

Military English

Tactical and Peacekeeping Operations

Aide-Mémoire

for Teachers

Army

- | | |
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Introduction

This Aide-Mémoire contains just some of the key terms that you will need to understand as a teacher of army personnel.

As part of your professional development you need to learn the key words, terms and collocations which your students will need to learn and use.

The coursebook materials you will be using will be your starting point. Then you should access published field manuals and use them to expand your knowledge.

US Army Field Manuals

The Army Publishing Directorate (APD) publishes US Army Field Manuals. These are in the public domain so you can use them for research and to create materials.

<https://armypubs.army.mil/ProductMaps/Pub-Form/FM.aspx>

Using this Aide Memoire

This is a pocket sized 'cheat sheet' to remind you of some of the most common terms. I suggest you print it out, laminate it and then keep it in your pocket. Review it regularly and use it to test yourself.

Good luck!

Rob

1. Army Ranks

NATO CODE	Great Britain	USA
OF10	Field-Marshal	General of the Army
OF9	General	General
OF8	Lieutenant General	Lieutenant General
OF7	Major General	Major General
OF6	Brigadier	Brigadier General
OF5	Colonel	Colonel
OF4	Lieutenant Colonel	Lieutenant Colonel
OF3	Major	Major
OF2	Captain	Captain
OF1	Lieutenant 2nd Lieutenant	1st Lieutenant 2nd Lieutenant
OR9	Warrant Officer Class 1	Sergeant Major
OR8	Warrant Officer Class 2	Master sergeant/ First sergeant
OR7	Staff/Colour Sergeant	Sergeant 1st class
OR6	Sergeant	Staff Sergeant
OR5		Sergeant
OR4	Corporal	Corporal/Specialist
OR3	Lance Corporal	Private 1st Class
OR2/1	Private	Private

2. Units/Formations: US Army

Fireteam	4 soldiers
Squad	8 to 12 soldiers; Corporal, Sergeant or Staff Sergeant leads.
Platoon	Two to four squads; 16 to 55 soldiers; Lieutenant commands.
Company	Three to five platoons; 60 to 250 soldiers; Captain or Major commands.
Battalion	Two to six companies; 300 to 1,000 soldiers Lieutenant-Colonel commands.
Brigade Combat Team	Two to seven combat battalions; 3,000 to 5,000 soldiers; Colonel commands.
Division	Three brigades; 10,000 to 15,000 soldiers; Major General commands.
Army Corps	Two to five divisions; 20,000 to 50,000 soldiers; Lieutenant General commands.
Army	Two or more corps; 40,000 + soldiers; Lieutenant General or higher commands.

3. PRO Words

When you call someone on the radio you say their call sign first and then your call sign.

Like this:

[Call sign B2:] Alpha One. This is Bravo Two. Over.

You say 'over' to show you have finished talking.

You say 'out' to show the call has ended.

The NCS [or 0 : Zero] is the Net Control Station.

You can omit call signs when there are only two stations on the Net.

The receiving station can omit 'THIS IS' in good conditions when responding to a call.

Use this list of PROWORD to test yourself.

ACKNOWLEDGE

ALL AFTER

ALL BEFORE

AUTHENTICATE

AUTHENTICATION IS

BREAK

CLEAR

CORRECT

CORRECTION

DISREGARD THIS
TRANSMISSION-OUT

DO NOT ANSWER

EXEMPT

FIGURES

FLASH

FROM

GROUPS

I AUTHENTICATE

IMMEDIATE

INFO

I READ BACK

I SAY AGAIN

I SPELL

I VERIFY

MESSAGE

MORE TO FOLLOW

OUT

OVER

PRIORITY

READ BACK

RELAY (TO)

ROGER

ROUTINE

SAY AGAIN

SILENCE

SILENCE LIFTED

SPEAK SLOWER

THIS IS

TIME

TO

UNKNOWN STATION

VERIFY

WAIT

WAIT OUT

WILCO

WORD AFTER

WORD BEFORE

WORD TWICE

WRONG

Give all students as much practice as possible making radio calls using radios

4. TC3: Tactical Casualty Combat Care

Three distinct phases.

Phase 1 Care Under Fire

Priority: win fire fight, then provide aid. Control haemorrhaging (major bleeding) to avoid hypovolemic shock. Use a temporary tourniquet to stop the bleeding.

Phase 2 Tactical Field Care

Soldier medic gives tactical field care. Priority: stabilise casualty until evacuation Use the **MARCH** mnemonic.

M: Massive hemorrhage: control bleeding.

A: Airway: make sure the patient can breathe.

R: Respiration: decompress suspected tension pneumothorax, seal open chest wounds, support breathing.

C: Circulation: establish Intravenous (IV) access and give fluids to treat shock.

H: Head Injury/Hypothermia: prevent or treat hypotension and hypoxia to prevent worsening of Traumatic Brain Injury (TBI) and prevent or treat hypothermia.

Phase 3 Combat Casualty Evacuation Care

Care during evacuation by an aircraft, vehicle, or boat combat casualty evacuation

CASEVAC: Casualty Evacuation

MEDEVAC: Medical Evacuation

TACEVAC Tactical Evacuation

5. OPs: Observation Posts

OPs are used to watch and listen for enemy activity and provide security and intelligence for the platoon.

- Should be sited to allow observation of the designated area.
- Sited to take advantage of natural cover and concealment
- Located within small-arms range of the platoon positions.
- Avoid obvious terrain such as hilltops, water towers, church steeples, tallest buildings, lone trees etc.
- A selected observation post should be observed for 10 to 15 minutes to ensure it is not occupied.
- Use a covered and concealed route to and from the OP. Do not use routes to the OP that skyline soldiers.
- At least two soldiers must man each OP.
- A fire team may man the OP if manned for long periods.
- All soldiers should prepare fighting positions at the OP for protection and concealment.
- OPs should be relieved every two to four hours.
- Radio antenna should be masked from enemy observation

6. Movement, Overwatch & Manoeuvre

Tactical Movement

Tactical movement is the movement of a unit assigned a tactical mission under combat conditions when not in direct ground contact with the enemy.

Infantry formations: Line; Column/File; Vee; Box; Wedge; Diamond; Echelon.

Overwatch

Overwatch is when elements of a unit observe and provide firepower at the ready to cover the rest of the unit during movement or manoeuvre e.g. Travelling Overwatch; Bounding Overwatch; urban patrol.

Maneuver (US) / Manoeuvre (GB)

Movement ends when ground contact is made, or the unit reaches its destination. Movement is not maneuver. Maneuver happens once a unit has made contact with the enemy. There are five forms of offensive maneuver:

1. Envelopment: to surround the enemy forces.
2. Turning movement: to make the enemy move from current positions by seizing objective's to enemy's rear.
3. Infiltration: undetected movement through enemy positions to an objective in the rear.
4. Penetration: breach the enemy's main defense positions, widen the gap created and seize the objective.
5. Frontal attack: an attacking element seeks to destroy a weaker enemy force or fix a larger enemy force along a broad front.

7. Checkpoints

Roadblocks and Check Points (CPs) are a means of controlling movement on roads, tracks, and footpaths.

Four types

Deliberate

Permanent or semi-permanent roadblocks placed on a main road, perhaps near a border, on the outskirts of a city, or on the edge of a controlled area.

Hasty

These roadblocks are easy to set up and dismantle by ground troops, already on patrol, or a rapid reaction force deployed by helicopter.

Triggered

This is a variation of the hasty roadblock, usually used under circumstances where it is often easy for anyone to take avoiding action on sighting a block in operation.

Reactionary

This is a version of the hasty roadblock but is used in reaction to an incident or attack in another area.

Roadblock/Check Point Elements:

Headquarters

Barrier Sentries

Covering Party

Assault Force

Overwatch

8. Convoys

Convoy Elements

(1) March units. smallest element of a convoy; up to 25 vehicles; a squad to platoon-size element; march unit commander.

(2) Serials. A serial is a group of two to five march units; a company to battalion-size element; serial commander.

(3) Columns. A column is a group of two to five serials; a battalion to brigade-size element; column commander.

Convoy Sections and Personnel

All columns, serials, and march units have three parts:

Head. The head is the first vehicle. Contains guide and pacesetter.

Main body. The main body follows immediately after the head and consists of most of the vehicles.

Trail. The trail is the last sector of each march column, serial, and march unit.

The Pacesetter sets the pace needed to meet the scheduled itinerary along the route. Guides are used to ensure the convoy follows the prescribed route. The Trail Maintenance Officer is in charge of the maintenance and recovery personnel and equipment; supervises en route maintenance operations. The Trail Officer is responsible for recovery, maintenance, and medical support.

9. Patrols

A patrol will be tasked to:

- collect information
- confirm or deny accuracy of previously gained information
- provide security
- harass, destroy, or capture the enemy.

Patrols can be conducted dismounted or mounted.

a. Dismounted Patrols. A patrol may be a fire team, squad, platoon, or company. Multiple units maintain mutual support for each other as they move and operate.

b. Mounted Patrols. Mounted patrols are especially useful in an economy of force mission where the unit has a large sector to cover.

Reconnaissance Patrols

Reconnaissance patrols (e.g. a squad) gather information about the enemy, terrain or resources.

Combat Patrols

A combat patrol is a fighting patrol assigned missions that require engagement with the enemy in combat. Used to: capture enemy documents, provide security, and capture or destroy enemy equipment and installations. Four types of combat patrols: raid (to destroy an installation, base etc.), contact (to find and engage the enemy), ambush (to destroy an enemy formation), and security (to protect friendly forces).

10. Orders

WARNO: Warning order

OPORD: Operation order

FRAGO: Fragmentary order

Sequence

STEP 1. Receive the mission

STEP 2. Issue a warning order (WARNO)

STEP 3. Make a tentative plan

STEP 4. Start necessary movement

STEP 5. Reconnoitre

STEP 6. Complete the plan

STEP 7. Issue the complete order (OPORD)

STEP 8. Supervise

Outline of Five Paragraph Order:

Most armies use variations of this kind of order format.

Para I. Situation

A brief description of the enemy and friendly forces dispositions. Point out key locations on the ground, map or sketch. Attachments and detachments to the squad/platoon.

A. Enemy Forces

- Composition, Disposition, Strength
- Capabilities & Limitations
- Most Likely Course of Action
- Most Dangerous Course of Action

- B. Friendly Forces
 - Higher command's Mission & Intent
 - Adjacent Units / Supporting Units
- C. Attachments/Detachments
- D. Civil/Terrain considerations

Para 2. Mission

Concise statement of the task and purpose (who, what, when, where, and why). If not all information is known, state which parts of the mission statement are tentative.

Para 3. Execution

Brief statement of the tentative concept of the operation.

- A. Commander's Intent
- B. Concept of the Operation [incl. Scheme of Maneuver and Fire Support Plan]
- C. Tasks: Time schedule [e.g. earliest time of move; Time and place of OPORD; probable execution time. Inspection times and items to be inspected different from SOP. Rehearsal time, location, and actions to be rehearsed]; Tasks to subordinate key personnel e.g. Platoon sergeant; squad leaders; RATELO; aidman; attachments. Tasks to soldiers helping prepare OPORD. Tasks as needed to others.
- D. Coordinating Instructions (with other units).

Para 4. Service Support

CSS tasks to be accomplished that are different from the TACSOP; Equipment and transportation.

- A. Administration - Enemy Prisoners of War ("EPW") & Casualty Evacuation Plans
- B. Logistics - Food, Ammunition, Supply, Communications, Pyrotechnics, etc.

Para V. Command and Signals

- A. Signals/code words [Primary; Alternate; Contingency; Emergency]; SOI in effect.
- B. Command Location of CP; succession of command (if not SOP).

Acronyms

SOP: Standard Operating Procedure

SOI: Signal Operation Instructions

CSS: Combat Service Supports

TACSOP: Tactical Standard Operating Procedure

CP: Command Post

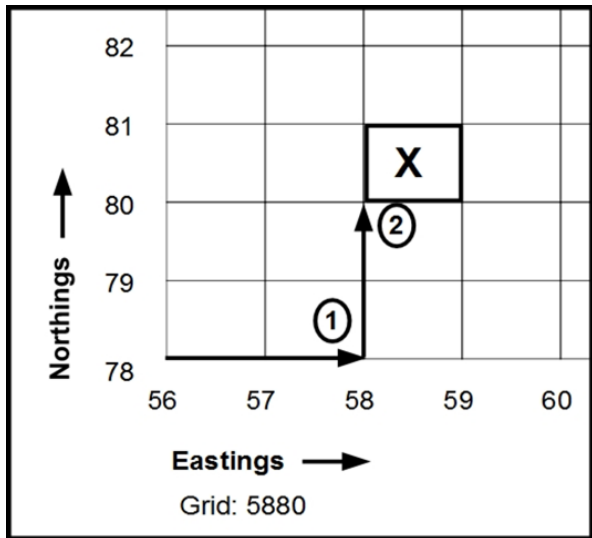
RATELO: Radio Telephone Operator

Give students as much practice as possible giving and listening to orders. They need to understand everything in orders. Every. Single. Detail.

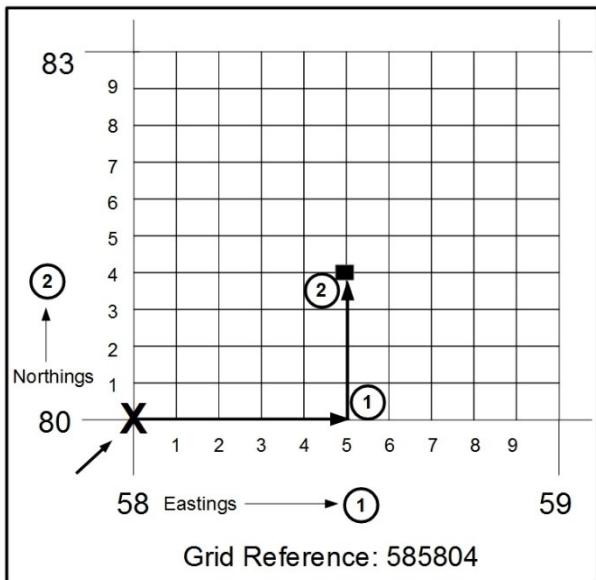
11. Navigation

Military English Tactical and Peacekeeping Operations uses a six-figure grid system. In certain cases, soldiers will need to use more accurate 8 figure grids references.

Maps are divided into numbered squares. These squares are made by the grid lines on the map. There are two kinds of grid lines: eastings and northings. See below.



Eastings: are lines that run vertically up and down the map. They increase in number the further you move east. Northings: are lines that run horizontally across the map. They increase in number the further you move north. Now imagine the square 5880 is divided into 10 x 10 smaller squares. Use these squares to calculate the 6-figure grid number as in the example below. Calculate the easting first and add it to the 4-figure grid reference and then the northing.



12. Numbers and Time

Numbers

0/zero (US) / oh (GB)		
1/one/wun	2/two/too	3/three/tree
4/four/fower	5/five/fife	6/six
7/seven	8/eight/ait	9/nine/niner

Time

1 a.m.	01:00	zero one hundred (hours) (US) oh one hundred (hours) (GB)
5.30 a.m.	05:30	zero five thirty (hours) oh five thirty (hours)
7.45 a.m.	07:45	zero seven forty-five (hours) oh seven forty-five (hours)
10.15 a.m.	10:15	ten fifteen (hours)
1 p.m.	13:00	thirteen hundred (hours)
4.30 p.m.	16:30	sixteen thirty (hours)

Date Time Group: DDHHMM(Z)MONYY

Day: DD e.g. 08

Hours + Minutes: HHMM e.g. 1330

Time Zone: e.g. Zulu

Day: e.g. Monday

Month: e.g. February

Year: YY e.g. 20

13. Key Acronyms

The acronyms in this list are mainly US Army terms. There will be differences between armies, and there are many more acronyms. These are just a key selection.

Ask your students to match acronyms and meanings, then ask them to sort sets of acronyms into categories, then revise the acronyms constantly.

AA	assembly area
AA	avenue of approach
AO	area of operations
APC	armored personnel carrier
BCT	Brigade Combat Team
BHL	battle handover line
BP	battle position
BRIDGEREP	report of bridge, overpass, culvert, underpass, or tunnel
C2	command and control
CAS	close air support
CASEVAC	casualty evacuation
CCP	casualty collection point
CFL	coordinated fire line
COA	course of action
CP	check point
CP	command post
CROSSREP	report of ford, ferry, or other water crossing site
CS	combat support
DS	direct support
EA	engagement area
EPW	enemy prisoner of war
ESTAT	equipment status report

FA	field artillery
FAC	forward air controller
FDC	fire direction center
FEBA	forward edge of the battle area
FFA	free fire area
FIST	fire support team
FLOT	forward line of own troops
FO	forward observer
FRAGO	fragmentary order
FSCL	fire support coordination line
FSCOORD	fire support coordinator
FSE	fire support element
FSO	fire support officer
FWF	former warring factions
HPT	high-priority target
HQ	headquarters
HVT	high-value target
ID	identification
IFV	Infantry fighting vehicle
IRP	initial rally point
JFC	Joint Force Commander
JTF	Joint Task Force
KIA	killed in action
LACE	liquid, ammunition, casualty, and equipment
LC	line of contact
LD	line of departure
LD/LC	line of departure is line of contact
LO	liaison officer
LOA	limit of advance
LOC	line of communication
LOS	line of sight
LOW	law of war
















LRP	logistic release point
LT	lieutenant
LZ	landing zone
MBA	main battle area
MBT	Main Battle Tank
MEDEVAC	medical evacuation
MEL	maximum engagement line
METL	mission essential task list
METT-TC	mission, enemy, terrain (and weather), troops, time available, and civilian
MOPP	mission-oriented protective posture
MOS	military occupational speciality
MOUT	military operations on urbanized terrain
MSD	minimum safe distance
MSR	main supply route
MVT	Movement
NCO	non-commissioned officer
NCOIC	non-commissioned officer in charge
NCS	net control station
NEO	non-combatant evacuation operation
NFA	no-fire area
NMC	non-mission capable
OAKOC	observation and fields of fire, avenues of approach, key and decisive terrain, obstacles, cover and concealment
OIC	officer in charge
OP	observation post
OPCON	operational control
OPLAN	operational plan
OPORD	operation order

OPSEC	operations security
OPTEMPO	operational tempo
ORP	objective rally point
PCC	pre-combat check
PCI	pre-combat inspection
PFC	private first class
PI	percent of incapacitation
PL	platoon leader
PL	phase line
PLD	probable line of deployment
PSG	platoon sergeant
PX	post exchange
PZ	pickup zone
REDCON	readiness condition
RFA	restrictive fire area
RFL	restrictive fire line
RISTA	reconnaissance, intelligence, surveillance, and target acquisition
ROE	rules of engagement
ROI	rules of interaction
ROUTEREP	route (reconnaissance) report
RP	release point
RRP	re-entry rally point
RTO	radiotelephone operator
SALUTE	size, activity, location, unit identification, time, and equipment (format for reporting enemy information)
SBF	support by fire
SDM	squad designated marksman
SFC	sergeant first class
SGT	sergeant
SITREP	situation report

SL	squad leader
SOFA	status of forces agreement
SOI	signal operation instructions
SOP	standing operating procedure
SOSRA	suppress, obscure, secure, reduce, and assault
SP	start point
SPEC	specialist
SPOTREP	spot report
SSG	staff sergeant
TAC CP	tactical command post
TAI	target area(s) of interest
TCP	traffic control point
TF	task force
TL	team leader
TLP	troop-leading procedures
TOC	tactical operations center
TRP	target reference point
TTP	tactics, techniques, and procedures
UAV	unmanned aerial vehicle
UCMJ	Uniform Code of Military Justice
WARNO / WARNORD	warning order
WFF	warfighting function
WIA	wounded in action
WSL	weapons squad leader
XO	executive officer
ZF	zone of fire

14. Map Symbols

These symbols are based on US Marine Map Symbols. There will be slight variations between armies.

Friendly Units	 Armor	 Infantry	 Artillery
Enemy Units	 Armor	 Infantry	 Artillery
Friendly Units	 Amphibious Armor	 Motorized Infantry	 Mechanized Infantry
Enemy Units	 Amphibious Armor	 Motorized Infantry	 Mechanized Infantry
Friendly Units	 Air Defense	 Rotary Wing	 Airborne Infantry

Enemy Units



Air Defense



Rotary Wing



Airborne
Infantry

Friendly Units



Fixed Wing



Recon



Motor
Transportation

Enemy Units



Fixed Wing



Recon



Motor
Transportation

Friendly Units



Mechanized
Recon



Engineers

Enemy Units




Mechanized
Recon



Engineers

Unit Size

Fire Team 

Squad



Section



Platoon



Company



Brigade



Battalion



Division



Regiment

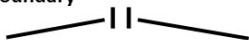


Corps/Force



Control Measures

Boundary



Squad Battle or Blocking Position



Enemy known



Assembly Area



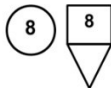
Objective



Target



Checkpoint



Company Battle or Blocking Position



Coordinating Point



Attack Position



Platoon Battle or Blocking Position



Ambush



Phase Line

PL RED _____ PL RED

Linkup Point



Light Weapons



Tank



Machine Gun



AT Missile



Mortar



Antitank Gun



Howitzer

Medium Weapons



AT Rocket Launcher



Tank



Machine Gun



AT Missile



Mortar



Antitank Gun

Heavy Weapons



Howitzer



AT Rocket Launcher



Tank



Machine Gun



AT Missile



Mortar



Antitank Gun



Howitzer



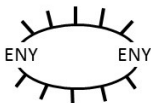
AT Rocket Launcher

Operational Graphics

Enemy Position:
known and
confirmed

Axis of Advance
(Ground)

Defensive Position



Attack Arrowhead

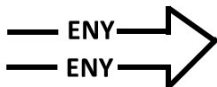
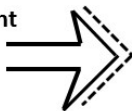
Main



Supporting



Feint



Enemy confirmed

Forward Line of own troops



Forward Line of enemy troops



15. NATO Alphabet

A	ALFA	AL FA
B	BRAVO	BRA VO
C	CHARLIE	CHAR LEE
D	DELTA	DELL TAH
E	ECHO	EK OH
F	FOXTROT	FOKS TROT
G	GOLF	GOLF
H	HOTEL	HOH TELL
I	INDIA	IN DEE AH
J	JULIET	JEW LEE ETT
K	KILO	KEY LO
L	LIMA	LEE MA
M	MIKE	MIKE
N	NOVEMBER	NO VEM BER
O	OSCAR	OSS KA
P	PAPA	PAH PAH
Q	QUEBEC	KWA BECK
R	ROMEO	ROW ME OH
S	SIERRA	SEE AIR RAH
T	TANGO	TANG GO
U	UNIFORM	YOU NEE FORM
V	VICTOR	VIK TAH
W	WHISKEY	WISS KEY
X	X-RAY	EKS RAY
Y	YANKEE	YAN KEY
Z	ZULU	ZOO LOO