Enabling Learning Objective ELO 1

**ACTION:** Discuss Army Operational Acronyms and definitions.

**CONDITION:** Given an instructor, classroom, and prescribed manuals.

**STANDARD:** Discuss Army Operational Acronyms and definitions IAW FM 3-21.8 The Infantry Rifle Platoon and Squad and ADRP 1-02 Terms and Military Symbols and achieve a minimum passing score of 80% in overall testing.

Terminal Learning Objective

**ACTION:** Discuss Army Operational Terminology.

**CONDITION:** Given an instructor, classroom, and prescribed manuals.

**STANDARD:** Discuss Army Operational Terminology IAW FM 3-21.8 The Infantry Rifle Platoon and Squad and ADRP 1-02 Terms and Military Symbols and achieve a minimum passing score of 80% in overall testing.

Operational Acronyms

- Designed to save space and time
- This class will discuss commonly used Acronyms
- Students should acquire the basic understanding of how and when to use Operational Acronyms

Example before abbreviations:

1) The commander wants third platoon to be prepared to assist second platoon at their location in the vicinity of EJ 1234 5678
Example After abbreviations:

2) The CDR wants 3rd PLT to BPT assist 2nd PLT at their location in VIC of EJ 1234 5678.

ADA- air defense artillery:
- a combat arm that specializes in anti-aircraft weapons (such as surface to air missiles)

ADRP- army doctrine reference publication:
- created to add a layer of information than was provided in the new Army Doctrine Publications (ADPs).

AA - Assembly Area:
- the area a unit occupies to prepare for an operation.

AASLT- Air Assault:
- use firepower, mobility, and total integration of helicopter assets in their ground or air roles
- maneuver on the battlefield under the control of the ground or air maneuver commander to engage and destroy enemy forces or to seize and hold key terrain

AG- assistant gunner:
- the second member of the gun team.
- prepared to assume the gunner’s role in any situation
- updates the weapon squad leader on the round count and serviceability of the machine gun
- watch’s for Soldiers to the flanks of the target area or between the gun and the target
- provides a supply of ammunition to the gun when employed and spots rounds and reports recommended corrections to the gunner

AAR- After-Action Review:
- a structured review or de-brief process for analyzing what happened, why it happened, and how it can be done better

AD- Air Defense:
- protect assets against a tactical missile attack by destroying theater missile airborne launch platforms or destroying TMs in flight

AO- area of operations:
- geographical area, usually defined by lateral, forward, and rear boundaries
- assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct operations.

AOI- area of interest:
- areas of concern and influence to the commander
- areas adjacent there to, and extending into enemy territory to the objectives of current or planned operations

AOA- avenue of approach:
- an air or ground route of an attacking force leading to its objective or to key terrain in its path.
Forever Forward!

Operational Terms

AP - antipersonnel:
- used to destroy, deter, disable personnel

APC - armored personnel carrier:
- an armored fighting vehicle designed to transport infantry to the battlefield.

AR - army regulation/ automatic rifleman:
- book of Army written rules
- most casualty producing weapon to the squad

FM 3-21.8, ADRP 1-02

Operational Terms

BMNT - begin morning nautical twilight:
- the start of that period where enough light is available to identify the general outlines of ground objects and conduct limited military operations
- at this time, the sun is 12 degrees below the eastern horizon.

BN - battalion:
- a military Unit of 300–1,200 soldiers
- composed of between two to seven companies
- commanded by either a lieutenant colonel or a colonel

FM 3-21.8, ADRP 1-02

Operational Terms

ASR - alternate supply route:
- route or routes designated within an area of operations to provide movement of traffic when main supply routes become disabled or congested.

AT - antitank:
- used to destroy or disable a tank.

BC - Bradley commander:
- in charge of a Bradley crew
- issues fire commands to the gunner
- assists gunner in positive identification and acquiring targets

FM 3-21.8, ADRP 1-02

Operational Terms

BDE - brigade:
- a major tactical military formation that is typically composed of three to six battalions, plus supporting elements

BTRY - battery:
- a unit of guns, mortars, rockets or missiles grouped IOT facilitate better battlefield communication and C2
- provides dispersion for its constituent gunnery crews and their systems

FM 3-21.8, ADRP 1-02

Operational Terms

BDA - battle damage assessment:
- timely and accurate estimate of damage resulting from the application of either lethal or nonlethal military force against a predetermined objective
- can be applied to the employment of all types of weapon systems throughout the range of military operations.

BFT - blue force tracker:
- GPS-enabled system that provides military commanders and forces with location information about friendly and hostile military forces.

FM 3-21.8, ADRP 1-02

Operational Terms

BSB - brigade support battalion:
- plans, prepares, rapidly deploys, and executes the uninterrupted flow of tactical-level logistics
- provides area medical support to the BCT if organic assets are unavailable

BVF - M2 Bradley fighting vehicle:
- transports infantry or scouts with armor protection
- provides covering fire to suppress enemy troops and armored vehicles
- holds a crew of three: a commander, a gunner and a driver, as well as six fully equipped soldiers.
### Operational Terms

**C2** - command and control:
- exercise of authority and direction by a CDR over assigned and attached forces in the accomplishment of the mission.
- C2 functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a CDR in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.

**CAS** - close support:
- Air action by fixed- and rotary-wing aircraft against hostile targets which are in close proximity to friendly forces
- require detailed integration of each air mission with the fire and movement of those forces.

**CASEVAC** - casualty evacuation:
- a term for the emergency patient evacuation of casualties from a combat zone
- can be done by both ground and air

**CATK** - counterattack:
- Attack by part or all of a defending force against an attacking enemy
- to regain ground lost, cutting off or destroying enemy advance units
- to deny the enemy the attainment of his purpose in attacking

**CBRN** - chemical, biological, radiological, and nuclear:
- a protective measures taken

**CCA** - close combat attack:
- effective planning, coordination, and training between ground units and armed aircraft
- maximize capabilities of the combined arms team while minimizing risk of fratricide.

**CCIR** - commander's critical information requirements:
- Information required by the CDR that directly affects his decisions dictates the successful execution of operations
- results in the generation of three types of information requirements:
  - priority intelligence requirements
  - essential elements of friendly information
  - friendly force information requirements

**CCP** - casualty collection point
- specific location where casualties are assembled to be transported to a medical treatment facility

**COA** - course of action:
- plan that would accomplish, or is related to, the accomplishment of a mission.

**CP** - checkpoint:
- predetermined point on the surface of the earth used as a means of controlling movement
- registration target for fire adjustment
- reference for location

**CRM** - composite risk management: a decision-making process used to mitigate risks associated with all hazards that have the potential to
- injure or kill personnel
- damage or destroy equipment
- otherwise impact mission effectiveness
**Operational Terms**

**DTG** - **date time group**: The two digit day followed by a military time, the abbreviated month and then the four digit year.

**EA** - **engagement area**: An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons.

**EENT** - **end of evening nautical twilight**: Occurs when the sun has dropped 12 degrees beneath the western horizon and is the instant of last available daylight. At the EENT, there is no further sunlight visible.

**FLOTT** - **forward line of troops**: A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time.

**FIST** - **fire support input**: Provides command to request, adjust, and direct all types of fire support.

**FISMO** - **fire support management officer**: Performs, supervises, and manages fire support operations.

**FM 3-21.8, ADRP 1-02**

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**Operational Terms**

**FO** - **forward observer**:
- Brings all means of indirect fire in support of the Maneuver Commander.
- Communicates battlefield intelligence such as enemy locations, strength, and activities to Command.

**FPF** - **final protective fire**: An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas.

**FPL** - **final protective line**: A line of fire selected where an enemy assault is to be checked by interlocking fire from all available weapons and obstacles.

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**Operational Terms**

**EFP** - **explosive formed penetrator**: A self-forging warhead, or a self-forging fragment, is a special type of shaped charge designed to:
- Penetrate armor effectively at standoff distances. As the name suggests
- Deform a metal plate into a slug or rod shape and accelerate it toward a target.

**EOD** - **explosive ordnance disposal**: Performed, supervised, and managed explosive ordnance disposal operations.

**FC** - **fires cell**: Integrates the fires warfighting function in BCT operations. It is led by the brigade fire support officer and is staffed by Soldiers who have expertise that is integral to the fires warfighting function.

**FRAGO** - **fragmentary order**: An abbreviated form of an operation order that eliminates the need for restating information contained in the full original order. It contains information of immediate concern to subordinates.
- Provides brief, specific, and timely instructions without loss of clarity.
- Issued after an existing operation order.

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**Operational Terms**

**FM 3-21.8, ADRP 1-02**
Operational Terms

GNR - gunner: senior member of the team responsible for his:
- assistant gunner and all the gun equipment and putting the gun in and out of action
- the SME on employment of the medium machine gun when attached to a rifle squad
- advises the rifle squad leader of the best way to employ the machine gun.
- enforces field discipline while the gun team is employed tactically
- knows the ballistic effects of the weapon on all types of targets
- assists the weapons squad leader and is prepared to assume his responsibilities.

FM 3-21.8, ADRP 1-02

Operational Terms

HUMINT - human intelligence: A category of intelligence derived from information collected and provided by human sources

IBCT - infantry brigade combat team:
- conducts offensive, defensive, and stability operations.
- close with the enemy by means of fire and maneuver to destroy or capture enemy forces, or to repel their attacks by fire, close combat, and counterattack.

IDF - indirect fire: Fire delivered on a target characterized by a relatively high trajectory and where the weapon operator normally does not have visual contact with the target.

FM 3-21.8, ADRP 1-02

Operational Terms

HBCT - Heavy Brigade Combat Team:
- designed to conduct offensive, defensive, and SO
- close with the enemy by means of fire and maneuver to destroy or capture enemy forces, or to repel their attacks by fire, close combat, and counterattack.
- a full-spectrum combat force that can be used in all operational environments and against all threats.
- provides significant capabilities as a subordinate maneuver component to division or corps CDRs
- Composed of BSTB, CAB, Recon Squadron, Fires BN, and BSB.

FM 3-21.8, ADRP 1-02

Operational Terms

IED - Improvised Explosive Device:
- a homemade bomb constructed and deployed in ways other than in conventional military action
- may be constructed of conventional military explosives, such as an artillery round, attached to a detonating mechanism.

IMT - individual movement techniques:
- particular movement technique based on likelihood enemy contact and required speed

IN/INF - infantry:
- defeats and destroys enemy forces, and seizes ground

FM 3-21.8, ADRP 1-02

Operational Terms

HE - high explosive:
- characterized by the extreme rapidity with which its decomposition occurs known as detonation.

When initiated by a blow or shock, it decomposes almost instantaneously

HMMWV - high-mobility multipurpose wheeled vehicle:
- provides a light tactical vehicle for C2, special purpose shelter carriers, and special purpose weapons platforms throughout all areas of the modern battlefield.

FM 3-21.8, ADRP 1-02

Operational Terms

INTEL - intelligence:
- the product resulting from the collection, processing, integration, analysis, evaluation, and interpretation of available information concerning foreign countries or areas

IOT - in order to: desired effect after the cause

ISR - intelligence, surveillance, reconnaissance:
- include a wide variety of systems for acquiring and processing information

needed by national security decision makers and military CDRS.

range in size from hand-held devices to orbiting satellites.
Operational Terms

IV LINES- intervisibility line:
- A ridge or horizon beyond which equipment or personnel can be hidden from observation.

JTAC- joint terminal air controller: qualified military service member who, from a forward position-
- directs the action of combat aircraft engaged in close air support and other offensive air operations.

LC- line of contact:
- A general trace delineating the location where two opposing forces are engaged.

LD- line of departure:
- In land warfare, a line designated to coordinate the departure of attack elements.

FM 3-21.8, ADRP 1-02

Operational Terms

NFA- no-fire area:
- an area in which no fires or effects of fires are allowed.

NFL- no-fire line:
- line short of which artillery or ships do not fire except on request or approval of the supported CDR, but beyond which they may fire at any time without danger to friendly troops.

FM 3-21.8, ADRP 1-02

Operational Terms

LOA- limit of advance:
- An easily recognized terrain feature beyond which attacking elements will not advance.

LOS- line of sight:
- unobstructed path from a soldier, weapon, weapon sight, electronic-sending and -receiving antennas, or
- piece of reconnaissance equipment from one point to another.

LPOP- Listening Post and Observation Post:
- established by a military unit in order to monitor enemy activities, direct friendly fire onto the enemy, or to observe

FM 3-21.8, ADRP 1-02

Operational Terms

LNAI- named area of interest:
- point or area along a particular avenue of approach through which enemy activity is expected to occur.
- activity or lack of activity within will help to confirm or deny a particular enemy course of action.

NLT- no later than:
- must be done or here by this time

OBJ- objective:
- a definite tactical feature, the seizure and/or holding of which is essential to the CDRs plan.

QO- on order:
- when I say/ when you told to

OP- observation post:
- a position from which military observations are made, or fire directed and adjusted

FM 3-21.8, ADRP 1-02

Operational Terms

MBA- main battle area:
- portion of the battlefield in which the decisive battle is fought to defeat the enemy.
- extends rearward from the forward edge of the battle area to the rear boundary of the command's subordinate units

METT-TC- mission, enemy, terrain and weather, troops and support available, time available, civilian considerations:
- phrase or acronym used to describe the factors that must be considered during the planning or execution of a tactical operation.

MSR- main supply route:
- route or routes designated within an AO upon which the bulk of traffic flows in support of military operations.

FM 3-21.8, ADRP 1-02

Operational Terms

OPORD- operational order:
- directive issued by a CDR to subordinate CDRs for the purpose of effecting the coordinated execution of an operation.
- contains the task organization situation, mission, execution, administrative and logistics support, and command and signal for the specified operation.

ORP- objective rally point:
- point out of sight, sound, and small-arms range of the OBJ area
- normally located in the direction that the PLT plans to move after completing its actions on the OBJ
- tentative until the OBJ is pinpointed

FM 3-21.8, ADRP 1-02
### Operational Terms

**OT** - observer target:
- an imaginary straight line from the observer/spotter to the target.

**PCI** - pre-combat inspection:
- validate that the pre-combat checks have been performed.
- The leader must plan his time and that of his unit’s to ensure that inspections are performed.
- Time must be available for corrective actions should an individual or item fail the inspection.
- The leader cannot delegate this responsibility; he must be the inspector.

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**PCC** - pre-combat checks:
- aid the leader in preparing his unit for combat. Include checks for individuals, vehicles, weapons, and equipment.
- While these checklists are generic, they can be easily tailored to fit a unit’s specific needs.
- Leaders at all levels use these checklists in their planning and in preparing instructions to their subordinate leaders.

**PIR** - priority intelligence requirement:
- Intelligence requirements for which a CDR has an anticipated and stated priority in his task of planning and decision making.

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**RL** - rally point:
- an easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed.

**SBCT** - striker brigade combat team:
- a mechanized infantry force structured around the Stryker vehicle.

**SOP** - standard operating procedure:
- A set of instructions covering those features of operations which lend themselves to a definite or standardized procedure without loss of effectiveness. The procedure is applicable unless ordered otherwise.

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**SP** - start point:
- A well-defined point on a route at which movement of vehicles begins to be under the control of the CDR of this movement.

**TF** - task force:
- A BN-sized unit of the combat arms consisting of a BN control headquarters, with at least one of its major organic subordinate elements (a company),
- has the attachment of at least one CO-sized element of another combat or combat support arm.

**TIC** - troops in contact:
- friendly Soldiers being engaged or engaging a armed enemy.
**Operational Terms**

**TLP** - troop leading procedures: The process a leader goes through to prepare the unit to accomplish a mission.

**TOT** - time on target:
- The time at which aircraft are scheduled to attack/photograph the target.
- The actual time at which aircraft attack/photograph the target.
- The time at which a nuclear detonation is planned at a specified desired ground zero.

**VBIED** - vehicle-borne improvised explosive device:
- An improvised explosive device placed inside a car or other vehicle and then detonated.

**VIC** - vicinity:
- In the area of.

**VOIED** - victim-operated improvised explosive device:
- Are designed to function upon contact with a victim.

**TRP** - target reference point:
- An easily recognizable point on the ground used to initiate, distribute, and control fires.
- Designated by leaders define sectors of fire and observation usually within an EA.
- Designate the center of an area where the CDR plans to distribute or converge the fires of all his weapons rapidly.
- Designated as indirect fire targets using the standard target symbol with letters and numbers issued by the fire support officer.
- Designated using the standard target symbol and numbers issued by CDR.

**WARNING** - warning order:
- A preliminary notice of an order or action which is to follow.

**WFF** - war fighting functions:
- A group of tasks and systems united by a common purpose that CDRs use to accomplish missions and training objectives.

**WO** - without:
- Not having / not with.

**WP** - white phosphorus:
- A type of material that has both offensive and defensive capabilities. For offensive use, it can be used to burn most combustible items such as cloth, fuel, ammunition.

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**Enabling Learning Objective**

**ELO 2**

**ACTION:** Discuss Army Tactical Mission Tasks.

**CONDITION:** Given an instructor, classroom, and prescribed manuals.

**STANDARD:** Discuss Army Tactical Mission Tasks and definitions IAW FM 3-21.8 The Infantry Rifle Platoon and Squad and ADRP 1-02 Terms and Military Symbols and achieve a minimum passing score of 80% in overall testing.
**Tactical Mission Tasks**

**Ambush**
An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy.

**Attack by Fire**
A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90) See also destroy, fix; frontal attack; support by fire; suppress.

**Block**
A tactical mission task that denies the enemy access to an area or prevents his advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent the attacking force from passing through an engagement area. (FM 3-90) See also avenue of approach; contain; disrupt; fix; turn.

**Bypass**
The unit to maneuvers around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force.

**Canalize**
Restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver.

**Clear**
Removes all enemy forces and eliminates organized resistance within an assigned area.

**Contain**
Stops, holds, or surrounds enemy forces or causes them to center their activity on a given front and prevents them from withdrawing any part of their forces for use elsewhere.

**Control**
To maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations.

**Counterattack**
Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives.

**Delay**
The enemy slows its forward momentum when the platoon forces him to repeatedly deploy for the attack.

**Demonstration**
A form of attack designed to deceive the enemy as to the location or time of the actual operation by a display of force.

**Destroy**
Physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt.

**Disengage**
To break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. See also decisive engagement.

**Disrupt**
Integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt his timetable, or cause his forces to commit prematurely or attack in piecemeal fashion. (FM 3-90) An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up his formation and tempo, interrupt his timetable, commit breaching assets prematurely, and attack in a piecemeal effort.
Tactical Mission Tasks

**EXPLOIT**
An offensive task that usually follows a successful attack and is designed to disorganize the enemy in depth. See also attack; offensive operations.

ADRP 1-02
FM 3-21.8
FM 3-90.1

**INFILTRATE**
A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (ADP 3-90)

**INTERDICT**
To prevent, disrupt, or delay the enemy’s use of an area or route. See also delay; disrupt.

**ISOLATE**
To seal off—both physically and psychologically—an enemy from his sources of support, deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. See also encirclement.

**NEUTRALIZE**
To render enemy personnel or materiel incapable of interfering with a particular operation.

**EXFILTRATE**
Removal of Soldiers or units from areas under enemy control by stealth, deception, route. See also escape.

**PENETRATION / PENETRATE**
A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (ADP 3-90)

**POW**
Refers to any enemy personnel captured or killed in battle.

**OCCUPY**
Involves a force moving a friendly force into an area so that it can control that area. Both the force’s movement to and occupation of the area occur without enemy opposition.

**PASSAGE OF LINES (FORWARD)**
A tactical enabling operation in which one unit moves through another unit’s positions with the intent of moving into or out of enemy contact.

**Penetration / Penetrate**
Attacking force seeks to rupture enemy defenses on a narrow front to disrupt the defensive system.

**Block; contain; disrupt; support by fire; turn.**

**FEINT**
A form of attack used to deceive the enemy as to the location and time of the actual operation. Feints attempt to induce the enemy to move reserves and shift his fire support to locations where they cannot immediately impact the actual operation. When directed to conduct a feint, the platoon seeks direct fire or contact with the enemy, but avoids decisive engagement.

ADRP 1-02
FM 3-21.8

**FOLLOW AND ASSUME**
A second committed force follows a force conducting an offensive operation and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. See also attack; fix; follow and support; offensive operations

**FOLLOW AND SUPPORT**
A committed force follows and supports a lead force conducting an offensive operation. See also direct pressure force; encircling force; exploitation; follow and assume; offensive operations

**RELIEF IN PLACE**
An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned area of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.

**RETAIN**
Ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use.

**RE Ignite**
A form of retrograde in which a force out of contact moves away from the enemy.

ADRP 1-02
FM 3-21.8
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**Tactical Mission Tasks**

**SECURE**

Involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. See also assault; breach; denial measure; destroy; reduce; suppress.

**SECURITY (SCREEN, COVER, OR GUARD)**

Task that primarily provides early warning to the protected force. See also concealment; flank guard; guard; security operations; sensor; surveillance.

**SEIZE**

Involves taking possession of a designated area using overwhelming force. See also contain.

**SUPPORT BY FIRE**

Maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. See also attack by fire; overwatch.

**SUPPRESS**

Results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission.

**TURN**

Involves forcing an enemy force from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. See also avenue of approach.

**WITHDRAW**

A planned retrograde operation in which a force in contact disengages from an enemy force and moves in a direction away from the enemy.

**WITHDRAW UNDER PRESSURE**