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Tactical Combat Casualty Care (TCCC)

Steps

1. Achieve Fire Superiority
2. Ask: return fire/move to cover/self-aid
3. Assist

AVPU

A – Alert

V – Verbal

P – Pain

U – Unresponsive

MARCH

M – Massive Hemorrhaging

A – Airway

R – Respiratory

C – Circulation

H – Hypothermia

9-LINE MEDEVAC REQUEST

Line 1: Location of Pick-up Site:

Line 2: Call Sign: Freq:

Line 3: Number of Patients By Precedence

- _____ A - Urgent (within 2 hrs)
- _____ B - Priority (within 4 hrs)
- _____ C - Routine (within 24 hrs)

Line 4: Special Equipment Required

- A - None
- B - Hoist
- C - Extraction Equip
- D - Ventilation

Line 5: Number of Patients & Type

Litter: Ambulatory:

Line 6: Security at Pick-up Site

- N - No enemy troops in area
- P - Possible enemy troops (approach w/ caution)
- E - Enemy troops in area (approach w/ caution)
- X - Enemy troops in area (armed escort req.)

Line 7: Method of Marking PZ

- A - Panels
- B - Pyrotechnic Signal
- C - Smoke Signal (Color: _____)
- D - None
- E - Other

Line 8: Patient Nationality & Status

- A - US Military
- B - US Civilian
- C - Non-US Military
- D - Non-US Civilian
- E - EPW

Line 8: Patient Nationality & Status

N - Nuclear B - Biological C - Chemical

MLS-9LBC

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TLP's

1. Receive the Mission
2. Issue WARNO
3. Make Tentative Plan
4. Initiate Movement
5. Conduct Recon
6. Complete Plan
7. Brief Complete Plan
8. Supervise and Refine

Mission Variables (METTTC)

M - Mission

E - Enemy

T - Terrain/Weather

T - Troops

T - Time

C - Civilian Consideration

Terrain Considerations (OAKOC)

O - Observations/Fields of Fire

A - Avenues of Approach

K - Key Terrain

O - Obstacles

C - Cover/Concealment

1

Radio Set up

1. Install Battery, antenna & Handset
2. Turn Knob to – LD (Load)
3. Menu/clear – mode = FH
4. 7/CHG – SC (single channel)
5. Menu/clear – comset = CR
6. 7/CHG – PT (plain text)
7. Menu/clear – Volume
8. Click # for volume (1-9)
9. Menu/clear – Channel
10. Menu/clear – Power = LO
11. Menu/clear – Freq
12. Type # for Frequency
13. STO
14. Load – on

Radio Power Off

1. Turn nob to Z
2. Clear frequency
3. Turn nob to off

Field Expedient Antenna

Quarter-wavelength antenna
= $234/\text{Frequency}$

SALUTE Report

Size

Activity

Location

Unit

Time

Equipment

Principles of Patrolling

1. Planning
2. Recon
3. Security
4. Control
5. Common Sense

SLLS – Stop, Look, Listen, Smell

GOTWA

Going where

Others I'm taking with me

Time I'm expected to return

What to do if I don't Return

Actions to take if I/you are hit

CALL FOR FIRE

- Observer ID / Call Sign _____
FDC / Battery Call Sign _____
- Warning Order: Danger Close Distances
Mortars and artillery - 600m
 - Type of Mission Small Naval Guns - 750m
Large Naval Guns - 1000m
 - Adjust Fire
 - Fire for Effect
 - Suppress
 - Immediate Suppression
 - Size of Element to Fire: _____
(*Omission indicates request for one battery)
 - Method of Target Location:
 - Grid (8 Digit and Tgt Elevation)
 - Polar (Dis. & Dir. From Observer & Tgt Elevation)
 - Shift from a Known Point
- Target Location:
 - Grid - _____
 - Polar - _____
 - Shift from a Known Point - Dir. to target
 - Lateral Shift (Left/Right) in Meters _____
 - Range Shift (Add/Drop) in Meters _____
 - Vertical Shift (Up/Down) in Meters _____
- Target Description: (#, Type, Activity, Cover)
(c) Susho668.deviantart.com
- Method of Engagement:
 - FIRE TYPE: AREA or PERCISION
 - DANGER CLOSE? YES / NO
 - AMMO TYPE: HE / Illum / Smoke / Special
 - SHEAF: 5 Degree / Converged / Special / Open / Parallel
- Method of Fire Control:

<input type="checkbox"/> Fire When Ready	<input type="checkbox"/> Continuous Illum.
<input type="checkbox"/> At My Command	<input type="checkbox"/> Coordinated Illum.
<input type="checkbox"/> Cannot Observe	<input type="checkbox"/> Continuous Fire
<input type="checkbox"/> Time on Target	<input type="checkbox"/> Cease Loading
<input type="checkbox"/> Check Fire	<input type="checkbox"/> Repeat

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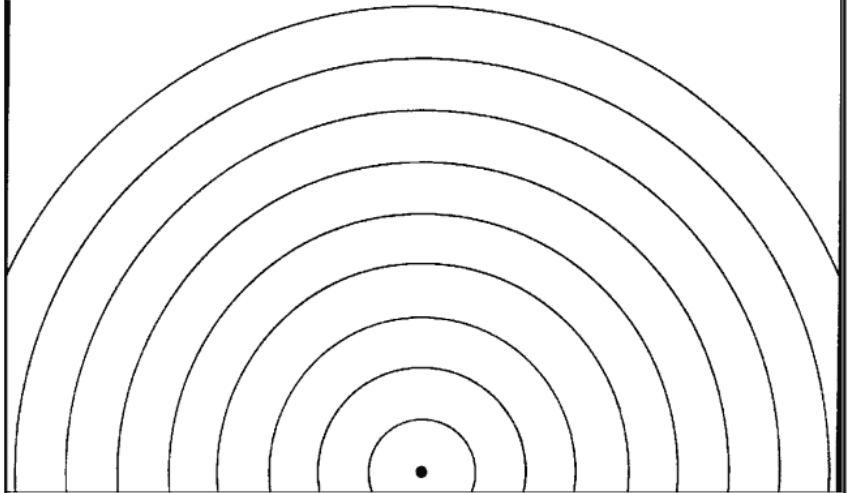
Adjusting: _____ this is _____, add/drop(m)
_____ left/right _____
Fire for effect, over. (Return Damage assessment afterwards)

7

STANDARD RANGE CARD

For use of this form see FM 3-21.71; the proponent agency is TRADOC.

SOD _____	May be used for all types of direct fire weapons.	MAGNETIC NORTH
PLT _____		
CO _____		



DATA SECTION

POSITION IDENTIFICATION			DATE		
WEAPON			EACH CIRCLE EQUALS _____ METERS		
NO.	DIRECTION/DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION

REMARKS:

DA FORM 5517-R, FEB 1986

APD PE v1.01

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OPORD Shell

Mission Type:

Task Org:

1st:

2nd:

3rd:

WPN:

Situation

OAKOC:

Weather:

Enemy Info:

Friendly Info:

Fire Support:

Civilian Considerations & Attachments/Detachments:

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Order of Movement:

Leaders Recon:

Aid and Litter

EPW

Demo

P:

A:

P:

A:

P:

A:

Scheme of Movement

- 1) Movement from Start Point to ORP
- 2) Leaders Recon (From ORP to OBJ)
- 3) Actions on the Objective (From ORP to OBJ)
- 4) Movement to Follow on Location

(Distance/Direction/Formation/Technique)

-Use map, walk step-by-step

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Actions on the Objective

-Use TMK, walk step-by-step

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Mission

Mission: (Who, What, NLT, Grid, IOT) – repeat twice

Commanders Intent:

Purpose:

Endstate:

Execution

Big Picture:

Planning Timeline



Overall Timeline



T:		T:	
P:		P:	
T:		T:	
P:		P:	

Priorities of Work	Priorities of Rehearsal
1	1
2	2
3	3

9

Command

Command Post Location:

Succession of Command:

Signal

Running Password:

Challenge Password:

Number Combo:

P:
A:
C:
E:

1st S&D

2nd S&D

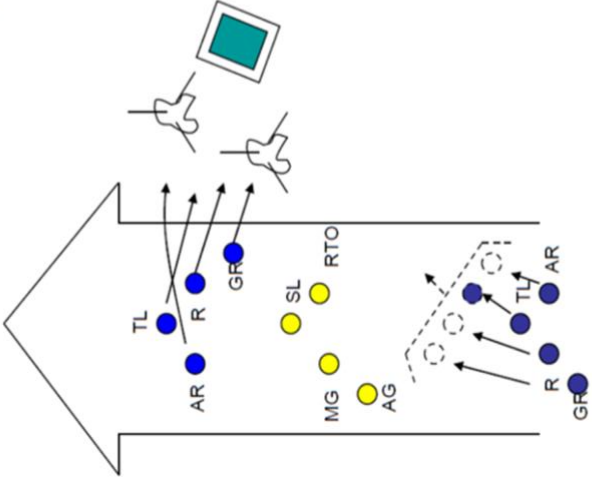
3rd S&D

Weapons

REACT TO A NEAR AMBUSH

2 MAY00

BATTLE DRILL 4



- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS) RETURN FIRE IMMEDIATELY
- SEEK NEAREST AVAILABLE COVER
- ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE: IDENTIFY ENEMY LOCATION
- PLACE ACCURATE SUPPRESSIVE FIRE
- SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE

REACT TO A FAR AMBUSH

BATTLE DRILL 4

EXECUTE SQUAD ATTACK OR BREAK CONTACT

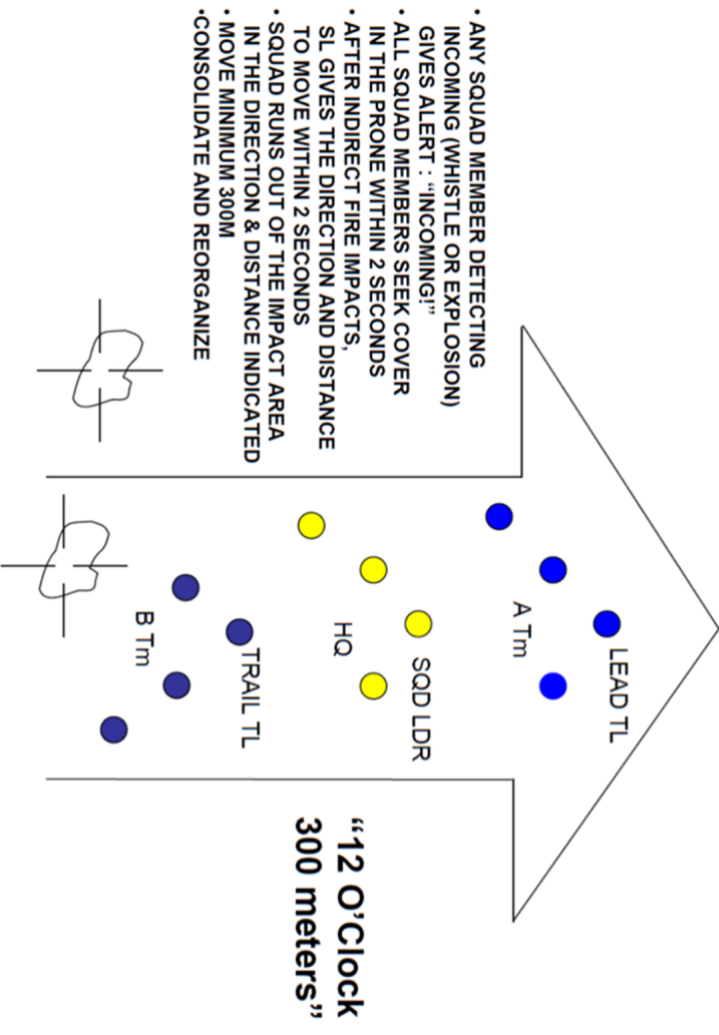
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LACE	1 st	2 nd	3 rd	Weapons
Liquid:				
Ammunition:				
Casualties:				
Equipment:				

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REACT TO INDIRECT FIRE

2 MAR 08

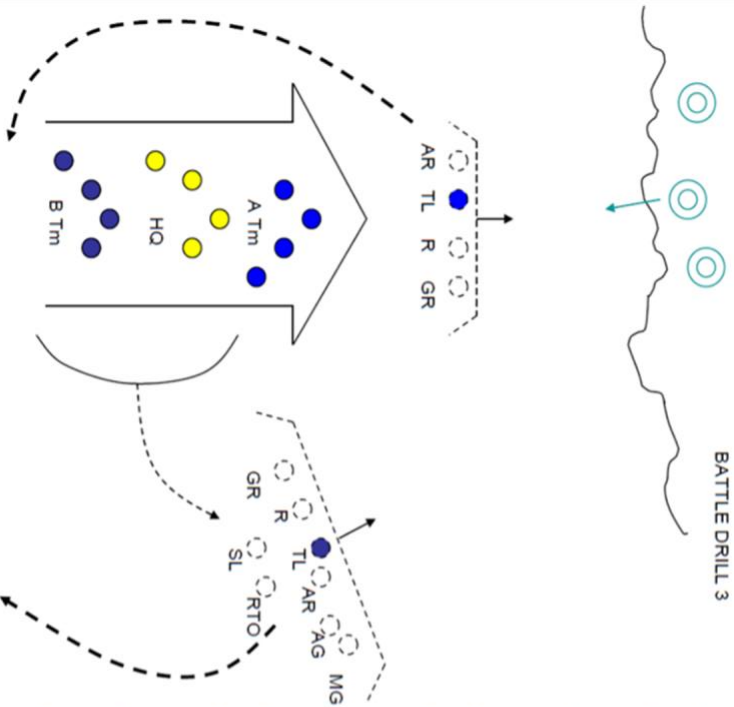


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BREAK CONTACT

2 MAY 00

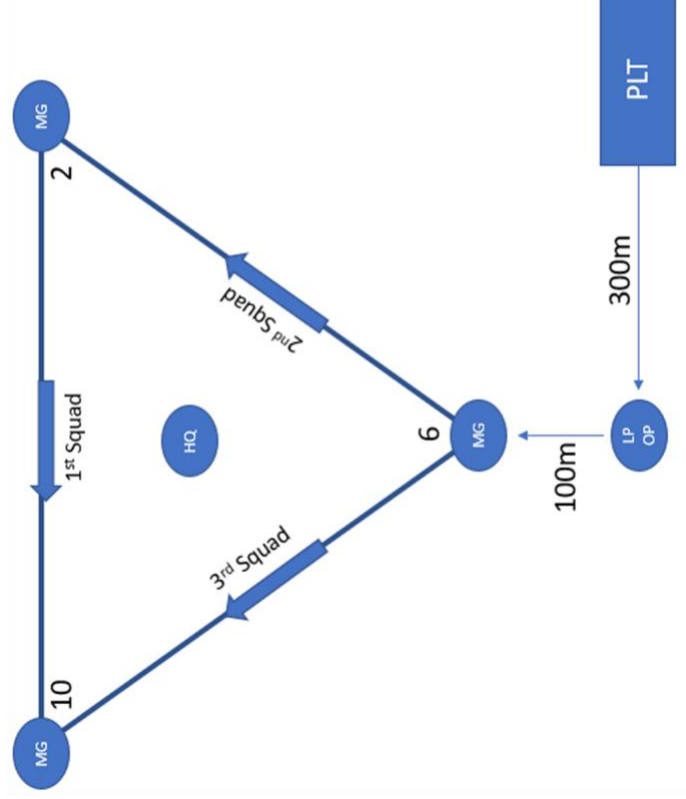
BATTLE DRILL 3



- SQUAD LEADER ORDERS:
 - “BREAK CONTACT”
- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ELEMENT
- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ELEMENT
- SBF SUPPRESSES ENEMY POSITION
- MANEUVER USES SMOKE TO MASK MOVEMENT
 - TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY
- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT
- SBF USES SMOKE TO SCREEN MOVEMENT
 - TAKES UP OVERWATCH POSITION
- SQUAD CONTINUES TO BOUND AWAY UNTIL CONTACT IS BROKEN
- CONSOLIDATE/REORGANIZE

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Patrol Base Part 2: Occupation



- PLT enters PB single file
- 1st squad spaced evenly between 10/2, 2nd between 6/2 and 3rd between 6/10
- Machine guns placed at apexes
- Javelins facing vehicle approaches
- PL (with another leader) will check positioning and sectors of squads
- CP established at the center

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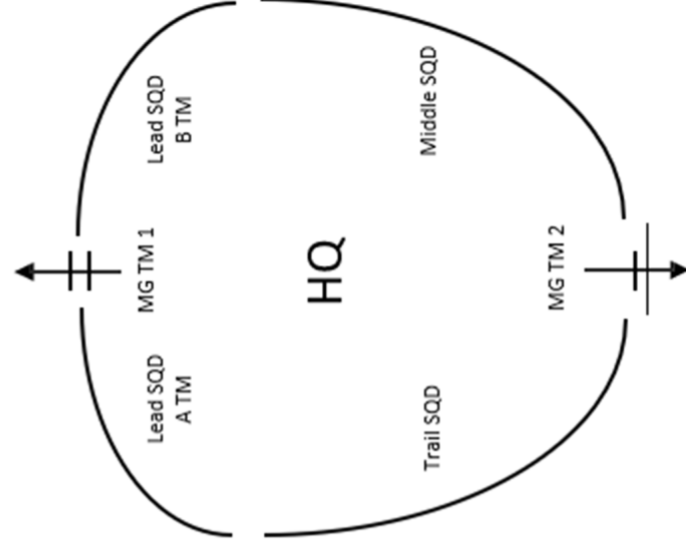
PLT Short Halt / ORP

Set up a PLT Short Halt

1. Lead SQD splits into teams in a half moon shape
2. Middle SQD takes right security
3. Trail SQD takes left security
4. HQ moves to center
5. MG teams position themselves at the 12 o'clock and 6 o'clock

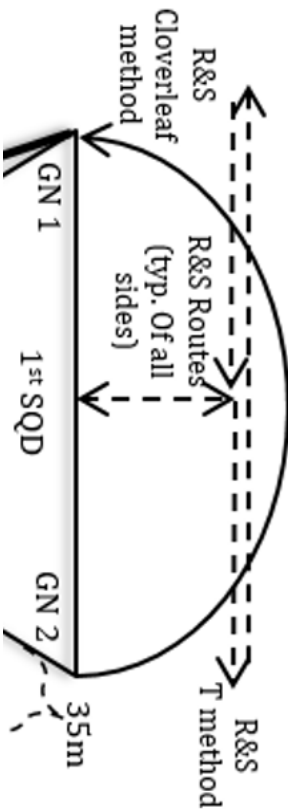
Short Halt Criteria

1. Out of sight sound and small arms range of OBJ
2. Off roads and paths
3. Cover and Concealment
4. Identifiable to occupants
5. ORP approximately 200-400m from OBJ in good visibility
6. ORP approximately 100-200m from OBJ in poor visibility



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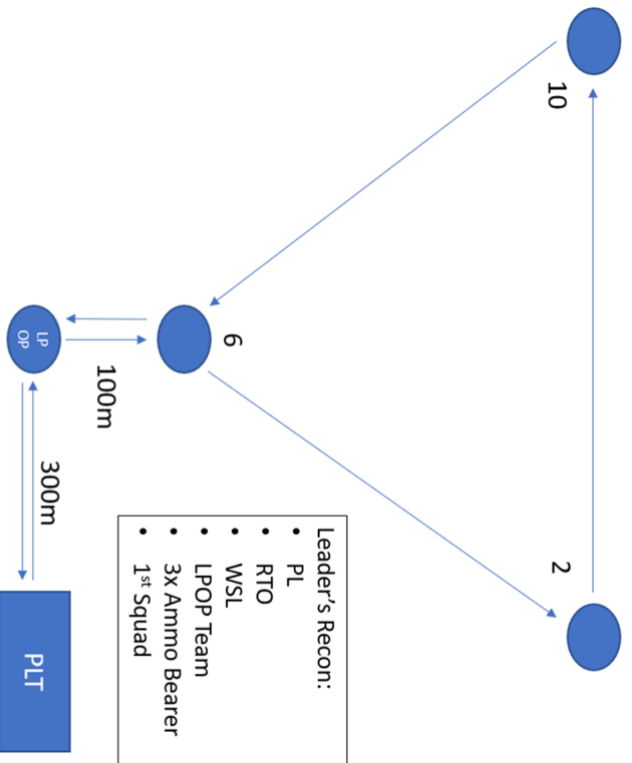
Patrol Base Part 3: R&S



- Each squad will send two soldiers to the CP to serve as R&S teams.
- PL will brief them
 - They will look for: enemy, water, built-up areas or human habitat, roads, trails, or possible rally points
 - How far to search (usually 200-400m)
 - Prepare sketches for defense

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Patrol Base Part 1: Leaders Recon



- Site Selection
- Black and Gold
 - Water, cover, off lines of drift

LRC

- Stop 300m away - ORP
- Leader's Recon will depart
- LPOP will be set up 100m away from PB site
- 90 degree turn
- Leave ammo bearers at every apex
- If the site is suitable, PL will return to the rest of the PLT to lead them to the site

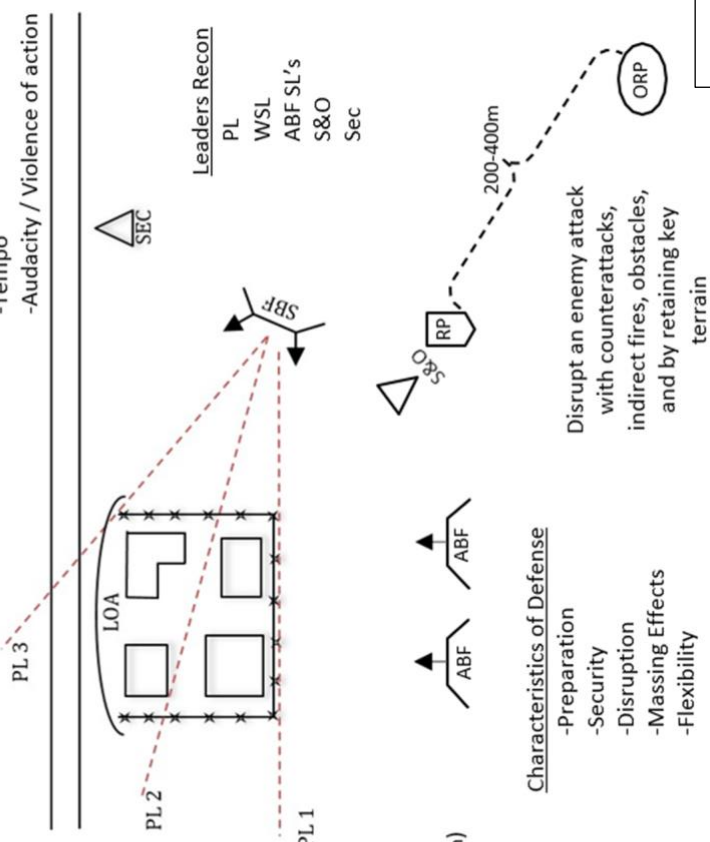
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Conduct Attack

1. Recon and clear ORP (SLLS, cigar shape)
2. LR (GOTWA, count out)
3. RP (leave SL's, GOTWA)
4. Set S&O & FO (GOTWA, sketch OBJ)
5. Set L & R Security or give Dist & Dir (GOTWA, engagement criteria, containment)
6. Pick up SL's form RP
7. Recon SBF (Lay in each GN TM position to ensure Eyes on)
8. Check in with S&O
9. Recon ABF (Identify lanes, Phase lines, TRP's, LOA)
10. Check in with S&O
11. Return to ORP (GOTWA)
12. Radio PSG
13. Fill in SBF (confirm shift/cease fire plan)
14. Fill in ABF (Get on line and crawl into position)
15. Initiation (mad minute, fire control measures, shift fire, phase lines)
16. ASLT across OBJ (bounding, LOA, cease fire)
17. ABF Consolidation (Reload, LACE reports)
18. Special Teams (EPW, clear in-search out, Aid & litter, DEMO)
19. SBF and SEC consolidate on OBJ
20. Set up defensive perimeter

PLT Attack

- Surprise
- Concentration of fires
- Tempo
- Audacity / Violence of action



Characteristics of Defense

- Preparation
- Security
- Disruption
- Massing Effects
- Flexibility

Patrol Base Part 4: Priorities of Work

Priorities of Work

1. Security

Sectors of fire, R&S teams, sector sketches, 1pt entry/exit, claymores, stand to times

2. Withdraw Plan

Black & Gold Plan, signal, order of movement, rendezvous point

3. Communications Plan

Always monitored, RTO rotations

4. Mission Prep and planning

Plan, issue OPORD, Rehearse

5. Weapons Maintenance

<=33%, Machine gun priorities
M249 can replace M240 on apex, never at night

6. Water Resupply

Water resupply party

7. Mess Plan

<=50%, 1-3m behind line, clean up before departure

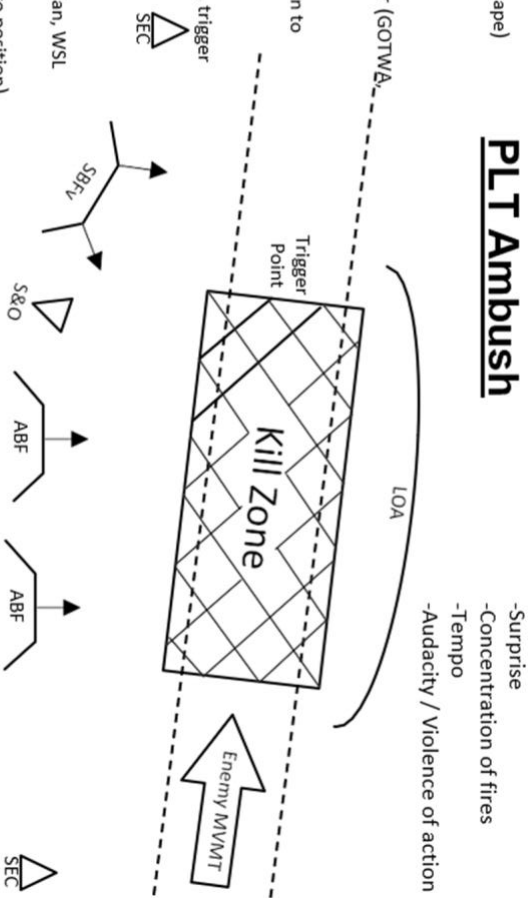
8. Rest Plan

>=33% security

Conduct Ambush

1. Recon and clear ORP (SLLS, cigar shape)
2. LR (GOTWA, count out)
3. RP (leave SL's, GOTWA)
4. Set S&O & FO (GOTWA, sketch OBJ)
5. Set L & R Security or give Dist & Dir (GOTWA, engagement criteria, containment)
6. Pick up SL's form RP
7. Recon SBF (lay in each GN TM position to ensure Eyes on)
8. Check in with S&O
9. Recon ABF (Identify lanes, TRP's, LOA, trigger point)
10. Check in with S&O
11. Return to ORP (GOTWA)
12. Radio PSG
13. Fill in SBF (confirm shift/cease fire plan, WSL set claymore)
14. Fill in ABF (Get on line and crawl into position)
15. Security provides early warning
16. Initiation with highest casualty producing weapon (trigger point, mad minute, fire control measures, shift fire)
17. ASLT across OBJ (bounding, LOA, cease fire)
18. Consolidation (Reload, LACE reports)
19. Special Teams (EPW, clear in-search out, Aid & litter, DEMO)
20. Withdraw under 5min (ABF, SBF, SEC)

PLT Ambush



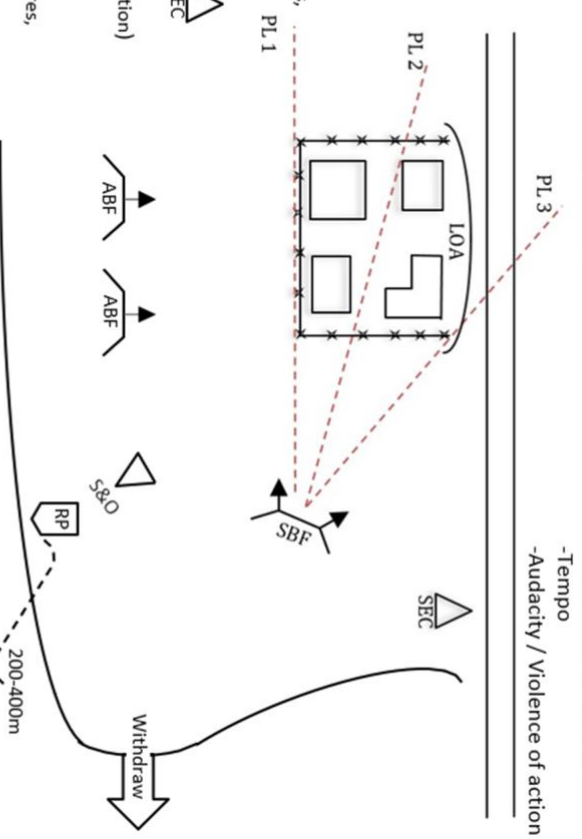
Categories	Types	Formations	Leaders Recon
-Hasly	-Point	-Linear	PL
-Deliberate	-Area	-L - Shaped	WSL
			ABF SL's
			S&O
			Sec

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Conduct Raid

1. Recon and clear ORP (SLLS, cigar shape)
2. LR (GOTWA, count out)
3. RP (leave SL's, GOTWA)
4. Set S&O & FO (GOTWA, sketch OBJ)
5. Set L & R Security or give Dist & Dir (GOTWA, engagement criteria, containment)
6. Pick up SL's form RP
7. Recon SBF (lay in each GN TM position to ensure Eyes on)
8. Check in with S&O
9. Recon ABF (Identify lanes, Phase lines, TRP's, LOA)
10. Check in with S&O
11. Return to ORP (GOTWA)
12. Radio PSG
13. Fill in SBF (confirm shift/cease fire plan)
14. Fill in ABF (Get on line and crawl into position)
15. ABF attempts to move on OBJ using stealth (if applicable)
16. Initiation (mad minute, fire control measures, shift fire, phase lines)
17. ASLT across OBJ (bounding, LOA, cease fire)
18. Consolidation (Reload, LACE reports)
19. Special Teams (EPW, clear in-search out, Aid & litter, DEMO)
20. Planned Withdraw (ABF, SBF, SEC)

Raid



- Surprise
- Concentration of fires
- Tempo
- Audacity / Violence of action

Raid Objectives

- Capture Prisoners
- Destroy logistical areas
- Obtain information
- Confuse the enemy
- Disrupt enemy plans
- Seize Contraband

Smallest element for a

Raid is a platoon

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Reconnaissance

Conduct Reconnaissance

1. Recon and clear ORP (SLLS, cigar shape)
2. Move to near side RP
3. Pinpoint Objective
4. Set S&O team
5. Split into two teams and cloverleaf around objective (GOTWA, estimate far side RP)

- a. Conduct long range surveillance if possible
 - b. Conduct short range surveillance if necessary
7. Meet up at far side RP (determine if all PIR has been obtained)

8. Switch sides and cloverleaf back around objective if time permits (GOTWA)

9. Consolidate at near side RP (retrieve S&O team)

10. Return to ORP (Report to higher, disseminate information)

S&O Observation	R&S - Reconnaissance and Surveillance	OP - Observation Post
Types	Area	Zone
Surveillance and Observation	Route	Route
Actions at OP	Low crawl into position	Compose SALUTE report
	Sketch OBJ	

