tunnels, underpasses, overhead wires, and overhanging buildings, with overhead clearance of less than 4.3-meters (14-feet).
- Reduction in traveled way widths that are below standard minimums prescribed for the type of traffic flow, such as bridges, tunnels, craters, lanes through mined areas, and projecting buildings or rubble.
- Gradients (slopes) of 7 percent or greater.
- Curves with a radius of 25 meters (82.5 feet) and less (STANAG 2253).
- Ferries.
- Fords.

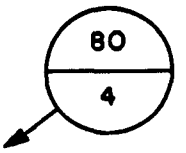
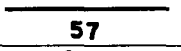
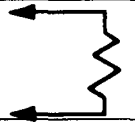
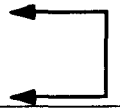
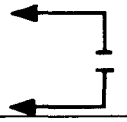
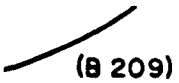
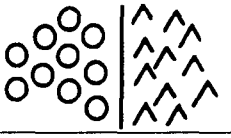
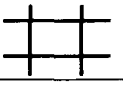
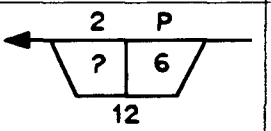
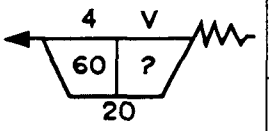
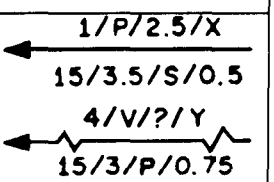
SPECIAL CONDITIONS

Some "obstructions" are temporary or special conditions. Snow is not usually classified as an obstruction to traffic as vehicular movement depends on the depth of the snow and/or the presence of snow removal equipment. But, where snow blockage is regular, recurrent, and serious, the route classification formula is followed by (T).

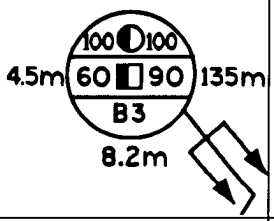
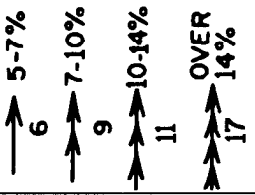
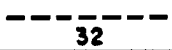
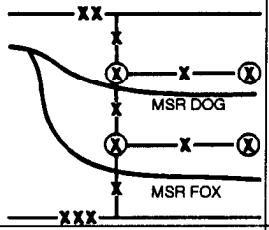
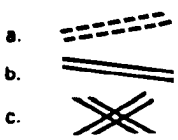
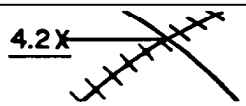
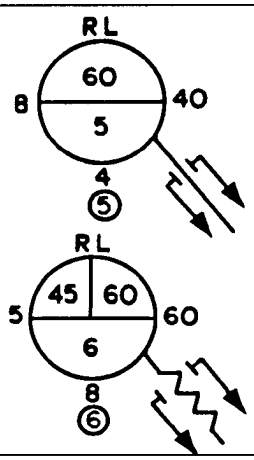
Flooding is not usually a factor in classifying routes unless flooding is regular, recurrent, and serious. Then the route classification formula is followed by (W).

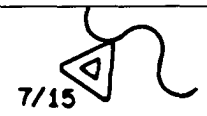
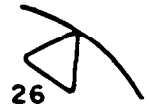
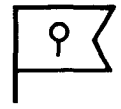
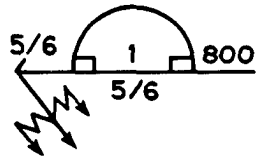
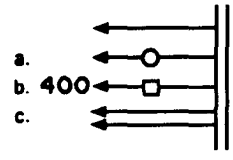
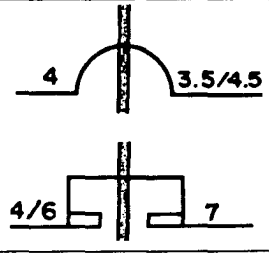


ROUTE RECON SYMBOLS

EXPLANATION	SYMBOL	REMARKS
1. **ABBREVIATED BRIDGE SYMBOL**		*Use this symbol only when map scale does not permit use of the full NATO bridge symbol. If this symbol is used, DA Form1249 must be submitted. Draw arrow to map location of bridge. Show bridge serial number in lower portion of symbol and military load classification for single-flow traffic in upper portion. If there are separate load classifications for tracked or wheeled vehicles, show the lesser classification. Underline classification number if width of overhead clearance is below minimum standard.*
2. **AXIAL ROUTE**		Use a solid line and identify the route by an odd number.
3. **BYPASS DIFFICULT**		Use when the obstacle can be crossed In the immediate vicinity, but some work to improve the bypass is necessary.
4. **BYPASS EASY**		Use when the obstacle can be crossed in the immediate vicinity by a US 2 1/2-ton truck (or NATO equivalent) without work to improve the bypass.
5. **BYPASS IMPOSSIBLE**		Use when the obstacle can be crossed only by repairing or constructing a feature, or by detouring around the obstacle.
6. **CIVIL OR MILITARY ROUTE DESIGNATION**		Write the designation in parentheses along the route.
7. **CONCEALMENT**		*Show roads lined with trees by a single line of circles for deciduous trees and a single line of inverted Vs for evergreen trees. Show woods bordering a road by several rows of circles for deciduous trees and several rows of inverted Vs for evergreen trees.*
8. **CRITICAL POINTS**		Number, in order, and describe critical points on DA Form 1711-R. Use critical points to show features not adequately covered by other symbols on the overlay.
9. **DAMAGE OR DESTRUCTION**		
10. **FERRY** *Ferry Type* **P** – pedestrian **V** – vehicular	 	Draw arrow to the map location of the ferry. The data above the symbol shows, in order, the left approach, ferry serial number, ferry type, and right approach. The data inside the symbol shows, from left to right, the military load classification and the dead weight capacity in tons. The number below the symbol shows the turnaround time in minutes. A question mark indicates unknown information. Show difficult approaches by zigzag lines and easy approaches by a straight line
11. **FORD** *Ford Type* **P** – pedestrian **V** – vehicular		Draw arrow to the ford location. The data above the line shows, in order, the left bank approach, the ford serial number, ford type, stream velocity (in meters per second) seasonal limitations, and right bank approach. Difficult approaches are represented by zigzag lines corresponding in position to shore where approach is located. Straight lines identify an easy approach. The left and right banks are determined by looking downstream. The data below the line shows, in order, length, width, bottom type, and depth. All measurements are in meters. *Seasonal Limiting Factors:* **X** – none, **Y** – significant. **?** – Unknown information. *Bottom Type:* **M** –mud, **C** –clay, **S** –sand, **G** –gravel, **R** –rock, **P** –artificial paving.

This chart provides a summary of standard route recon and related symbols. In addition, remarks are provided to explain the purpose and use of each symbol in greater detail.

EXPLANATION	SYMBOL	REMARKS
12. **FULL NATO BRIDGE SYMBOL**		Indicate wheeled vehicles in the upper third of the symbol with the two-way wheeled classification at the left and the one-way wheeled classification at the right. Show tracked vehicles in the center third of the symbol with the two-way tracked classification at the left and the one-way tracked classification at the right. Place the bridge serial number in the lower third of the symbol. Draw the arrow to the location of the bridge and show bypass conditions on the arrow shaft. Place traveled way width below the symbol, overhead clearance to the left of the symbol, and overall length to the right of the symbol.
13. **GRADES**		Show the actual percent of grade to the right of the symbol. Any grade of 7 percent or more is an obstruction. Include in the route classification formula. Arrows point uphill; the length of the arrow represents the length of the grade if the map scale permits.
14. **LATERAL ROUTE**		Use a broken line and identify the route by an even number.
15. **LIMITS OF SECTOR**		Show the beginning and ending of a reconnoitered section of a route or road with this symbol.
16. **MAIN SUPPLY ROUTE**		Route is labeled "MSR" and is assigned a code name.
17. **OBSTACLES** a. Proposed block b. Prepared but passable c. Completed block		Place the center of the symbol over the location of the blocked part of the route. Use parallel broken lines for a proposed block, parallel lines for a prepared but passable block, and crossed lines for a completed block.
18. **CLEARANCE**		Overhead clearance unlimited.
19. **PARKING AREA**		
20. **RAILROAD GRADE CROSSING**		Use this symbol to show a level crossing where passing trains would interrupt traffic flow. If there is a power line present, show its height, in meters, from the ground. Underline the overhead clearance if it is less than 4.3 meters.
21. **RAILWAY BRIDGE SYMBOL**		Place RL above the symbol to indicate a railway bridge. At the left of the symbol show the overhead clearance. Show the overall length of the bridge at the right of the symbol. Indicate the traveled way width below the symbol and underline it if it is below standard for the classification. Inside the symbol, show the bridge classification in the upper half. If the class is different for single- and double-flow traffic, show single flow on the left and double flow on the right. Place the railway bridge serial number in the lower half of the symbol. Draw an arrow to the map location of the bridge. On the arrow shaft, indicate the ease of adapting the bridge for road vehicle use. A zigzag line means it would be difficult to adapt, and a straight line means it would be easy to adapt. Place the bypass symbol on the arrow shaft to indicate bypass conditions.

EXPLANATION	SYMBOL	REMARKS
22. **ROUTE CLASSIFICATION FORMULA**	10.5 m/X/120/00 6m/Z/30/4.1m/(08) 9m/Y/40/5 m/(08)(W)	Express the formula in order of route width, route type, military load classification, minimum overhead clearance, obstructions (if present) and special conditions. *Route Types:* **X** –all-weather , **Y** –limited all-weather route, **Z** –fair-weather route *Special Conditions:* **(T)** -Regular snow blockage, **(W)** -Regular flooding
23. **SERIES OF SHARP CURVES**		Point vertex of triangle at the first curve in the series. Indicate the number of curves in the series (left) and the radius of the sharpest curve (right).
24. **SHARP CURVE**		Point vertex of triangle to map location of curve and indicate the radius of the curve, in meters, outside the triangle. A curve of 45 meters or less must be reported on the overlay, and a curve of 25 meters or less is an obstruction.
25. **TRAFFIC CONTROL HEADQUARTERS**		
26. **TRAFFIC CONTROL POST**		
27. **TUNNEL**		Draw arrow to map location of tunnel. Place bypass condition symbol on arrow. Show minimum and maximum overhead clearances to the left of the symbol, the tunnel serial number inside the symbol, and the total tunnel length to the right of the symbol. Below the symbol, show the traveled way width. If sidewalks are present, follow with a slash and the total traveled way, including sidewalks. Underline the traveled way if the road entering the tunnel is wider than the traveled way of the tunnel. Use a question mark to show unknown information.
28. **TURNOUT** The symbol may be amplified as follows: a. Wheeled vehicle b. Tracked vehicle c. A length of road exceeding 1 km.		Use this symbol to show the possibility of driving off the road. Draw the arrow in the direction of the turnout (right or left of road). For wheeled vehicles, draw a small circle on the shaft of the arrow. For tracked vehicles, draw a small square on the shaft of the arrow and place the length of the turnout, in meters, at the tip of the arrow. When the turnout is longer than 1 kilometer, use double arrows.
29. **UNDERPASS CONSTRICTIONS**– arched or rectangular		Draw the symbol over the road. Place the width of the traveled way, in meters, to the left of the symbol. If sidewalks are present, follow the traveled way width with a slash and the total width, including sidewalks. Underline the traveled way width if the road entering the underpass is wider than the underpass traveled way. Show the overhead clearance, in meters, to the right of the symbol. Show both minimum and maximum overhead clearances, if different.
30. **UNKNOWN** or doubtful information	?	
31. **WIDTH CONSTRICTION**		The number at the left shows the narrowest width of the constriction, and the one at the right is the total constricted length. Both dimensions are in meters.

APPENDIX I

SIGNS IDENTIFYING MILITARY ROUTES AND LOCATIONS

This appendix implements STANAGs 2010, 2035, and 2174

The signs used on military routes are uniform among NATO allies. Sign configuration is set by STANAGs. *For details information on military route signs, see Chapter 8 of FM 5-36.*

MAIN SUPPLY ROUTE SIGNS

STANAG 2174 specifies that signs identifying MSRs do so by use of a number. But the STANAG permits commanders to supplement the required numbering with a pictorial symbol and/or a name. Names and pictures–

- Are easier to identify and to remember than numbers.
- Prevent confusion with link route signs marking the routes of units having three-figure identification numbers.
- Prevent security compromises by removing the chance use of an identification number already used on a map overlay.

There are two types of MSRs, axial and lateral, in a theater of operations. On the theater of operation's traffic circulation plan–

- Axial MSRs run to and from the forward edge of the battle area (FEBA) and are identified by odd numbers, like 87 or 215. Axial MSRs are shown as solid lines on the traffic circulation plan overlay. Axial routes are represented by a pictorial symbol on the route sign and are marked on the overlay as pictorial; for example, MSR CLUB (PIC). On axial MSRs, UP is toward the FEBA. It is shown on overlays and signs as a plain arrow. DOWN is away from the FEBA. It is shown as an arrow with a bar on the tail end.
- Lateral MSRs run parallel to the FEBA and are identified by even numbers, like 86 or 214. Lateral MSRs are shown as broken lines on the traffic circulation plan overlay. Lateral routes are represented by a named route sign. The names are short, three- or four-letter words like FOX, ANT, or HEN. UP and DOWN on lateral MSRs show only general directions of travel. The general direction shown by UP or DOWN varies with the theater of operation and with the location of the FEBA. UP usually is to the north or east. DOWN usually is to the south or west. A plain arrow on an overlay or sign indicates UP; a barred arrow shows DOWN. To avoid confusion on lateral MSRs, the letters N, E, S, W, NE, SE, NW, and SW are used on route signs to show the general direction of movement.

All route signs must be large enough to be read easily in poor light. Size is not specified, but –

- Signs for international use cannot be less than 40 centimeters x 33 centimeters.
- Bridge classification signs must conform with STANAG 2010.

LINK-ROUTE SIGNS

STANAG 2174 does not set requirements for the design of link-route signs. (Sometimes showing direction with a white arrow on a black background is enough.) A link route connects a unit or an activity to an MSR. A departing convoy follows the link-route signs to the MSR. The convoy follows the MSR until guided off the MSR by signs warning of the need to exit and again follow link-route signs until arriving at its destination. That part of a traveled route coinciding with an MSR will not have link route signs.

HQ AND INSTALLATION SIGNS

STANAG 2035 states that all HQ and parts of HQ, down to battalion or equivalent level, must be signed. Examples of HQ and installations to be signed are–

- Medical installations.
- Water points.
- Ammunition depots.
- TCPs.
- Decontamination stations.
- Fuel installations.

HQ and installation signs show the military symbol for the HQ or the installation. For HQ at brigade level and above, include the national distinguishing letters given in STANAG 1059. Except for signs marking a route and signs whose dimensions are shown in Annex C to STANAG 2174, the sizes of the sign and the symbol are not standardized. The symbol and the background must be of clearly contrasting colors. The actual colors used are left to the discretion of each nation.

DIRECTIONAL SIGNS

STANAG 2174 specifies that a directional sign must be –

- A white disk displaying a black directional ***arrow*** accompanied by a route identification number or name that can be mounted beneath the disk.
- A white disk mounted or superimposed on a black rectangular board with the number or name on the board above the disk.

Directional disks cannot be less than 30 centimeters in diameter. The disks should have eight holes drilled at equal intervals around the circumference so they can be erected with the arrow pointing in the correct direction.

Directional signs show directions for axial and lateral routes on hastily prepared routes, or very temporary routes like detours. The initial sign shows the use of disk directional signs and orders drivers to follow the disk direction.

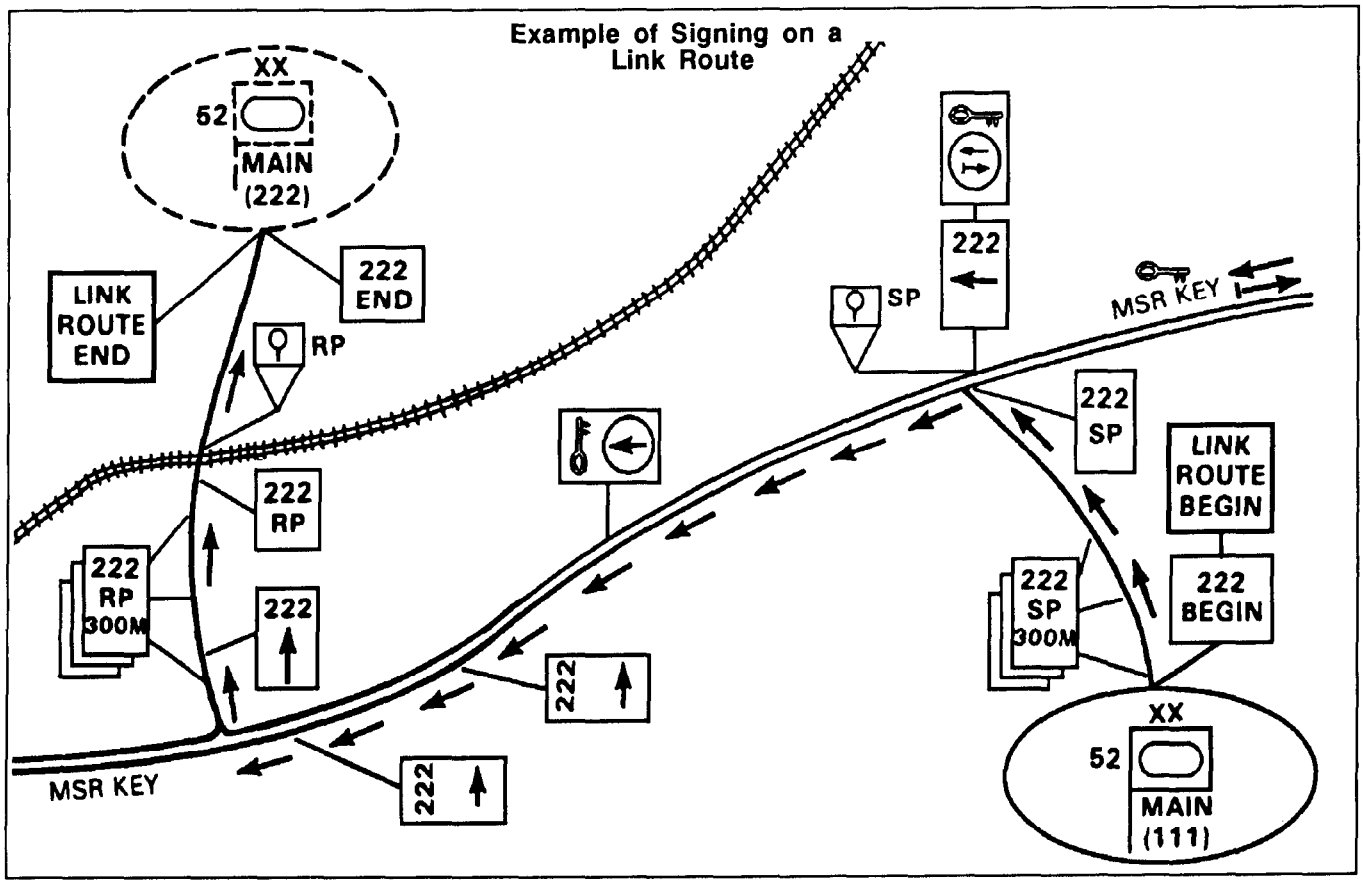
An MSR may require hundreds of signs. The signs can be made in quantity without the black arrow. Arrows can be stenciled or stuck on later. The superimposed signs are easiest to store and use. It is hard to secure the two elements of the circular two-piece signs, and it is hard to position that sign for display.

Use yellow instead of white for signs used during prolonged snowfall conditions or for signs permanently erected where there can be prolonged snowfalls.

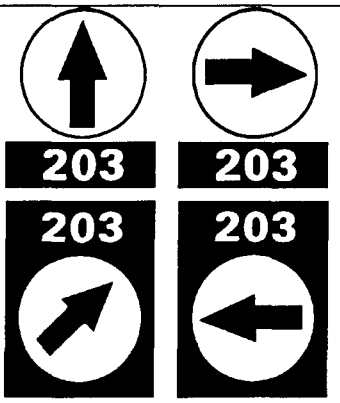
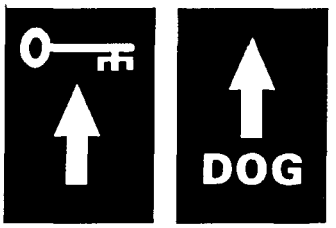
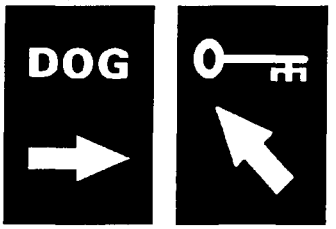
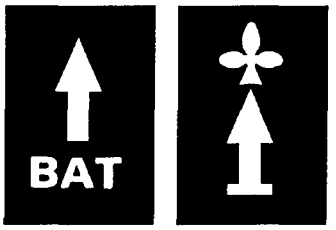
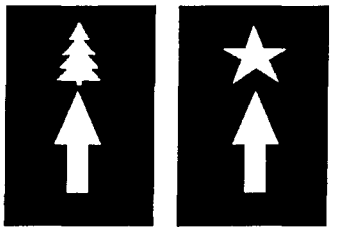
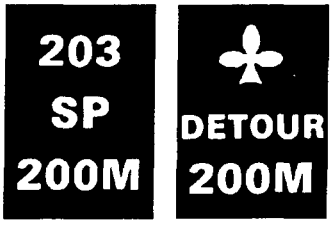
PORTABLE SIGN MAKING KIT

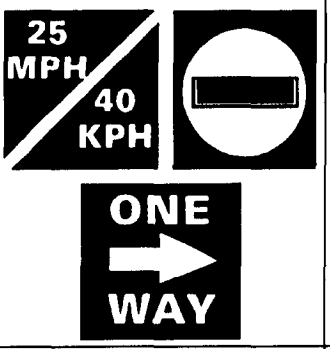
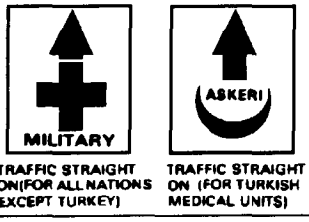
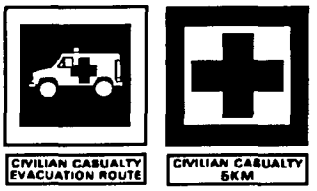
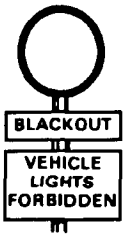
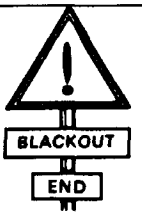
A portable sign making kit (NSN 3610-01-219-6780) can greatly enhance signing capabilities. The sign kit is lightweight and simple to use. You can quickly make and post information or directional signs needed during rapid battlefield operations. The kit is suitable for both hasty and preplanned signing operations. It will begin replacing the silk screen set as it is issued one per squad to MP units with a BCC mission. The kit's items are expendable.

A significant difference between signs made with the kit and the specifications in STANAG 2174 exists. While STANAG route signs must have a black background with white letters, the backing material in the kit is white, plastic-faced, foam coreboard. (The white backing is more easily seen and more versatile than black backing. And various alcohol-based, colored markers and black stick-on letters, numbers, and arrows can be used on white backing to create signs.) The kit is most useful for low-intensity conflict and contingency operations. In NATO operations it mainly supports MP production of detour signs.



SIGNS IDENTIFYING MILITARY ROUTES AND LOCATIONS

Type	Examples	Description	Purpose	Placement
DIRECTION INDICATOR		White, 30-centimeter diameter disk with black directional arrow; ID number or name is mounted below disk. OR White disk on black rectangular board.	Indicates direction; identifies route or name.	At intersections where roads merge and where routes separate.
GUIDE SIGNS Signs used together at important road junctions.		Rectangular; symbols in white on black background; includes directional arrow and route number, name, and/or symbol.	Indicates locations, distances, directions, routes.	Where needed.
WARNING SIGNS Signs used together at important road junctions.		Same as above.	Shows correct direction to take at route junctions.	A sufficient distance (50-100 meters) before a junction to allow drivers to make the turn safely. On roads where speed is restricted, signs may be placed 25 meters before junction.
CONFIDENCE SIGNS		Same as above.	Reassures drivers that they are still on the correct route. Used in urban areas to assure drivers that they are following the correct route. Also used on long stretches of road where it is unnecessary to use warning and confirmation signs for a considerable distance.	Where needed.
CONFIRMATION SIGNS *		Same as above.	Lets drivers know they are on correct route after changing direction.	Just after turns, but visible while making turn (if possible).
COUNTDOWN SIGNS		Same as above.	Warns of significant locations: start points, release points, beginnings and ends of routes, link routes, MSR junctions, and blackout areas. Anything requiring a major change to movement.	Series of 3 signs at 100-meter intervals before the designated location.

Type	Examples	Description	Purpose	Placement
REGULATORY SIGNS		Military equivalent of civilian signs like STOP and YIELD.	Regulates and controls traffic on a route.	Where needed. Posted by *Engineers and* considered permanent.
HAZARD SIGNS		*Yellow, diamond-shaped* background with info printed in black.	*Indicates traffic* hazards:dangerous corners, steep hills, crossroads. Rarely used in COMMZ as civilian signs usually suffice; military signs will be used in combat zone.	Where needed. Posted by Engineers and considered permanent.
MILITARY CASUALTY EVACUATION ROUTE SIGNS		Rectangular white background with red directional arrow, cross, or crescent; word MILITARY; unit or subunit designation; and other information like national markings. OR	Indicates evacuation route for military casualties. Directional disk with 4 segments cut out to form a *cross, or directional* disk with a crescent cut out. Include same information.	Where needed.
CIVILIAN CASUALTY EVACUATION ROUTE SIGNS		Blue Geneva conventions info sign. Includes ambulance in white with red cross or crescent. Includes words CIVILIAN CASUALTY EVACUATION ROUTE beneath sign in host nation language.	Indicates civilian casualty evacuation routes.	*Along routes for* civilian traffic. Designated by host nation.
BLACKOUT WARNING SIGNS		Based on Geneva conventions hazard warning sign. Legend and distance on rectangular plaque beneath warning sign.	Indicates beginning of blackout area.	Same as warning signs.
BLACKOUT ENFORCEMENT SIGNS		Geneva conventions prohibitory sign; plaque beneath says VEHICLE LIGHTS FORBIDDEN.	Indicates a blackout is in effect.	Every 100 meters along the blackout route.
BLACKOUT RELAXATION SIGNS		Same as blackout warning sign.	Indicates end of blackout area.	At the end of the blackout route.

APPENDIX J

DOCUMENTS AND FORMS FOR EVACUATING, PROCESSING, OR INTERNING CAPTIVES

DOCUMENTS	
Number	Title
AR 37-36	Pay Allowance, and Deposit of Personal Funds for Enemy Prisoners of War and Civilian Internees
AR 40-5	Preventive Medicine
AR 40-66	Medical Record and Quality Assurance Administration
AR 40-400	Patient Administration
AR 40-501	Standards of Medical Fitness
AR 55-355	Defense Traffic Management Regulation
AR 190-8	Enemy Prisoners of War – Administration, Employment and Compensation
AR 190-40	Serious Incident Report
AR 190-47	The US Army Correctional System
AR 310-25	Dictionary of United States Army Terms
AR 340-3	Official Mail Cost Control Program
AR 335-15	Management Information Control System
AR 380-5	Department of the Army Information Security Program
AR 385-10	Army Safety Program
AR 600-8-1	Army Casualty and Memorial Affairs and Line of Duty Investigations
AR 600-25	Salutes, Honors, and Visits of Courtesy
AR 600-85	Alcohol and Drug Abuse Prevention and Control Program
AR 638-30	Graves Registration Organization and Functions in Support of Major Military Operations
AR 670-1	Wear and Appearance of Army Uniforms and Insignia
AR 735-5	Policies and Procedures for Property Accountability
AR 735-11	Reporting of Item and Packaging Discrepancies
DA PAM 27-1	Treaties Governing Land Warfare
DA PAM 27-1-1	Protocols to the Geneva Conventions of 12 August 1949
	Dictionary of Occupational Titles
FM 22-5	Drill and Ceremonies
	Manual for Courts-Martial, United States, 1984
STANAG 2033	Interrogation of Prisoners of War (PW)
STANAG 2044	Procedures for Dealing with Prisoners of War (PW)
STANAG 2070	Emergency War Burial Procedures
STANAG 2084	Handling and Reporting of Captured Enemy Equipment and Documents
	Uniform Code of Military Justice

FORMS

Number	Title	When Completed
DA 1131-R	Prisoner's Cash Account – Personal Deposit Fund	P
DA 1132-R	Prisoner's Personal Property List – Personal Deposit Fund	P
DA 1155	Witness Statement on Individual	N
DA 1156	Casualty Feeder Report	N
DA 1594	Daily Staff Journal or Duty Officer's Log	D
DA 2662-R	US Army EPW Identity Card	P
DA 2663-R	Fingerprint Card	P*
DA 2664-R	Weight Register (Prisoner of War)	P
DA 2665-R	Capture Card for Prisoner of War	P*
DA 2666-R	Prisoner of War Notification of Address	I
DA 2667-R	Prisoner of War Mail (Letter)	I
DA 2668-R	Prisoner of War Post Card	I
DA 2669-R	Certificate of Death	I
DA 2670-R	Mixed Medical Commission Certificate for EPW	I
DA 2671-R	Certification of Direct Repatriation for EPW	I
DA 2672-R	Classification Questionnaire for Officer Retained Personnel	P
DA 2673-R	Classification Questionnaire for Enlisted Retained Personnel	P
DA 2674-R	Enemy Prisoner of War/Civilian Internee Strength Report	I
DA 2675-R	Certificate of Work Incurred Injury or Disability	I
DA 2677-R	United States Army Civilian Internee Identity Card	P
DA 2678-R	Civilian Internee National-Internment Card	I
DA 2679-R	Civilian Internee Letter	I
DA 2680-R	Civilian Internee National Post Card	I
DA 3161	Request for Issue or Turn-In	P
DA 4137	Evidence/Property Custody Document	E
DA 4237-R	Detainee Personnel Record	P*
DA 5367-R	Personnel Status Report	D
DA 5451-R	Certification of Need for Employment of Enemy Prisoner of War	I
DA 5452-R	Contract of Labor of Enemy Prisoners of War	I
DA 5452-1-R	Instruction to Contractor	I
DD 497	Confinement Order	E
DD 551	Record of Interment	N
DD 629	Receipt of Prisoner or Detained Person	E

D = Daily
P = Processing
E = Evacuating
I = Interning
N = As needed
*Also used for processing at medical facilities.

PREPARATION OF FORMS

DD Form 629 (Receipt of Prisoner or Detained Person) and DA Form 4137(Evidence/Property Custody Document)

Use these forms to accept custody of captives and to account for property taken from captives during evacuation. When evacuating captives to the rear or transferring them to MI control or medical channels, give escorts copies of both forms. Retain or forward one copy to PM operations section. (These forms establish positive accountability of captives and their property and can be used later to substantiate proper care and treatment.) Give captives copies of receipts for property that is seized.

DA Form 4237-R (Detainee Personnel Record)

Prepare an original and one copy of this form. It is the primary source document for administrative information about captives. (Original stays at facility where captive is interned until released or repatriated; copy is forwarded through MP channels to branch PWIC.) Enter, at least, on the form the ISN, name, rank, enemy service number, sex, date of birth, date of processing, name and unit of person preparing form, date and place where form is prepared, date of capture, place of capture, capturing unit's identification code, country served, physical condition, and any other information from captive's ID card. Attach one photo to the form.

Identification Cards

Prepare ID card (even if they have one issued by their government): DA Form 2662-R for EPWs; DA Form 2677-R for CIs; DA Form 2672-R for officer EPW claiming status as retained person; DA Form 2673-R for enlisted EPW claiming status as retained person. Make weight, fingerprint, and photo entries on identity cards. Attach one photo. Laminate ID card after photo is attached and all entries made.

DA Form 1132 (Prisoner's Personal Property List — Personal Deposit Fund)

Prepare original and two copies of this form. (See AR 37-36 for detailed discussion.) The original goes in captive's personnel files, one copy goes with impounded property, and one copy goes to captive. List on DA Form 1132-R property returned to captive or kept in storage during internment. Do not list any confiscated property on this form. Use this form to account for foreign currency treat as impounded property.

DA Form 2663-R (Fingerprint Card)

Prepare two copies of this form: forward one to internment facility; one goes to Branch PWIC for classification. When ADP fingerprint reading is available, it will be used. Fill out administrative information such as name and rank. Make weight, fingerprint, and photo entries.

DA Form 2664-R (Weight Register [Prisoner of War])

Prepare one copy of this form,

DA Form 3161 (Request for Issue or Turn-In)

Use this form to account for confiscated property (arms, ammunition, and equipment with intelligence value). File with captive's supply records copies of DA Form 4137 or DA Form 3161 used to account for confiscated property during evacuation.

DA Form 1131-R (Prisoner's Cash Account- Personal Deposit Fund)

Use this form to account for US currency found in possession of captives. Turn in form to supporting finance and accounting office.

Notification Cards

Have captives prepare notification of capture cards (DA Forms 2665-R) and notification of address cards (DA Forms 2666-R for EPWs; DA Forms 2678-R for CIs) where they are interned.

APPENDIX K

EMPLOYING MILITARY WORKING DOG TEAMS

A patrol dog and its handler form an MWD team. Military working dog teams working with MP teams provide the commander with additional MP assests. MWD teams can help identify, intercept, and defeat saboteurs and terrorists. MWD teams can also enhance the ability of MP units to detect the presence of enemy recon elements and enemy incursions.

MWDs can be used as a security-in-depth measure. Or they can be used as an economy-of-force measure. Dogs can detect someone nearby much sooner than humans. And dogs can detect an enemy presence despite concealing vegetation or terrain. MWDs are useful as early warning sensors. They extend an MP's ability beyond the limits of human sight and hearing.

Dogs can enhance MP response forces when they augment MP elements. Teams with dogs aid in the early detection of hostile forces, allowing rapid tactical response. MWD teams can increase a response force's ability to find and capture the enemy by operating downwind in a blocking force. Or they can operate in the lead position during response force sweeps.

Dogs are a valuable adjunct for MP when they are used for guarding. MWD teams offer a real and a psychological deterrent against escape attempts. At access control points or dismount points, dogs can guard persons during ID checks. And MWD teams can help secure EPWs–

- At collecting points.
- In holding areas.
- During movement.
- During work details outside the fence at internment locations And, should an escape occur, the dogs can help track and capture the escaped EPW.

When MWD teams are employed, they take part in all phases of the unit's mission. The handler recommends ways to use the MWD team. He considers, in addition to METT-T and the commander's concept, the–

- Length of tactical employment (8 to 12 hours, depending on climate and environment).
- Location and size of area to be covered.
- Condition and type of terrain.
- Prevailing wind directions.

A dog works best when placed to take advantage of odors carried on the wind. When there is little or no wind, a dog can detect intruders up to 200 meters away using its senses of smell, hearing, and sight. In unfavorable wind conditions, a dog can still detect by sound and sight. But a dog's capabilities are reduced by–

- Noise.
- Movement.
- Smoke.
- Dust.
- Dense undergrowth.
- Heavily wooded areas.
- Jungle growth.

POL can damage paws and the dog's sense of smell. Work near POL points must be infrequent and brief. NBC agents also limit the use of dogs because there are no protective devices for dogs.

Whenever possible, a MWD team rehearses with team or patrol members so everyone can get used to working with the dog. Team members also must know what to do if a handler is seriously wounded or killed. A dog that has worked closely with a team and has developed a tolerance for one or more of the members will usually allow one of them to return it to the kennel. However, a dog may not allow anyone near its handler. In this case other handlers may have to be called on for help.

AT FIXED LOCATIONS

MWD teams at fixed locations can often extend security into or across concealing terrain. MWD teams work best at perimeter posts and at posts located well away from distracting activity. Teams with dogs at OPs/LPs should be forward of the tactical AO to reduce distractions to the dog. But they should be close enough to maintain contact with friendly forces. (Covering fires must be provided for MWD teams withdrawing to the perimeter.) MWD teams also work well in large enclosures that take many sentries to secure effectively. In large spaces MWD teams can move to take advantage of prevailing winds. But the team must be posted where obstacles (fences, buildings, gullies, streams) will not hinder the dog's movement and mission.

Posting a team inside or outside a fence depends on the purpose of the security. Is it to protect resources? Or is it to capture intruders?

Dogs are useful at posts often secured only in periods of high threat or where occasional random posting is needed during rain, fog, and the like. But locations and limits must be adjusted for factors that affect a dog's ability to see, hear, and smell. For example, lights can cause a dog to rely more on sight than on its other senses. MWD teams operating in lighted areas should patrol varied routes, remain in shadows, or stand stationary in concealed downwind positions as needed. Varied posting of a team increases deterrence by avoiding a set patrol pattern.

How Fences Affect MWD Teams

If a Dog Is Positioned	Team Can	Team Cannot
Inside a Fenced Area	Patrol close to resource. Check resources from time to time.	Follow a departing intruder. Resist distraction of a decoy upwind of fence.
Outside a Fenced Area	Move more easily to work the wind and follow alert to the source.	Respond quickly to problem inside fence. Resist following decoy upwind to its source.

ON PATROL

MWD teams can help patrols detect the enemy, avoid discovery, and locate enemy outposts. Generally, MWD teams work directly in front of a patrol or on its flanks. MWD teams should be downwind from potential enemy positions or avenues of approach. This improves the teams' chances of providing early warning. Unless a patrol is moving directly into the wind, the MWD team may have to move left or right of a line of march to make use of the prevailing wind. In some cases, the MWD team can traverse while the patrol continues on a direct route.

On a combat patrol (most commonly for an ambush), the MWD team operates in front of the patrol to reduce distractions. But the dog team should be close enough to stay in contact with the patrol. You should plan for several ways of warning the patrol of a dog's alert in case radio cannot be used.

When a dog alerts, the handler signals the patrol to halt until the cause of the alert can be identified and the patrol can proceed safely. Based on how the dog alerts, the handler can judge the direction, distance, and location of the enemy. The information perceived by the handler becomes more exact as the team moves closer to the enemy. If the whole patrol cannot reconnoiter the position, the MWD team can reconnoiter and report. Because the handler concentrates on his dog to read its alerts, he cannot use his weapon quickly. Therefore, security for the MWD team must be provided.

In hot, humid weather, a dog works at top efficiency for only two or three hours at a time. The team works best in uninhabited areas. If a dog frequently responds to friendly forces and is constantly called off from following through on its responses, it soon loses interest and reliability.

Responses can be tailored to fit a variety of offensive or defensive situations. For example, the MWD team can–

- Follow the alert and locate the cause.
- Maintain the alert position until assistance arrives.
- Withdraw to a more tactically advantageous position.

A handler releases a dog only when he must defend himself, other people, or protected resources. *See AR 190-12 and DA Pam 190-12 for more information on MWDs and related equipment.*

GLOSSARY

AA antiaircraft

ABGD air base ground defense

abn airborne

ACofS assistant chief of staff

act actual

ADA air defense artillery

ADC area damage control

adj adjustable

admin administrative

administrative reports routine reports submitted at company level that provide information to higher HQ on personnel and critical logistic statuses. Although these reports are prepared at a company level, platoons will be required to provide the information needed to complete the report. Administrative reports should be included in the unit tactical SOP. The format and the frequency for submitting these reports are usually set by the PM or the division/corps TAACOM HQ.

ADP automated data processing

ADPC automated data processing center

ADPU automated data processing unit

AF Air Force

AG adjutant general

AI area of interest

AIM armored, infantry, mechanized

air base ground defense the prevention of the degradation of air sortie generation by detecting and engaging enemy ground forces far enough from the air base to prevent the use of stand-off or direct-fire weapons.

air defense all measures designed to nullify or reduce the effectiveness of an enemy attack by aircraft or guided missiles.

air sortie an operational flight by one aircraft.

ALICE all-purpose, lightweight, individual carrying equipment

ALO air liaison officer

ALOC administration and logistics center

AM amplitude modification

ambush a surprise attack by fire from concealed positions on a moving or temporarily halted enemy.

AMCO aviation maintenance company

ammo ammunition

AMO automation management officer

ANCS alternate net control station

antiterrorism *see JCS Publication 1-02.*

AO area of operations

AP antipersonnel

APOAE Army Post Office, Army Europe

ar automatic rifleman

AR Army regulation

area damage control *see JCS Publication 1-02.*

area fire fire delivered on a prescribed area. The term is applicable regardless of the tactical purpose of the fire, but area fire is generally neutralization fire.

area of interest that area of concern to the commander, including the area of influence, areas adjacent thereto, and extending into enemy territory to the objectives of current or planned operations. This area also includes areas occupied by enemy forces who could jeopardize the accomplishment of the mission.

area of operation a geographical area where the commander has been assigned the responsibility and authority to conduct military operations.

area reconnaissance a directed effort to obtain detailed information concerning the terrain or enemy activity within a prescribed area, such as a town, ridge line, woods, or other feature critical to operations. *See **also route reconnaissance, zone reconnaissance.***

area security a Military Police mission that includes area reconnaissance and surveillance, security of designated critical assets, security of special ammunition, base response force operations, counterincursion operations, air base ground defense operations, terrorism counteraction, area damage control operations, and NBC detecting and reporting.

art article

AS area security

ASAP as soon as possible

ASG area support group

aslt assault

ASP ammunition supply point

ASPS All-Source Production Section

assmt assessment

asst assistant

AT antitank

atk attack

aug augment(ation)

austere combat force alighting force with less than adequate numbers of personnel.

auto automatic

avenue of approach an air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path.

AVIM aviation intermediate maintenance

avn aviation

AWOL absent without leave

axis of advance a general route of advance assigned for purposes of control; often a road, a group of roads, or a designated series of locations extending in the direction of the enemy.

backhaul shipment of materiel or troops, such as EPWs, in a direction opposite to the major flow of shipments on otherwise empty, returning transportation assets.

BAE battlefield area evaluation

base *see FM 101-5-1.*

base cluster *see FM 101-5-1.*

battlefield circulation control a Military Police mission involving route reconnaissance and surveillance, MSR regulation enforcement, straggler and refugee control, intelligence collecting and reporting, and information dissemination.

BCC battlefield circulation control

BCOC base cluster operations center

bde brigade

BDOC base defense operations center

beaten zone *see JCS Publication 1-02.*

BHOL battle handover line

blackout conditions of either total blackout (all lights extinguished) or partial blackout (only those lights are used that cannot be seen by the enemy, yet show the positions of vehicles to other road users).

blister agent a chemical agent that injures the eyes and lungs, and burns or blisters the skin.

blood agent a chemical compound, including the cyanide group, that affects bodily functions by preventing the normal transfer of oxygen from the blood to body tissues. Also called cyanogen agent.

BMD Soviet light armored vehicle (tracked)

bn battalion

boom a chain, cable, or line of connected floating timbers extended across a river, lake, or harbor to obstruct passage or ensnare floating objects.

BRDM Soviet light armored vehicle (wheeled)

breach the employment of any means available to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.

brigade support area a designated area in which CSS elements from the DISCOM and the COSCOM provide logistic support to a brigade. The BSA normally is located 20 to 25 kilometers behind the FEBA.

BSA brigade support area

C^2 command and control

CA civil affairs

cal caliber

CAM chemical agent monitor

camouflage discipline the avoidance of activity that changes an area's appearance or reveals the presence of military equipment.

canalize to restrict operations to a narrow zone by use of existing or reinforcing obstacles or by direct or indirect fire.

CAS close air support

cav cavalry

cbt combat

cdr commander

C-E communications-electronics

cell *see JCS Publication 1-02.*

cen center

CEWI combat electronic warfare intelligence

CFA covering force area

CG commanding general

cGy centigray

cGyph centigrams per hour

ch chaplain

checkpoint a predetermined point on the ground used as a means of coordinating friendly movement. Checkpoints are not used as reference points in reporting enemy locations.

chemical agent a chemical substance intended for use in military operations to kill, seriously injure, or incapacitate people through its physiological effects. Excluded are riot control agents, herbicides, smoke, and flame.

CI civilian internee

CID Criminal Investigation Command

circulation control functions measures for controlling the movement of persons and vehicles.

close air support *see JCS Publication 1-02.*

cm centimeter(s)

cmd command

CMO civil-military operations

cnf confinement

cntl control

co company

CofS chief of staff

coll collecting point

combat loading see *JCS Publication 1-02.*

combat multiplier supporting and subsidiary means that significantly increase the relative combat strength of a force while actual force ratios remain constant. Examples of combat multipliers are economizing in one area to mass in another, surprise, deception, camouflage, electronic warfare, psychological operations, and terrain reinforcement.

comdt commandant

command and control the exercise of command that is the process through which the activities of military forces are directed, coordinated, and controlled to accomplish the mission. This process encompasses the personnel, equipment, communications, facilities, and procedures necessary to gather and analyze information, to plan for what is to be done, and to supervise the execution of the operations.

command post *see FM 101-5-1.*

commander's estimate *see FM 101-5-1.*

commander's intent commander's vision of the battle – how he expects to fight and what he expects to accomplish; includes consideration of intangibles as well as tangible goals and constraints.

commo communications

COMMZ communications zone

COMSEC communications security

concealment protection from observation and surveillance.

CONEX container express

contact point a designated, easily identifiable point on the terrain where two or more units are required to physically meet.

contact with the enemy conditions ranging from a surveillance sighting to engaging in close combat.

control measures directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, to coordinate fires and maneuver, and to control combat operations. Each control measure can be portrayed graphically. A minimum number of control measures should be used so that the operation progresses according to the concept of the operation. Less restrictive control measures are used, as much as possible, to permit subordinate commanders the freedom of action in executing assigned missions. In general, all control measures should be easily identifiable on the ground. Examples of control measures include boundaries, objectives, coordinating points, contact points, LDs, assembly areas, axis of advance, and direction of attack.

CONUS continental United States

convl conventional

convoy *see FM 101-5-1.*

COSCOM corps support command

courier officer armed military custodian of a special weapons shipment, responsible for the receipt, custody, security, safety, and delivery from the time he signs for it until custody is transferred to an authorized recipient.

cover natural or artificial protection from enemy observation and fire.

CP command post

CP-OP command post-observation post

CRA corps rear area

CRAF civil reserve aircraft fleet

crossing area a number of adjacent crossing sites under the control of one commander.

crossing area commander the officer responsible for the control of all crossing units, assault units, and support forces while they are in the crossing area.

crossing site the location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.

cryptosecurity *see JCS Publication 1-02.*

CS chlorobenzalmalononitrile (riot control agent)

CSP chief of Security Police (USAF)

CSS combat service support

CTOC corps tactical operations center

CUCV commercial utility cargo vehicle

custody the immediate control over a person or materiel exercised by proper authority.

DA Department of the Army

DAO division ammunition officer

DCSLOG Deputy Chief of Staff for Logistics

DCSOPS Deputy Chief of Staff for Operations

DD Department of Defense

decisively engaged when a unit is considered fully committed and cannot maneuver or extricate itself. In the absence of outside assistance, the action must be fought to a conclusion and either won or lost with the forces at hand.

decon decontamination

defilade protection from hostile observation and fire provided by an obstacle, such as a hill, ridge, or bank; to shield from enemy observation or fire by using natural or artificial obstacles.

deg degree(s)

delaying operation an operation usually conducted when the commander needs time to concentrate or withdraw forces, to establish defenses in greater depth, to economize in an area, or to complete offensive actions elsewhere. In the delay, the destruction of the enemy force is secondary to slowing its advance to gain time.

deliberate attack an attack planned and carefully coordinated with all concerned elements based on thorough reconnaissance, evaluation of all available intelligence and relative combat strength, analysis of various courses of action, and other factors affecting the situation. It generally is conducted against a well-organized defense when a hasty attack is not possible or has been conducted and failed. *See also hasty attack.*

deliberate river crossing a crossing of a water obstacle that requires extensive planning, detailed preparation, and centralized control. *See also hasty river crossing.*

dep deputy

detainee *see JCS Publication 1-02.*

DF direction finding (radio-electronic)

dir direction

direct fire fire directed at a target that is visible to the aimer or tiring unit.

direct support a mission requiring a force to support another specific force and authorizing it to answer directly the supported force's request for assistance. In NATO, the support provided by a unit or formation not attached to, nor under command of, the supported unit or formation, but required to give priority to the support required by that unit or formation. *See also general support.*

direction of attack a specific direction or route that the main attack or the main body of the force will follow. If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It is usually associated with infantry units conducting night attacks, or units involved in limited visibility operations, and in counterattacks. (In NATO, referred to as attack route.) *See also axis of advance.*

dis distance

DISCOM division support command

div division

division support area an area normally located in the division rear, positioned near airlanding facilities and along an MSR. The DSA contains the DISCOM CP, the HQ elements of the DISCOM battalions, and those DISCOM elements charged with providing backup support to the CSS elements in the BSA and DS to units located in the division rear. Selected COSCOM elements may be located in the DSA to provide DS backup and GS as required.

DLA Defense Logistics Agency

DP decision point

drop zone a specified area on which airborne troops, equipment, or supplies are airdropped by parachute, or on which supplies and equipment may be delivered by free fall.

DS direct support

DSA division support area

DSE division support element

DTG date-time group

DTO division transportation officer

DTOC division tactical operations center

DZ drop zone

ea each

EA engagement area

EAC echelons above corps

ECCM electronic counter-countermeasures

echelon a separate level of command. For example, when compared to a brigade, a division is a higher echelon, a battalion is a lower echelon.

echelons above corps Army headquarters and organizations that provide the interface between the theater commander (joint or combined) and the corps for operational matters, and between CONUS/HN and the deployed corps for combat service support. Operational EAC may be US only or allied HQ, while EAC for CSS normally will be US national organizations.

economy of force the allocation of minimum essential combat capability of strength to secondary efforts, so that forces may be concentrated in the area where a decision is sought. (A principle of war.)

EEFI essential elements of friendly information

eff effective

electronic warfare *see JCS Publication 1-02.*

engr engineer

enl enlisted

EODC explosive ordnance disposal center

EPW enemy prisoner of war

equip equipment

ERP engineer regulating point

escgd escort guard

essential elements of friendly information the critical aspects of a friendly operation that, if known by the enemy, would subsequently compromise, lead to failure, or limit success of the operation and, therefore, must be protected from enemy detection.

est estimate(d)

EVAC evacuation hospitals

FA field artillery

FAC forward air controller

F&AO finance and accounting office

FCF field confinement facility

FDC fire direction center

FDF field detention facility

FEBA forward edge of the battle area

field of fire the area that a weapon or a group of weapons may effectively cover with fire from a given location.

fighting position a location providing cover and concealment from which you can engage or defend against the enemy.

fin finance

final protective fire an immediately available preplanned barrier of direct and indirect fire designed to provide close protection to friendly positions and installations by impeding enemy movement into defensive areas.

final protective line a line selected where an enemy assault is to be checked by interlocking fire from all available weapons.

FIST fire support team

FM field manual, frequency modulation

FO forward observer

forward air controller a member of the tactical air control party who, from a ground or an airborne position, controls aircraft engaged in close air support of ground forces.

forward obsever an observer with forward troops trained to call for and adjust supporting fire and pass battlefield information. In the absence of a forward air controller, the forward observer may control CAS strikes.

FPF final protective fire

FPL final protective line

fps feet per second

FRAGO fragmentary order

frontal fire a shot directly at the front of a target; fire delivered at right angles to the front of a target.

FS forward support

FSB forward support base

FSCOORD fire support coordinator

FSE fire support element

FSO fire support officer

ft foot, feet

ft^3 cubic foot, cubic feet

fwd forward

g grenadier

G1 Assistant Chief of Staff, Personnel

G2 Assistant Chief of Staff, Intelligence

G3 Assistant Chief of Staff, Operations and Plans

G4 Assistant Chief of Staff, Logistics

G5 Assistant Chief of Staff, Civil Affairs

gal gallon(s)

gd guard

general-purpose MP units MP units widely dispersed throughout the command's AO and equipped, manned, and configured to undertake operations spanning the full range of MP support.

general support support that is given to the supported force as a whole and not to any particular subdivision thereof.

gm gram(s)

GMG grenade machine gun

gp group

GP general purpose

grazing fire fire, approximately parallel to the ground, in which the center of the cone of fire does not rise above 1 meter from the ground.

grenadier a soldier who carries and uses a grenade launcher.

GRREG graves registration

GS general support

GTA graphic training aid

HA holding area

hasty attack an offensive operation for which a unit has not made extensive preparations. It is conducted with the resources immediately available in order to maintain momentum or to take advantage of the enemy situation.

hasty river crossing the crossing of a water obstacle using crossing means at hand or readily available without pausing to make elaborate preparations.

hasty route recon a recon performed by MP to obtain limited, specific information about a particular route. Usually, the information sought includes enemy activity, route characteristics, critical terrain adjacent to the route, and route conditions. Hasty route recons are conducted with minimal planning. In comparison, deliberate route recons are well-planned, detailed recons by engineers to set the routes' classifications. The results of hasty route recons can be used in planning and executing deliberate route recons.

HB heavy barrel

HC headquarters company

HE high explosive

HEAT high-explosive antitank

HEDP high-explosive dual-purpose

herringbone an arrangement of vehicles at left and right angles to the line of march used to establish security during an unscheduled halt.

HHC headquarters and headquarters company

HHD headquarters and headquarters detachment

hide position the positioning of a vehicle, individual, or unit so that no part is exposed to observation or direct fire.

HMMWV high mobility multipurpose wheeled vehicle

HN host nation

host-nation support *see JCS Publication 1-02.*

HQ headquarters

HQDA Headquarters, Department of the Army

hr hour(s)

ht height

HTD highway traffic division

HUMINT human intelligence

HVT high value target

hvy heavy

hwy highway

IAW in accordance with

ICRC International Committee of the Red Cross

ID identification

indentification, friend or foe a system using electromagnetic transmissions to which equipment carried by friendly forces automatically responds, for example, by emitting pulses, thereby distinguishing themselves from enemy forces.

IDF installation detention facility

IFF identification friend or foe

IG inspector general

immediate actions well-rehearsed plans intended to provide fast reaction to unexpected enemy contact. These actions must stress simplicity and speed of execution. They are developed by a unit or patrol to fit the type of terrain on which they are operating.

in inch(es)

ind indicator

indirect fire fire delivered on a target that cannot be seen by the firing unit.

inf infantry

info information

information requirements those items of information regarding the enemy and his environment that need to be collected and processed in order to meet the intelligence requirements of a commander. (See also priority intelligence requirements.)

intel intelligence

intelligence preparation of the battlefield a systematic approach to analyzing the enemy, weather, and terrain in a specific geographic area. It integrates enemy doctrine with the weather and terrain as they relate to the mission and the specific battlefield environment. This is done to determine and evaluate enemy capabilities, vulnerabilities, and probable courses of action.

intelligence reports *see JCS Publication 1-02.*

in theater activities taking place within a theater of operations.

inv investigation

IPB intelligence preparation of the battlefield

IR information requirement

ISA international standardization agreement

ISN internment serial number

JCS Joint Chiefs of Staff

JINTACCS joint interoperability tactical and command and control system

JTR joint travel regulation

k thousand

kbps kilobytes per second

key terrain any locality or area the seizure, retention, or control of which affords a marked advantage to either combatant.

kg kilogram(s)

KIA killed in action

km kilometer(s)

kmph kilometers per hour

KT kiloton(s)

l liter(s)

L&O law and order

landing zone a specified zone within an objective area used for landing aircraft.

LAW light antitank weapon

lb pound

LC line of contact

LD line of departure

ldr leader

liaison that contact or intercommunication maintained between elements of military forces to ensure mutual understanding and unity of purpose and action.

LIC low intensity conflict

light line a designated line forward of which vehicles are required to use blackout lights at night.

line of departure a line designated to coordinate the commitment of attacking units or scouting elements at a specified time. A start line.

LOC lines of communication

local security those security elements established in the proximity of a unit to prevent surprise by the enemy.

log logistics

LP listening post

LRRE long-range reconnaissance element

lt light

LZ landing zone

m meter(s)

m^3 cubic meter(s)

MAC Military Airlift Command (USAF)

mag magazine

main battle area that portion of the battlefield extending rearward from the FEBA and in which the decisive battle is fought to defeat the enemy attack. Designation of the MBA includes the use of lateral and rear boundaries. For any particular command, this area extends from the FEBA to the rear boundaries of those units comprising its main defensive forces.

main supply route the route or routes designated within an AO on which the bulk of traffic flows in support of military operations.

maint maintenance

maneuver employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

max maximum

MBA main battle area

mc mobility corridor

MCA movement control agency

MCC movement control center

MCO movement control office

MCT movement control team

med medium

MEDCOM medical command

METT-T mission, enemy, terrain, troops, and time available

MG machine gun

MI military intelligence

MIA missing in action

MIJI meaconing, intrusion, jamming, and interfering

mil meter

Military Traffic Management Command the jointly staffed, industrially funded, major Army command serving as the DOD single-manager operating agency for military traffic, land transportation, and common-user ocean terminal service.

minefield an area of ground containing mines laid with or without pattern.

misc miscellaneous

MLRS multiple-launch rocket system

mm millimeter(s)

MMC material management center

mnvr maneuver

MOGAS motor gasoline

moored secured with, or as if with, cables, lines, or anchors.

MOPP mission-oriented protective posture

MOUT military operations on urbanized terrain

movement control the planning, routing, scheduling, and control of personnel and supply movements over LOC; also, an organization responsible for these functions.

movement control team a team designated to coordinate all movements to be made and to ensure that available transportation resources are used effectively and economically.

movement credit the time allowed to one or more dispatch vehicles to move over a supervised ***or*** reserved route.

movement technique the manner used by a unit to traverse terrain. The likelihood of enemy contact determines which technique (traveling, traveling overwatch, bounding overwatch) is used.

movement to contact an offensive operation designed to gain initial ground contact with the enemy or to regain lost contact. (In NATO, the term "advance to contact" is used.) MP use movement to contact in conducting raids, ambushes, and recon operations.

MP military police

mph miles per hour

MPI military police investigator

MRE meal, ready-to-eat

MRO medical regulating officer

MSB main support battalion

MSC Military Sealift Command (US Navy)

MSE mobile subscriber equipment

msg message

MSR main supply route

MTMC Military Traffic Management Command

MWD military working dog

NA not applicable

NAI named area of interest

named area of interest a point or area on the ground, along a particular avenue of approach, through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.

NASP nuclear ammunition supply point

NATO North Atlantic Treaty Organization

NATP nuclear ammunition transfer point

NBC nuclear, biological, chemical

NCO noncommissioned officer

NCOIC noncommissioned officer in charge

NCS net control station

near-side holding area nearest covered and concealed position to the pickup zone or crossing site where troops are held until time for them to move forward.

NLT no later than

Nm nautical mile

normal lighting *see JCS Publication 1-02.*

NRI net radio interface

NSN national stock number

nuc nuclear

obj objective

objective the physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding of which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). Also, the principle of war that states that every military operation should be directed toward clearly defined, decisive, and attainable objectives.

objective area a defined geographical area where an objective is to be captured or reached by the military forces. In airborne, air assault, and amphibious operations, it is the proposed AO and includes the airhead or beachhead.

oblique fire fire with the long axis of the beaten zone at a 45-degree angle to the long axis of the target.

observation post a position from which military observations (visual, audible, or other means) are made, or fire is directed and adjusted, and that possesses appropriate communications. It also may be airborne.

obstacle **any** natural or manmade obstruction that canalizes, delays, restricts, or diverts movement of a force. The effectiveness of an obstacle is enhanced considerably when covered by fire. Obstacles can include abatis, antitank ditches, blown bridges, built-up areas, minefields, rivers, road craters, terrain, and wire. Obstacles are classified as either existing or reinforcing.

OCOKA observation and fields of fire, cover and concealment, obstacles, key terrain, avenues of approach

OD other detainee

ODCSPER Office of the Deputy Chief of Staff for Personnel

OF observed fire

ofcr officer

OIC officer in charge

OP observation post

OPCON operational control

operation a military action or the carrying out of a strategic, tactical, service, training, or administrative military mission; the process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objective of any battle or campaign; MP and/or tactical measures put together for a specific purpose.

operational report nonroutine reports that MP submit to provide information concerning a specific event on the battlefield. These reports may describe significant events during the course of a mission or an operation. They may also be used to report the end of a mission or an operation. Examples of operational reports include SITREPs, passing reports, and offense reports.

operation plan a plan for a military operation. It covers a single operation or a series of connected operations to be carried out simultaneously or in succession. It implements operations derived from the campaign plan. When the time and/or conditions under which the plan is to be placed in effect occur, the plan becomes an OPORD.

OPLAN operations plan

opn(s) operation(s)

OPORD operations order

OPSEC operations security

ord ordnance

order a communication — written, oral, or by signal – that conveys instructions from a superior to a subordinate. In a broad sense, the terms order and command are synonymous. However, an order implies discretion as to the details of execution, whereas a command does not.

organic assigned to and forming an essential part of a military organization; an element normally shown in the unit's TOE.

ORP objective rally point

OT observer-to-target

out-of-theater activities taking place outside a theater of operations.

ovewatch a tactical technique in which one element is positioned to support the movement of another element with immediate direct fire. Also, the tactical role of an element positioned to support the movement of another element with immediate direct fire.

PA public affairs

para paragraph

passage lanes areas along which a passing unit moves to avoid stationary units and obstacles.

passage of lines passing one unit through the positions of another, as when elements of a covering force withdraw through the forward edge of the main battle areas, or when an exploiting force moves through the elements of the force that conducted the initial attack. A passage may be designated as a forward or rearward passage of lines.

passage point a place where units will pass through one another, either in an advance or a withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.

patrol a detachment of ground, sea, or air forces sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up, or security mission.

PDF principal direction of fire

per personnel

PERSCOM personnel command

petri petroleum

PEWS platoon early warning system

phase line a line used for control and coordination of military operations. It is usually a recognizable terrain feature extending across the zone of action. Units normally report crossing PLs, but do not halt unless specifically directed. PLs often are used to prescribe the timing of delay operations.

PIR priority intelligence requirement

PL phase line

plt platoon

plunging fire fire in which the paths of the rounds are higher than a standing man except in the beaten zone. Plunging fire occurs during long-range firing, when firing high from high ground to low ground, and when firing into a hillside.

PM provost marshal

PMCS preventive maintenance checks and services

PMO provost marshal's office

point fire fire directed to one point. An entire team or squad that shoots at one enemy position.

POL petroleum, oils, lubricants

port *see JCS Publication 1-02.*

port area the area coming within the authority of a given port committee or, in the absence of such a committee, another administrative agency with similar powers.

port security *see JCS Publication 1-02.*

pos position

pp passage point

primary position a place for a weapon, unit, or individual to fight that provides the best means to accomplish the assigned mission.

principal direction of fire the direction of fire assigned or designated as the main direction in which a weapon will oriented. It is selected based on the enemy, mission, terrain, and weapons capability.

priority intelligence requirements those intelligence requirements for which a commander has an anticipated and stated priority in his task of planning and decision making. *See also information requirements.*

PSG platoon sergeant

PSMK portable sign-making kit

psychological operations a planned psychological activity in peace and war directed toward enemy, friendly, and neutral audiences to create attitudes and behavior favorable to the achievement of political and military objectives.

PSYOP psychological operations

PW prisoner of war

PWIC prisoner of war information center

PWIS prisoner of war information system

PZ pickup zone

quartering party a group of unit representatives dispatched to a probable new site of operations in advance of the main body to secure, reconnoiter, and organize an area prior to the main body's arrival and occupation. May also be known as advance party.

r rifleman

radiation dose the total amount of ionizing radiation received by a specified area of the body or by the whole body. The unit of measure used in military training and operations is centigray.

radiation dose rate the radiation dose (dosage) absorbed per unit of time. A radiation dose rate can be set at some particular unit of time; that is, H + 1 hour would be called H + 1 radiation dose rate. See ***also radiation dose.***

raid an operation, usually small-scale, involving a swift penetration of hostile territory to secure information, to confuse the enemy, or to destroy enemy installations. It ends with a planned withdrawal on completion of the assigned mission.

railway division that portion of a railroad ranging from 140 to 240 kilometers long and assigned to and supervised by a superintendent or a railway battalion.

rally point an easily identifiable point on the ground where units can reassemble or reorganize if they become dispersed.

RAOC rear area operations center

RATELO radio-telephone operator

RATT radio teletypewriter

rb rear battle

rd round

rear area the area in the rear of the combat and forward areas. Combat echelons from the brigade through the field army normally designate a rear area. For any particular command, that area extending rearward from the rear boundary of their next subordinate formations or units deployed in the main battle or defense area to their own rear boundary. It is here that reserve forces of the echelon are normally located. In addition, combat support and CSS units and activities locate in this area.

rear area of interest an area that is based on METT-T and the commander's concept of the operation. It is determined by the commander based on known requirements. The area will possibly overlap other rear area commanders' areas of interest as well as those commanders' AOS.

rear area of operations a geographical area where several commanders may be conducting operations simultaneously and where the DISCOM, COSCOM, or other rear area commander has been granted the authority to conduct operations. Elements of higher and lower support echelons may be operating or located in the same area. Planning includes the conduct of CSS operations and considerations brought about by the extremely large area involved. Potential targets for rotary-winged aircraft, air assault troops, special-operations units are critical.

rear area operations center an Army rear area control center responsible for planning, coordinating, directing, and monitoring the rear battle.

recon reconnaissance

reconnaissance patrol a small patrol used to gain information about the enemy, preferably without their knowledge.

recovery operations extricating damaged or disabled equipment, and moving it to locations where repairs can be made. Recovery is the primary responsibility of the using unit.

reduced lighting *see JCS Publication 1-02.*

reference point a prominent, easily located point on the terrain.

refugee a civilian who, by reason of real or imagined danger, has left home to seek safety elsewhere.

release point a clearly defined control point on a route where specific elements of a column of ground vehicles or a flight of aircraft revert to their respective commanders, each one of these elements, continuing its movement toward its own appropriate destination. In dismounted attacks (especially at night), that point where a commander releases control of subordinate units to their commanders or leaders.

repatriate to restore or return to one's country of origin, allegiance, or citizenship (repatriate prisoners of war as quickly as they can be processed).

retrans retransmission

RMCT regional movement control team

route reconnaissance a directed effort to obtain detailed information of a specified route and all terrain from which the enemy could influence movement along that route. *See also area reconnaissance; zone reconnaissance.*

rp release point

rpm rounds per minute

RSTA reconnaissance, surveillance, and target acquisition

RTOC rear tactical operations center

rubbling to reduce to rubble.

RWI radio wire integration

sally port large gate or passage in fortified place.

SALUTE size, activity, location, unit, time, equipment

SAM surface-to-air missile

SAW squad automatic weapon

scheme of maneuver that part of a tactical plan to be executed by a maneuver force to achieve its assigned objectives or to hold its assigned area.

scty security

sec section

sector of fire an area that is required to be covered by the fire of an individual, a weapon, or a unit.

sensor equipment that detects and indicates terrain configuration, the presence of military targets, and other natural and manmade objects and activities, by means of energy reflected or emitted by such targets or objects. The energy may be nuclear, electromagnetic (including the visible and invisible portions of the spectrum), chemical, biological, thermal, or mechanical (including sound, blast, and earth vibrations).

SGS Secretary General Staff

SIDPERS standardized installation and divisional personnel report system

sig signal

SINCGARS single-channel ground and airborne radio system

SITREP situation report

SJA staff judge advocate

SL squad leader

SOI signal operation instructions

SOP standing operating procedure

SOTI security, operations, training, and intelligence

Sp start point

SP security police (USAF)

SPC specialist

spec special

special ammunition ammunition for nuclear and chemical weaponry.

special-purpose MP **units** MP units that focus on one MP mission continuously that is, some units provide security for special ammunition; some enhance security of port, rail, and pipeline operations; others evacuate and intern EPWs; while yet others confine US military prisoners or investigate criminal activities. *See FM 19-1 for discussion of types of MP units.*

SPO security plans and operations

SPOTREP spot report

spt support

spt'd supported

sqd squad

SSG staff sergeant

SSN social security number

staging area a general locality containing accommodations for troops that is established for the concentration of troop units and transient personnel between movements over the LOC. Also referred to as intermediate staging area or intermediate staging base.

STANAG standardization agreement

STANO surveillance, target acquisition, and night observation

start point a clearly defined initial control point on a route where specific elements of a column of ground vehicles or a tight of aircraft come under the control of the commander having responsibility for the movement. See ***also release point.***

static fixed in one place for a specific mission; for example, TCPs.

STATREP status report

straggler a military member who, without apparent purpose or assigned mission, becomes separated from his or her unit.

STRESS search, tag, report, evacuate, segregate, and safeguard

suppressive fire fire that does not let any enemy see, track, or shoot a target. Direct or indirect fire close enough to any enemy machine gun to keep its gunner from aiming and firing is suppressive fire. Smoke placed on an enemy position that keeps the enemy from seeing a target is also suppression. MP use suppressive fire to prevent losses during friendly movement.

surveillance a systematic observation of airspace or surface areas by visual, aural, electronic, photographic, or other means.

svc service

swbd switchboard

SWO staff weather officer

TA theater army

TAACOM theater army area command

TAB target acquisition battery

tac tactical

TAC Tactical Air Command (USAF)

TACCS tactical army combat service support computer system

tactical combat force those combat forces the echelon commander assigns the mission of defeating rear battle Threat forces.

TAI target area of interest

TAMCA TA Movement Control Agency

TAOC theater army operations center

T&E traversing and elevating

target reference point an easily recognizable point on the ground (either natural or manmade) used for identifying enemy targets or controlling fires. TRPs are usually designated by company commanders or platoon leaders for company teams, platoons, sections, or individual weapons. They can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. TRPs are designated by using the standard target symbol and target numbers issued by the fire support team or the fire support officer. Once designated, TRPs also constitute indirect fire targets.

task organization a temporary grouping of forces designed to accomplish a particular mission. Task organization involves the distribution of available assets to subordinate control HQ by attachment or by placing assets in DS or under OPCON of the subordinate.

TCC theater communication command

TCF tactical combat force

TCP traffic control post

temp temperature

template a standardized graphic display of enemy force structure, deployment, or capabilities allowing leaders to "see" the rear area.

terminal a terminal consists of a number of distinct, although correlated, areas, such as storage areas (covered and open), piers (land and water sides), beach or shore areas, entrances and exits, anchorage areas, and ships tied up at piers. It may also include POL discharge points, pipelines, and POL storage areas.

terrain analysis the process of interpreting a geographic area to determine the effect of the natural and manmade features on military operations.

TF transmission factor

time on target The method of firing on a target in which various artillery units, mortars, and/or naval gunfire support ships fire their initial rounds to strike the target simultaneously at the time required. The time at which aircraft are scheduled to attack or photograph a target. The actual time at which aircraft attack or photograph a target. The time at which a nuclear detonation is planned at a specified desired ground zero.

tl team leader

tm team

TM technical manual

TMT transportation motor transport

TOE table(s) of organization and equipment

TOT time on target

trans transportation

TRANSCOM transportation command

transporter mission vehicle for carrying special ammunition.

TRL traffic regulating line

TRP target reference point

turn back dose half of the operation exposure guide.

turn back dose rate a centigray reading, set by the command, that must not be exceeded. If you are halfway through your route, continue. If you are less than halfway, turn back.

two-person rule an access control techluique in which a minimum of two authorized persons, each capable of detecting incorrect or unauthorized procedures with respect to the task being performed, and each familiar with applicable safety and security requirements, must be present during any operation that gives access to material requiring protection. It prohibits access to protected material by a lone individual.

UIN unit identification number

US United States

USACIDC US Army Criminal Investigation Command

USAF United States Air Force

veh vehicle

VHF very high frequency

VT variable time

Vul vulnerability

w/ with

wedge (or vee) formation a formation of vehicles or personnel that permits excellent fire to the front and good fire to each flank, facilitates control, permits sustained effort, provides flank security, and lends itself readily to fire and movement. It is often used when the enemy situation is vague and contact is imminent.

w/o without

WO warning order

wt weight

XO executive officer

zone reconnaissance a directed effort to obtain detailed information concerning all routes, obstacles (to inelude chemical or radiological contamination), terrain, and enemy forces within a zone defined by boundaries. A zone reconnaissance normally is assigned when the enemy situation is vague or when information concerning cross-country trafficability is desired. *See also area reconnaissance, route reconnaissance.*

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