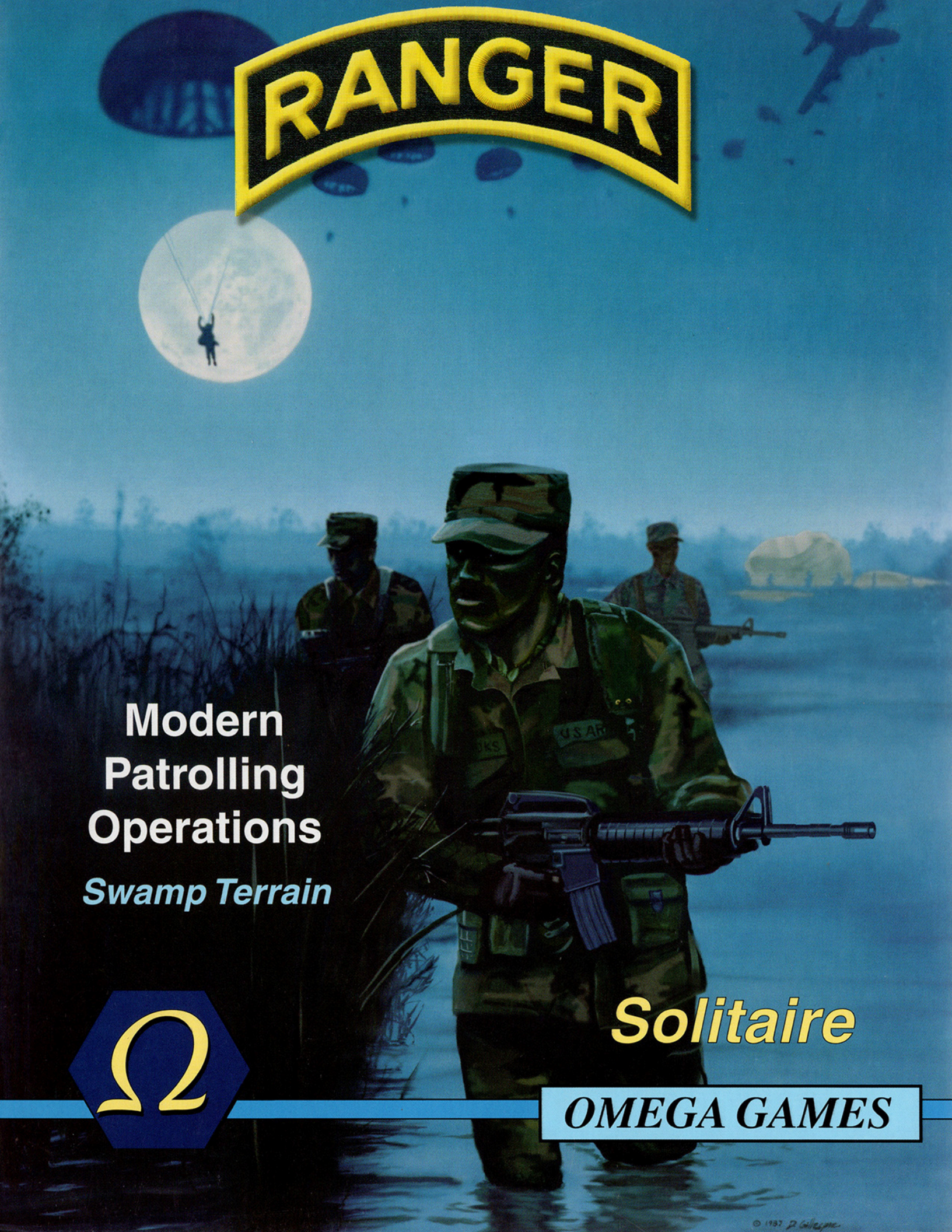
RANGER
Modern
Patrolling
Operations
Swamp Terrain
Solitaire
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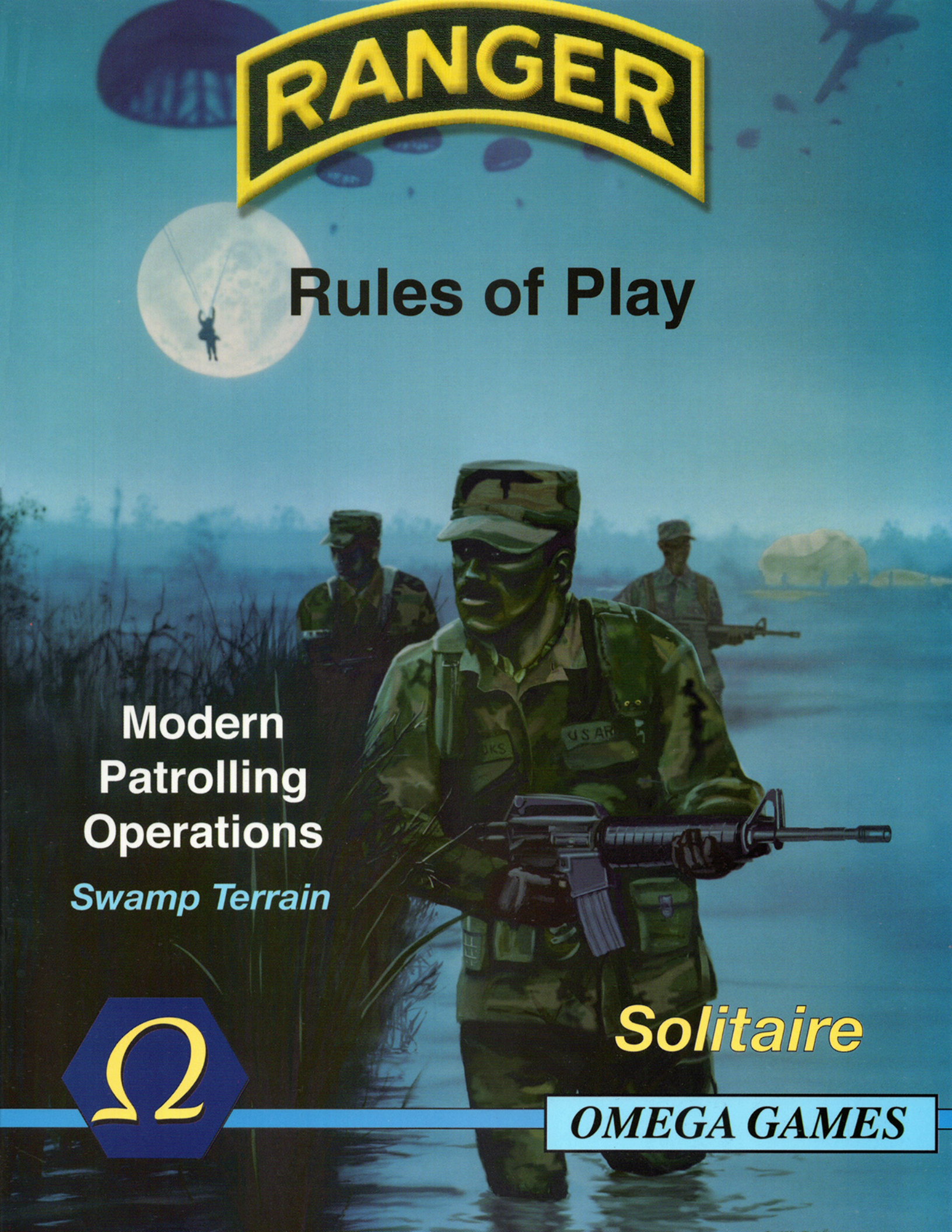
RANGER

Rules of Play



Modern Patrolling Operations

Swamp Terrain

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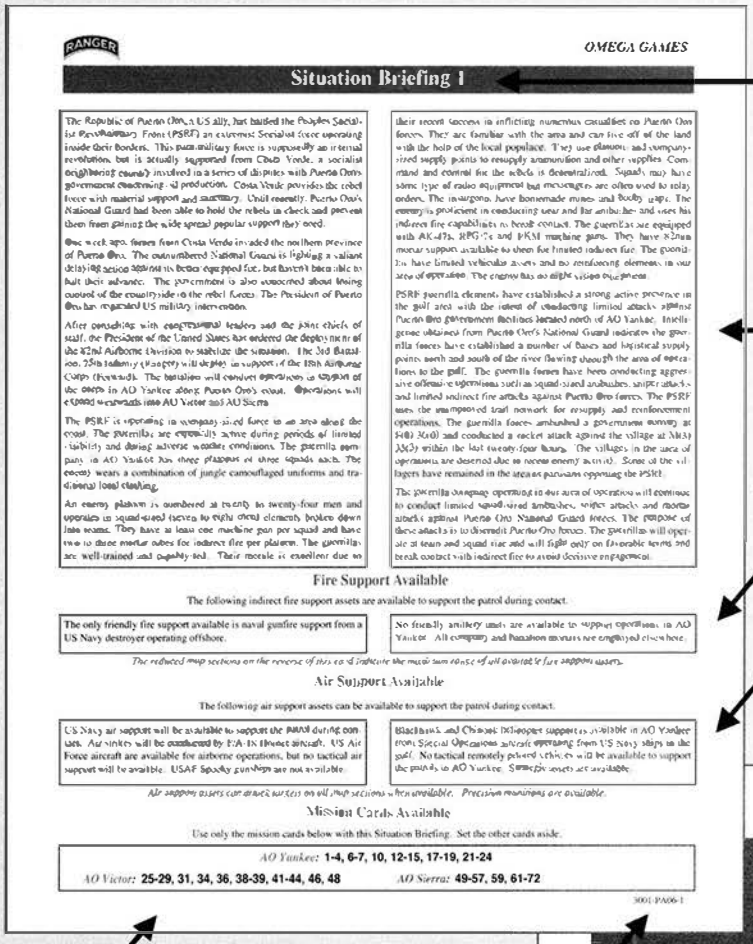
Key to Situation Briefing Cards



RANGER

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Situation Briefing 1

The Republic of Puerto Oro, a US ally, has battled the Peoples Socialist Revolutionary Front (PSRF) an extreme Socialist force operating inside their borders. This paramilitary force is supposedly an internal revolution, but is actually supported from Cabo Verde, a socialist neighboring country involved in a series of disputes with Puerto Oro's government concerning oil production. Costa Verde provides the rebel forces with material support and sanctuary. Until recently, Puerto Oro's National Guard had been able to hold the rebels in check and prevent them from gaining the wide spread popular support they need.

One week ago, forces from Costa Verde invaded the northern province of Puerto Oro. The outnumbered National Guard is fighting a valiant delaying action against its better equipped foe, but haven't been able to halt their advance. The government is also concerned about losing control of the coastal side to the rebel forces. The President of Puerto Oro has requested US military intervention.

After consulting with congressional leaders and the joint chiefs of staff, the President of the United States has ordered the deployment of the 82nd Airborne Division to stabilize the situation. The 3rd Battalion, 75th Infantry (Ranger) will deploy in support of the 18th Airborne Corps (Forward). The battalion will conduct operations in support of the PSRF in AO Yankee along Puerto Oro's coast. Operations will expand westwards into AO Victor and AO Sierra.

The PSRF is operating in company sized force in an area along the coast. The guerrilla are especially active during periods of limited visibility and during adverse weather conditions. The guerrilla company in AO Yankee has three platoons of three squads each. The forces wears a combination of jungle camouflaged uniforms and traditional local clothing.

An enemy platoon is numbered at twenty to twenty-four men and operates in squad sized (seven to eight men) elements broken down into teams. They have at least one machine gun per squad and have two to three mortar tubes for indirect fire per platoon. The guerrillas are well-trained and highly led. Their morale is excellent due to their recent success in inflicting numerous casualties on Puerto Oro forces. They are familiar with the area and can live off of the land with the help of the local populace. They use platoon- and company-sized supply points to resupply ammunition and other supplies. Command and control for the rebels is decentralized. Squads may have some type of radio equipment but messages are often used to relay orders. The insurgents have homemade mines and booby traps. The enemy is proficient in conducting near and far ambushes and uses his indirect fire capabilities to break contact. The guerrillas are equipped with AK-47s, RPG-7s and PKM machine guns. They have 82mm mortar support available to them for limited indirect fire. The guerrillas have limited vehicular assets and no reinforcing elements in our area of operations. The enemy has no flight vision equipment.

PSRF guerrilla elements have established a strong active presence in the gulf area with the intent of conducting limited attacks against Puerto Oro government facilities located north of AO Yankee. Intelligence obtained from Puerto Oro's National Guard indicates the guerrilla forces have established a number of bases and logistical supply points north and south of the river flowing through the area of operations to the gulf. The guerrilla forces have been conducting aggressive offensive operations such as squad-sized ambushes, sniper attacks and limited indirect fire attacks against Puerto Oro forces. The PSRF uses the unimproved trail network for resupply and reinforcement operations. The guerrilla forces ambushed a government convoy at 5481 3640 and conducted a rocket attack against the village at 5683 3567 within the last twenty-four hours. The villages in the area of operations are deserted due to recent enemy activity. Some of the villagers have remained in the area as partisans opposing the PSRF.

The guerrilla company operating in our area of operations will continue to conduct limited squad-sized ambushes, sniper attacks and mortar attacks against Puerto Oro National Guard forces. The purpose of these attacks is to discredit Puerto Oro forces. The guerrillas will operate at team and squad size and will fight only on favorable terms and break contact with indirect fire to avoid decisive engagement.

Fire Support Available

The following indirect fire support assets are available to support the patrol during contact.

The only friendly fire support available is naval gunfire support from a US Navy destroyer operating offshore.

No friendly artillery units are available to support operations in AO Yankee. All company and battalion mortars are employed elsewhere.

The reduced map sections on the reverse of this card indicate the maximum range of all available fire support assets.

Air Support Available

The following air support assets can be available to support the patrol during contact.

US Navy air support will be available to support the patrol during contact. Air strikes will be conducted by F/A-18 Hornet aircraft. US Air Force aircraft are available for airborne operations, but no tactical air support will be available. USAF Spooky gunships are not available.

Blackhawk and Chinook helicopter support is available in AO Yankee from Special Operations aircraft operating from US Navy ships in the gulf. No tactical remotely piloted vehicles will be available to support the patrols in AO Yankee. Strategic assets are available.

Air support assets can attack targets on all map sections when available. Precision coordinates are available.

Mission Cards Available

Use only the mission cards below with this Situation Briefing. Set the other cards aside.

AO Yankee: **1-4, 6-7, 10, 12-15, 17-19, 21-24**

AO Victor: **25-29, 31, 34, 36, 38-39, 41-44, 46, 48** *AO Sierra:* **49-57, 59, 61-72**

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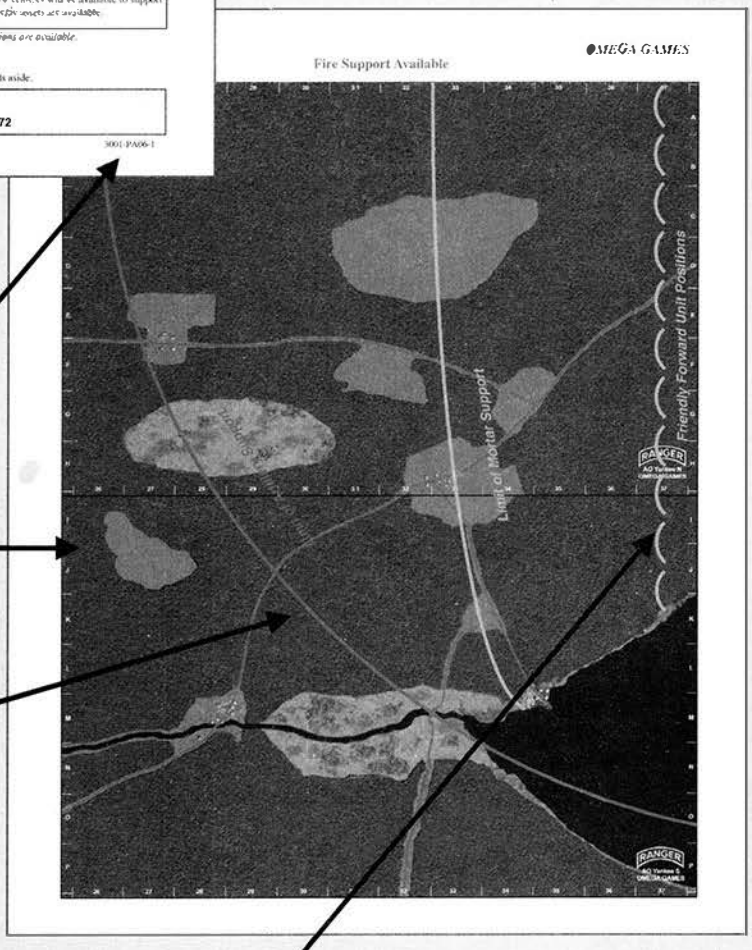

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Fire Support Available

Limit of Mortar Support

Friendly Forward Unit Positions

RANGER

RANGER

Situation Briefing Number - There are three different briefings covering the events of two months.

Description of the friendly and enemy situations at the time of the patrol's mission.

US Army and Navy fire support assets available to support the patrol in the area of operations during the mission.

US Army, Air Force and Navy air assets available to support the patrol in the area of operations during the mission.

Numbers of the Mission Cards applicable to the individual situation.

Part Number of the Situation Briefing Card.

Reduced images of the AO Yankee mapsheets.

Range limit(s) of indirect fire support.

Artillery range is in red.
Mortar range is in light blue.
Naval gunfire range is in yellow.

Friendly positions. (Situation 3 only)

RULES OF PLAY

Version 1.0

This is version 1.0 of the rules of play for **Ranger**. Registered owners will be informed of all updates.

Registering Your Purchase

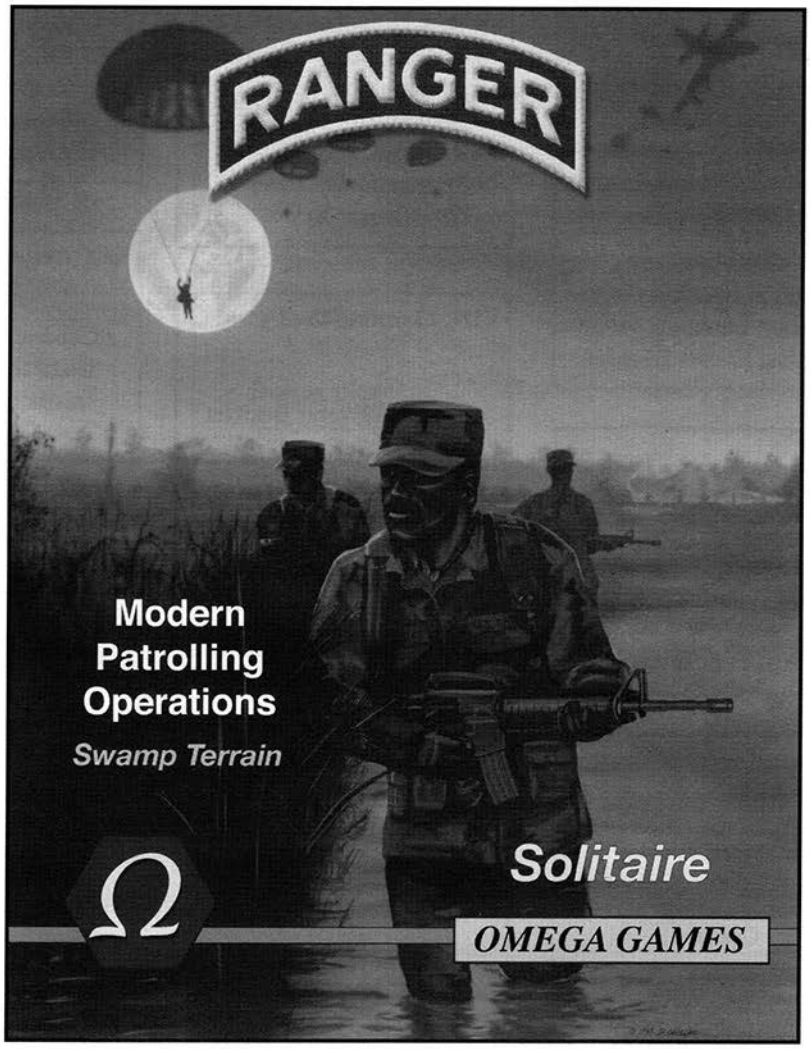
Please register your ownership of this game with **OMEGA GAMES.** We will keep you informed directly of all developments concerning the game and game system. If you request, we will also send advance information on all of our new releases. Please complete and mail the enclosed card or register by e-mail.

Learning to Play

It is not necessary to memorize all of the rules to play **Ranger** as the Tactical Events Booklet is self-explanatory and many of the rules are summarized on the play aid cards.

Is This Your First Wargame?

Board wargames are table top simulations of historical or hypothetical military actions from the past, present or future. **Ranger** is not as complex as most wargames. The Tactical Events Booklet guides you through the game. If you need additional help playing this game, please contact us by mail or e-mail.



Game Design: Bill Gibbs

Cover Art: Don Gillespie

Published by: **OMEGA GAMES** * P.O. Box 2191 * Valrico, FL 33595 USA
Phone (813) 661-3804 * Fax (813) 681-7446
e-Mail: OMEGAGAMES@aol.com
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Please send rules questions to **OMEGA GAMES** in written form via mail or e-mail.

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Operations Order Form insert

Key to Situation Briefing Cards inside front cover

Key to Mission Cards inside back cover

Key to Map Symbols back cover

I. Introduction

Ranger is a solitaire, tactical simulation of the operations of a modern Ranger patrol behind enemy lines.

- The patrol conducts a reconnaissance or combat mission.

The player leads the patrol.

- He will experience some of the situations a Ranger patrol leader faces.
- A great deal of Ranger operations is physical, but the patrol leader's decision making is critical.

Ranger is a unique, fast playing game that emphasizes tactical decisions.

- The enemy situation is presented as the patrol leader would encounter it.

Scale of the Game

The patrol consists of a US Army infantry squad or platoon.

- Each individual Ranger in the patrol is represented.
- Individual weapons and items of equipment are also featured.

Distances in the game are expressed in meters.

- These distances range from zero to two thousand meters.
- The scale is found on the Tactical Template.

Time is expressed in multiples of fifteen minute periods.

- Most events require fifteen or thirty minutes.

The enemy's strength is expressed in strength points.

- Each strength point is roughly equivalent to one enemy soldier.
- Enemy key weapons are also identified.

Learning to Play

Refer to the game's components while reading the rules.

- The Tactical Events Booklet guides the player's actions.
- Many key rules are summarized on the play aid cards.
  - These rules summaries aid learning and playing the game.
  - They also provide a reference for a player replaying the game.

A squad reconnaissance mission is recommended for a player's first patrol.

II. Game Equipment

Inventory of Components

A complete copy of **Ranger** includes:

1	Rules of Play Booklet
1	Patrolling Tactics Booklet
1	Tactical Events Booklet
2	Laminated Map Sections
1	Laminated Patrol Record Log
1	Tactical Template
1	Glossary Card
1	Combat Results Card
1	Tactical Reference Card
3	Situation Briefing Cards
24	Mission Cards
2	Dice
1	Dry Erase Marker
1	Box

If any of these components are damaged or missing, contact **OMEGA GAMES** for a replacement.

Charts and Tables

Ranger contains several tables and charts.

- Tables are used, with the player's dice rolls, to determine variable results.
- Charts provide constant information for the player's reference during play.

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P.O. Box 2191
Valrico, FL 33595
Phone (813) 661-3804 * Fax (813) 681-7446
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III. Play of the Game

There are no playing pieces in **Ranger**.

- The player plots the patrol's route, location and movement directly on the map.
- He also plots enemy positions on the map.
  - The Tactical Events Booklet indicates the strengths and locations of enemy forces.
- He records the current time and patrol status on the Patrol Record Log.

Use the dry erase marker provided with the game.

- Be cautious when using another type of marker.
  - The marks may not erase completely or easily.
  - Alcohol can remove shadows left by some markers.

Situation Briefing Cards

Ranger includes three situation briefing cards.

- The player selects one of these cards at the start of play.

An illustrated key to these briefing cards is found on the inside front cover of this booklet.

- The situation briefing details:
  - The enemy and friendly situations and...
  - The fire and air support available.

Mission Cards

Ranger includes twenty-four mission cards.

- The player draws a card to determine the mission.

An illustrated key to these mission cards is found on the inside back cover of this booklet.

- Each card includes a map image of the objective area.
  - The black and yellow dot indicates the objective.
- Each mission card details:
  - The type of mission,
  - The location of the objective,
  - The method of insertion into the area of operations,
  - The time schedule,
  - Any special instructions,
  - The method of extraction or patrol base location,
  - The initial enemy contact level and...
  - The map section(s) used to play.

Tactical Events Booklet

The Tactical Events Booklet is the heart of the game.

- It consists of an interlocking series of tactical events.
- Each represents a situation that might occur during a patrol.

Ranger is played by referring from paragraph to paragraph in the Tactical Events Booklet.

- The player follows the instructions of each paragraph.

On the battlefield, chance events can affect the outcome of an intended action.

- To simulate this, certain tactical events are random.
- Others will depend entirely on the player's decisions.

The initial paragraphs of the Tactical Events Booklet simulate the planning and preparation for the mission.

- The player begins play by selecting a situation briefing and drawing a mission card.
  - The first paragraph of the Tactical Events Booklet instructs the player to perform these steps.

Play then proceeds through...

- Insertion or infiltration of the patrol forward of friendly lines,
- Movement to the objective,
  - Security halts,
  - Enemy contacts and the patrol's reactions,
- Actions at the objective,
- Movement from the objective and...
- Extraction or exfiltration from enemy territory or occupation of a patrol base.

Play continues until the patrol is:

- Returned to friendly positions and debriefed,
- In a patrol base or...
- Eliminated completely.

The patrol might not go according to plan.

- Movement to or from the objective can be uneventful or end in disaster.
- The patrol can also succeed or fail to execute its mission in the objective area.

Once familiar with the game, a player will find the Tactical Events Booklet to be self-explanatory.

- **Ranger** can be replayed with little reference to the rules.

IV. The Map

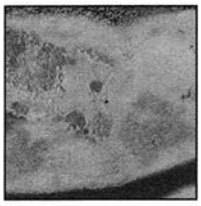
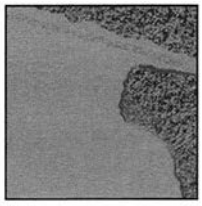
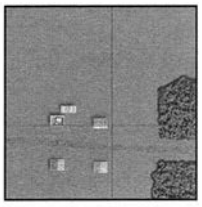
The maps are a graphic representation of a hypothetical portion of the earth's surface.

- The game includes two map sections that portray AO Yankee - a tactical area of operations.
  - These map sections cover the northern and southern halves of this area of operations.
- An **AO Sierra/AO Victor** Expansion Kit, available separately, adds two adjacent areas of operation.
  - The four additional map sections cover these areas.
- Each mission card indicates the map section(s) used for that game.
  - Some missions only use one map section.

Orient the maps so the gulf is located along the bottom right hand corner.

- The top of the map is north.
- For military map readers: grid, magnetic and true north are all considered the same direction.
  - In the game, treat all three as north.

Terrain

The area portrayed on the map is a coastal lowlands.

- It is flat, swampy and thickly vegetated with jungle.
- Several dirt trails in the area connect the small, rural villages.
- There are also several small open areas.

A river flows through the area of operations.

- This river is wide, deep and swift moving.
  - It is crossed by several wooden bridges.
- The river flows into a gulf.
  - A small section of this gulf is shown.

The effects of the various types of terrain are incorporated into the instructions of the Tactical Events Booklet.

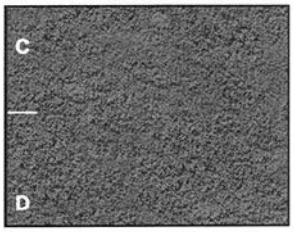
- These effects are part of the individual paragraphs.

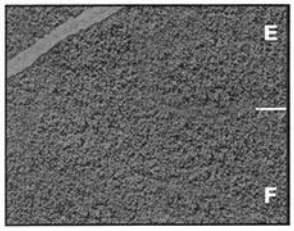
A key to the graphic symbols used on the map is printed on the back cover of this booklet.

Grid System

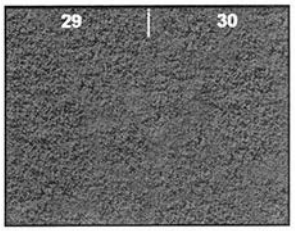
The maps use a simple grid system to identify locations.

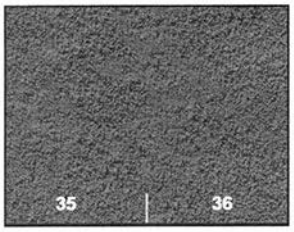
- There are marks along the maps' edges.
- These marks are between:
  - The letters along the map's east and west (side) edges and...



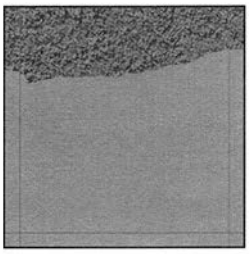


  - The numbers along the north (top) and south (bottom) edges.



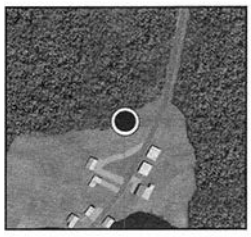


- Thin grid lines connect these marks.
  - These create one kilometer grid squares.



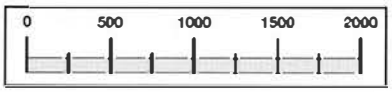
Grid coordinates in the game use a simple format.

- Grid coordinate M(0) 29(0) is at the intersection of two of these grid lines.



  - The horizontal line connects the marks above the letters M on the sides of the southern map.
  - The vertical line connects the two marks between the numbers 28 and 29 along the map's top and bottom edges.

Use the scale on the Tactical Template to subdivide each kilometer square.



- The 500 meters point on the scale is indicated as (5) in grid coordinates.
- The 250 meter point (halfway between the 0 meters point and the 500 meters point) is indicated by (3).
- The 750 meters point (halfway between the 500 meters point and the 1000 meters point) is represented by (8).

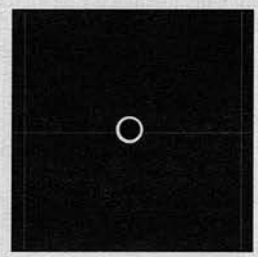


- The point in the middle of the one kilometer square O 29 is O(5) 29(5).
- A point 250 meters to the south would be O(8) 29(5).

Create grid coordinates for map locations as closely as possible using this system.

Examples:

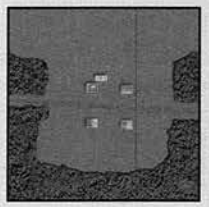
N(0) 36(5) *is in the gulf.*

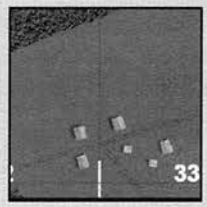


M(8) 31(3) *is in a swamp.*



There are three villages at F(0) 27(8), H(8) 33(0) *and* M(5) 29(0).



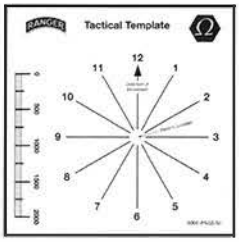




The player should not worry about the lack of a more complex map grid.

- Accuracy will not be a concern if the Tactical Template is used with a consistent measuring method.

Tactical Template

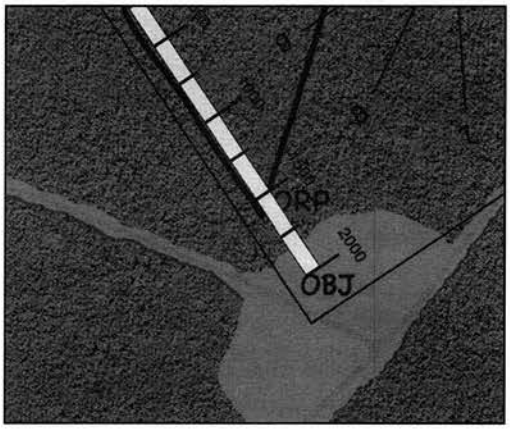


Use the Tactical Template to plot locations and enemy forces on the map.

- The template has a central point to represent the patrol.
- Place this center over the patrol's location.
- Line up the template with the plotted route.
  - The direction of movement is twelve o'clock.
- Use the template to plot the enemy's direction.

Use the scale on the tactical template to measure distance.

- Estimate distances in a consistent manner.
  - Estimating a distance in relation to known distances is called interpolation.



Example:

The trail intersection in the illustration above is not at the intersection of two grid lines. G(3) 35(0) *is the grid coordinate that corresponds closest to its location.*

During contact with the enemy, do not attempt to draw maneuvers to scale on the map.

- Compute the range to the enemy with each movement.
  - Note the range on the map, if desired.
- The thickness of the dry erase marker and time considerations make calculated ranges preferable.

V. Tactical Events Booklet

The Tactical Events Booklet is a collection of possible tactical events.

- It simulates the events of a patrol as they would occur and resolves them realistically.

Each paragraph is a self-contained event.

- An illustrated key to the paragraphs is found on the front inside cover of the Tactical Events Booklet.
- Each is composed of two distinct parts.
  - The first section is a description of the event.
  - The remainder of the paragraph consists of administrative instructions.

Some paragraphs include text for daylight and night.

- This allows a single paragraph to be used regardless of the time of day.
- The player reads only the text matching the current time.
  - The daylight text is printed in the normal format.
  - The night text is printed on a gray background.

Follow all instructions exactly and in the correct order.

- Make all decisions.
- Roll all required dice rolls and apply all results.
- Turn to another paragraph when instructed to do so.

When an instruction directs the player to refer to another paragraph or section, he does so immediately.

- Once the player makes a decision or rolls the dice, the decision is final.
- He cannot substitute a different result.

The following instructions are used to direct the player to another paragraph or section:

Go to 13.	Refer immediately to paragraph 13.
Go to IV.	Refer immediately to section IV of the current paragraph.
Go to 13, II.	Refer immediately to section II of paragraph 13.

Some paragraphs make reference to the enemy contact level.

- The enemy contact level helps prevent unrealistic events from occurring.
  - It is used as a die roll modifier in determining the next paragraph or section.
- The higher the level, the more likely enemy contact is to occur.
- An initial enemy contact level is indicated on the mission card.
  - Adjust this level up or down as indicated by the Tactical Events Booklet.

Notes on the back inside cover of the Tactical Events Booklet clarify certain paragraphs.

- These have been provided for reference during play.
- The player should review these notes before play.

The player should not read the Tactical Events Booklet in an attempt to learn the game.

- It does not contain predetermined results.
- The occurrence of random events is based on probability.
- This gives the game great replay value.

VI. Patrolling Tactics Booklet

A player might be unfamiliar with patrolling tactics.

- Prior experience with patrolling is not necessary to play the game.

The Patrolling Tactics Booklet explains planning and conducting a small unit patrol.

- Only a broad overview of these tactics is discussed.
  - Detailed US Ranger patrolling techniques or unit standard operating procedures are not presented.
  - Such information is unnecessary for play.

Do not refer to the Patrolling Tactics Booklet during play.

- A patrol leader does not have the opportunity to consult manuals or references during the mission.
  - Learning tactics should be accomplished before and after the patrol.
- The Tactical Summary printed on the inside covers of the booklet is available as a reference during play.

Ranger Glossary

The **Ranger** Glossary provides definitions of the patrolling terms used in the game.

- This provides the player with a quick reference for use during play.

VII. Patrol Record Log

Record planning and the effects of tactical events on the laminated Patrol Record Log.

- It reflects the patrol's current status and configuration.
- Record information on the Patrol Record Log with the dry erase marker.
- During planning, the player determines the patrol's:
  - Size,
  - Organization,
  - Weapons,
  - Ammunition,
  - Equipment and...
  - Speed.
- The first seven paragraphs of the Tactical Events Booklet guide the player through this process.

Record all changes on the Patrol Record Log as they occur.

Time

The Time section of the Patrol Record Log represents a twenty-four hour clock.

- Each square in this section represents fifteen minutes.
  - Time is expressed in multiples of fifteen minutes.
- These squares are grouped into blocks of four.
- Each block represents one hour.

Some tactical events cause the expenditure of time.

- The Tactical Events Booklet will indicate the number of minutes expended.
  - Expend time only when indicated.

The mission card indictates a start and end time for the patrol.

- Mark off all squares before the start time and after the end time.

Mark off squares as indicated by the Tactical Events Booklet.

- This maintains a record of the current time.
- For a long mission, erase the marks from the start time to the current time as the patrol is inserted / passes lines.
  - This avoids confusion as to the length of the patrol.

Play continues if the patrol is still on the map at the end time.

- This will affect the patrol's evaluation after the game.
- Continue to record time to establish if it is day or night.

A player can request an extension of a mission's end time.

- This can only occur once per game.
- A time extension moves the end time forward.
  - Move all other time deadlines forward as well.
- This is done during a security halt.
  - Follow the Tactical Events Booklet's instructions.

Erase marks from the squares of the Time section as necessary to allow continuation of the twenty-four hour clock.

Configuration

The patrol's configuration refers to its physical posture.

- The Tactical Summary lists all possible configurations.
  - It also provides a diagram of each.
- Fill in the white circle in front of the patrol's current configuration.

The player can only change the patrol's configuration when allowed by the Tactical Events Booklet.

- This prevents the player from unrealistically alternating between configurations.

In some cases, the Tactical Events Booklet will force the player to change to a specific configuration.

- Such a change is mandatory.
  - It remains in effect until the Tactical Events Booklet allows the player to change configurations again.

Rehearsals

Record the actions rehearsed during planning.

- Rehearsals will affect dice rolls throughout the mission.
- Draw a line through any actions that are not rehearsed.

Number

The Rangers in the patrol are numbered sequentially.

- These numbers are used for identification purposes.

Name

These are the names of actual US Army Rangers.

- The player can substitute other names if he wishes.
  - In particular, he might want to use his own name as the patrol leader.

Weight

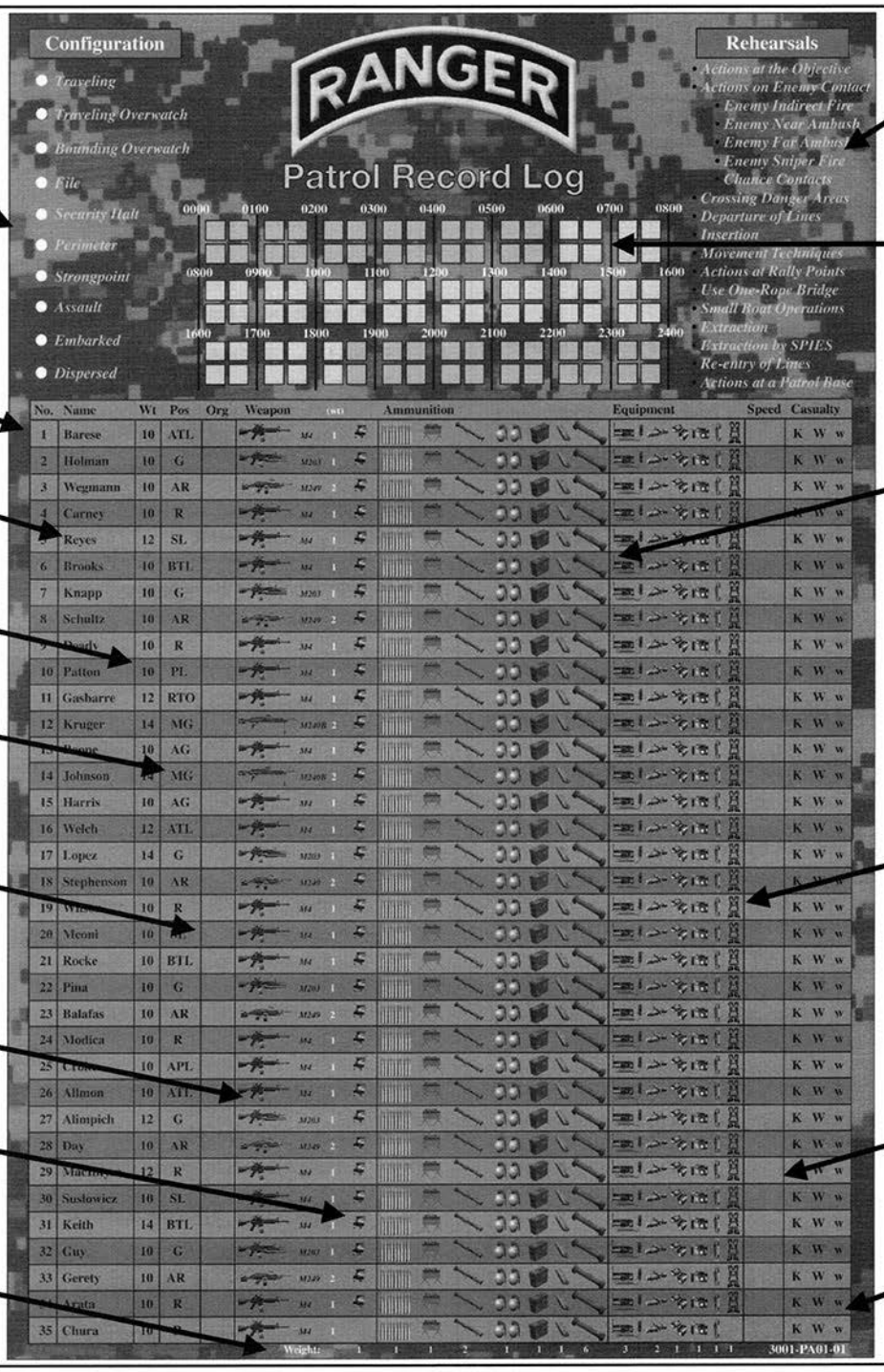
An abstract rating of the weight each Ranger can carry.

Position

This is the Ranger's position in the squad or platoon.

- The following abbreviations are used:

PL	Patrol Leader (Platoon Leader)
APL	Assistant Patrol Leader (Platoon Sergeant)
SL	Squad Leader (PL in a squad patrol)
ATL	A Team Leader
BTL	B Team Leader (APL in a squad patrol)
RTO	Radio-Telephone Operator
MG	Machine Gunner
AG	Assistant Machine Gunner
B	Ammunition Bearer *(optional)*
AR	Automatic Rifleman
G	Grenadier
R	Rifleman
P	Partisan or Pilot



Task Organization

Record the Ranger's assignment for actions at the objective.

- Use the following abbreviations:

A	Assault Element *(combat patrols)*
S	Support Element *(combat patrols)*
R	Recon Element *(area recon patrols)*
R&S	Recon and Security Team *(zone recon patrols)*
RFS	Right Flank Security Team
LFS	Left Flank Security Team
RST	Rear Security Team
ST	Surveillance Team

Weapons

Each Ranger can carry only one weapon at a time.

- His assigned weapon is indicated by an illustration, the name and weight of that weapon.
  - If he carries a different weapon than shown, note the name of that weapon over the illustration.
- A Ranger can also carry a Javelin command launch unit in addition to an M4 or M203.
  - Circle the launch unit illustration for that Ranger.
- Claymore mines, AT4s, hand grenades, C4 explosive and Javelin rounds are ammunition, not weapons.

Ammunition

Select ammunition for each Ranger during planning.

- Ammunition is expressed in loads.
- Each Ranger automatically carries one basic load of ammunition for his assigned weapon.
  - He can also carry extra ammunition.

Ammunition loads are represented by graphic symbols.

- The Ranger's basic load is represented by the bullet icon.
- Draw a line through the illustrations of any extra ammunition not carried by a Ranger.

The amount of ammunition a Ranger can carry is limited by the graphic symbols on the Patrol Record Log.

- The Tactical Reference Card explains, by type, any other limitations and the number of factors per load.

Some ammunition is carried readied, while some is unreadied.

- Readied ammunition is prepared for use.
- Unreadied ammunition is carried in a Ranger's rucksack.

Expend readied ammunition when indicated by the Tactical Events Booklet.

- As the basic load of ammunition is expended, write the number of factors remaining on the bullet icon.
  - Mark off all other ammunition as it is expended.
- When all readied symbols are marked off, the Ranger is out of ammunition.
  - He cannot fire unreadied ammunition he carries.

The patrol can receive ammunition resupply in a patrol base.

- Follow the instructions of the Tactical Events Booklet.

Equipment

Assign the equipment carried by each Ranger during planning.

- This equipment is represented by graphic symbols.
  - Circle the illustrations of the equipment carried.

Equipment is carried unreadied during movement.

- It can only be used when readied.

Squad and ICOM radios, lensatic compasses and AN/RNS-11 PLGR GPS receivers are not represented in the game.

- They are available in the quantity necessary.

Reorganization

Weapons, ammunition and equipment can only be reorganized or readied:

- During security halts,
- In a patrol base or...
- At the objective rally point.

Speed

Determine each Ranger's speed by comparing the weight he is carrying with his weight carrying rating.

- The weights of all weapons, ammunition and equipment are expressed in abstract, single digit numbers.
- These weights and the weight carrying rating for each Ranger are printed on the Patrol Record Log.
- Total the weight of all weapons, ammunition and equipment each Ranger is carrying.
- Refer to the Speed Chart on the Tactical Reference Card.
  - Compare the total weight each Ranger is carrying with his weight carrying rating.
  - Rangers transporting severely wounded or killed

Operations Order Form

The patrol leader assembles the patrol at the time and location designated in the Warning Order.

- He conducts a roll call to ensure everyone is present.
- He asks for all questions to be held until after the order.

I. Situation

Weather

The weather data was received from higher headquarters.

- *Provide additional detail as applicable.*

The weather forecast includes:

- Temperatures (High and Low):
- Winds (Direction and Speed):
- Sunrise and Sunset:
- Moonrise, Moon Set and Moon Phase:
- Percent of Illumination:
- Before Morning Nautical Twilight:
  - *This is the period of first light before sunrise.*
- Early Evening Nautical Twilight:
  - *This is the period of last light after sunset.*
- Recent Precipitation:
- Forecast:

Explain the weather's effect on enemy and friendly operations.

Terrain

The terrain over which we will be operating consists of flat, swampy jungle. A fast moving, deep river flows through the area of operations into the gulf. Vegetation is primarily triple canopy jungle with heavy undergrowth in low areas and along stream beds. Visibility will be limited to fifty meters in most areas. There are several large areas of swamp, especially close to the river. Dirt trails criss-cross the area. A number of small villages are located along these trails. They are mostly abandoned due to recent enemy activity in the area. There are numerous open areas not depicted on our maps.

Enemy Forces

Identification

The enemy is identified as the Peoples Socialist Revolutionary Front. The PSRF is operating in company-sized force in AO Yankee. The enemy wears a combination of jungle camouflaged uniforms and traditional local clothing.

Location

Exact locations for all enemy forces are not known at this time. However, the enemy is suspected of establishing a number of positions along the dirt trails in AO Yankee. *Point out on the map board.*

Activity

Recently, the introduction of large amounts of equipment and supplies into the area have made it increasingly difficult for the enemy to hide its activities. This is confirmed by the establishment of several small rocket sites, radio relay sites, command posts and weapons, ammunition and POL stockpiles. During the last week enemy foot and vehicular movement along roads and trails have increased. The enemy has not demonstrated any Nuclear, Biological or Chemical capabilities and is not expected to deploy any in the near future.

Strength

The guerrilla company in AO Yankee has three platoons of three squads each. An enemy platoon has twenty to twenty-four men and operates in squad-sized (seven to eight men) elements broken down into teams. They have at least one machine gun per squad and two to three 82mm mortar tubes available per platoon for indirect fire. The enemy's morale is high. Mostly foot soldiers have been seen, but the guerrillas do have limited vehicular assets. They have no reinforcing elements in our area of operations.

Probable Course of Action

The guerrilla company operating in our area of operations will continue to conduct limited squad-sized ambushes, sniper attacks and mortar attacks. The purpose of these attacks is to discredit Puerto Oro forces. The guerrillas will operate at team and squad size and will fight only on favorable terms and break contact to avoid decisive engagement. The guerrillas will be especially active during periods of limited visibility and during adverse weather conditions.

Friendly Forces

Mission of the Next Higher Unit

C Company conducts squad-sized reconnaissance and platoon-sized combat patrols in AO Yankee to identify and destroy PSRF forces in the AO to facilitate future US offensive actions.

Location and Planned Actions of Units on Left, Right, Front and Rear

None for Situations 1 and 2.

Mission and Routes of Adjacent Patrols

Point out on the map board.

Fire Support Available for the Patrol

Point out on the map board.

Attachments and Detachments

Include the times the attachment and detachments are effective.

II. Mission

A clear and concise statement of the mission received from the mission card. State the mission twice.

III. Execution

Concept of the Operation

Scheme of Maneuver: *Point out locations on the map board. Orient the patrol to the terrain model indicating cardinal directions, grid lines, the legend and box in the area by terrain features. Detail clearly the actions and routes of the patrol from the beginning of the mission until completion.*

We will depart this location at...

Fire Support Plan: *Detail all fire support for the patrol. Cover all planned targets when discussing the route of the patrol on the terrain model.*

Indicate higher headquarters' designation of the unit to receive priority of fires.

Sub-Unit Missions

Have elements, teams and individuals stand as you issue their special instructions.

Elements

Provide specific details on all duties of each sub-unit during movement, at halts and at the objective. List all specific duties each sub-unit or element and all special teams and individuals are to provide. Indicate the time of each action and all signals used to communicate.

Headquarters Element: You are responsible for command and control during the patrol. You will follow the lead squad (*platoon patrol*) /fire team (*squad patrol*) during movement.

First Squad (*Platoon Patrol*)/**A Team** (*Squad Patrol*): You will...

Second Squad (*Platoon Patrol*)/**B Team** (*Squad Patrol*): You will...

Third Squad (*Platoon Patrol*): You will...

Support Element (*Platoon Patrol*) **or Machine Gun Team** (*Squad Patrol*): During movement you will be behind the headquarters element and under my direct control. During actions at the objective you will provide supporting fires on the objective under the direct supervision of the assistant patrol leader.

Teams

Designate the members of each team by sub-unit and name. Provide specific details on all duties of each team during movement, at halts and at the objective.

Surveillance Team: *Identify Rangers by name.* You are responsible for maintaining surveillance on the objective while we conduct the leaders' recon and during the emplacement of the patrol. You will assist me in gathering Priority Intelligence Requirements. When the patrol is in place you will take your place with...

Recon and Security Teams *(Zone Recons Only)*: *Identify Rangers of each team by name.* Each team will be responsible for recon and gathering Priority Intelligence Requirements in your assigned zone.

Demolition Teams: *Identify Rangers of each team by name.* Each team will be responsible for placing demolition charges to destroy enemy installations *(raid patrols only)*, weapons and equipment.

Search and Prisoner Teams: *Identify Rangers of each team by name.* You are responsible for searching all enemy dead and the security and return of any enemy prisoners. Each team will carry gags, blindfolds and extra tie downs.

Aid Litter and Evacuation Teams: *Identify Rangers of each team by name.* You are responsible for immediate first aid and evacuation of wounded personnel in accordance with the instructions I will cover in paragraph four of this order. Each team will carry a combat lifesaver bag, first aid kit and combat litter.

Individuals

Assistant Patrol Leader: *Identify Ranger by name.* You are second in the chain of command and will be in charge during my absence. During movement you will control the rear portion of the patrol. You will come forward during all halts except the security/listening halt. As you come forward ensure the patrol is providing security to the flanks and rear. Throughout the mission you will assist in controlling noise and light discipline. During actions at the objective you will....

Squad ***(Platoon Patrol)***/**Team** ***(Squad Patrol)*** **Leaders**: *Issue separate instructions to each subordinate leader similar to those above.*

Primary Compassman: *Identify Ranger by name.* You will accompany me when I depart the main body of the patrol once forward of friendly lines. Set your compass on our initial azimuth and do not deviate unless I direct otherwise. You will have a red-filtered flashlight and poncho available for map checks.

Alternate Compassman: *Identify Ranger by name.* You will be prepared to assume the duties of the primary compassman.

Pacemen: *Identify Rangers by name.* You will send up the pace every five hundred meters, at each danger area and at the end of each leg of our route.

Command Radio-Telephone Operator: *Identify Ranger by name.* You are responsible to me for all communication. You will stay with me at all times even when I depart the main body. Send no transmission without my consent. Report all incoming messages to me immediately. Monitor the radio continuously and remind me of all reports due. During dissemination of information you will be the recorder. You will carry all communications equipment, a poncho, red-filtered flashlight and the materials for a field expedient antenna. Further instructions for you will be issued in paragraph five of this order.

Alternate Radio-Telephone Operator: *Identify Ranger by name.* You will be prepared to assume all the duties of the primary radio-telephone operator. You will be the enroute recorder and record all enemy activity and the location of all map corrections. You will remain with the assistant patrol leader at all times.

Attachments and Detachments:
Issue separate instructions to each attachment.

Coordinating Instructions

Move to the terrain model and sketches.

Time of Departure and Return: We will depart this area at...

Order of Movement, Formations and Movement Techniques

The three movement techniques used will be: traveling while inside friendly territory. traveling overwatch while in enemy territory and bounding overwatch while crossing large open areas and the patrol has come within effective small arms range of the far side. The distance between elements, teams and individuals will be as depicted on the sketch; however. the actual distance will depend on the terrain, vegetation and visibiliuty. Maintain noise and light discipline at all times. Ensure all hand and arms signals arc passed through the patrol quickly. The order of movement is...

Halts:

At all halts, kneel down and provide security to the front, flanks and rear.

Security Perimeter:
Designate a detailed plan for occupying a security perimeter.

Route: *Move to the terrain model. Detail clearly the primary and alternate routes of the patrol and all fire support targets from the beginning of the mission until completion.*

Departure or Insertion: *Detail the actions of the patrol for passage of friendly lines or insertion into enemy territory.*

Re-Entry or Extraction: *Detail the actions of the patrol for rearward passage of friendly lines or extraction from enemy territory.*

Actions at Rally Points

Describe the patrol's actions at each of the following types of rally point, as applicable. Point out each location on the terain model.

Initial Rally Point:

Objective Rally Point:

Re-Entry Rally Point:

Enroute Rally Points:

Near Side Rally Point and Far Side Rendezvous Point:

Actions on Enemy Contact

Designate a detailed plan of action for each type of enemy contact. Use sketches.

Near Ambush:

Far Ambush:

Sniper:

Minefield:

Chance Contact

Designate a detailed plan of action for each of the following types of chance contact with an enemy force.

Enemy Moving at the Patrol:

Enemy Moving Across the Patrol's Front:

Enemy Moving Away from the Patrol:

Friendly and Enemy Patrols Spot Each Other at the Same Time:

Flares:

Indirect Fire:

Enemy Aircraft:

Nuclear, Biological or Chemical Attack:

Actions at Danger Areas

Indicate all known danger areas on the patrol's route on the terrain model. Provide a full plan for dealing with each type of danger area.

Actions at Small Open Areas:

Actions at Large Open Areas:

Actions at Linear Danger Areas:

Actions at the Objective

Cover the plan for actions at the objective in complete detail.

Fire Support

Fire support has already been covered.

Rehearsals

Time: **Place**: Rehearsal area.

The rehearsal uniform will be the patrolling uniform with all equipment less camouflage. Priority of rehearsal will be: actions on the objective, actions on enemy contact, actions at danger areas, movement techniques and order of movement.

Inspections

Initial inspection: **Time:** **Place**: Outside the planning bay

Final inspection: **Time:** **Place**: Outside the planning bay

Uniform for the initial inspection will be the patrolling uniform and equipment less camouflage. I will primarily be checking equipment. Ensure it is properly tied down and all slings are off the weapons except the M-240Bs. I will also ask questions concerning the patrol. Leaders will take note of deficiencies that will be checked at the final inspection. You will be camouflaged for the final inspection where I will inspect deficiencies noted during the initial inspection and place emphasis on details concerning your role in our mission.

Debriefing

We will be debriefed in this location upon return by a representative from the battalion S-2, using the standard NATO debriefing form. Every patrol member will participate and we will turn in all sketches and documents.

Priority Intelligence Requirements

Detail all requirements directed by higher headquarters.

Annexes

Indicate the annexes to the order to be issued at the end of the operations order. These annexes include: insertion by aircraft, patrol base activities, river crossings, aerial re-supply, small boat operations, link-ups with other patrols or transportation by trucks.

IV. Service and Support

Rations

MREs for each day have been issued. Do not eat except on my orders. We will carry all trash with us; do not bury anything.

Arms and Ammunition

Same as the Warning Order. *Note any changes.*

Uniform and Equipment

Same as the Warning Order. *Note any changes.*

Transportation

Provide details of any assets being used to transport the patrol.

Maintenance

We will maintain all weapons and equipment daily. Machine guns will be field cleaned only, not broken down.

Method of Handling Dead and Wounded

Dead

Friendly dead will be airlifted if possible or carried with the patrol provided it does not compromise the mission. We are authorized to bury any dead if the situation requires. We will report the location to higher headquarters with a ten digit coordinate upon return.

Wounded

We will give priority to friendly wounded and evacuate them as soon as possible by aerial MEDEVAC. Wounded will be stabilized by squad combat lifesaver and moved to the nearest PZ or extraction point. Enemy wounded will be treated if the time and situation permit. They will be left in a safe location where they can be found by their own forces.

Method of Handling Prisoners and Captured Equipment

Handle enemy prisoners per the five Ss: Search, Silence, Segregate, Safeguard and Speed to the Rear. We will immediately inform the company command post of any enemy prisoners and coordinate for their extraction.

V. Command and Signal

Command

Indicate the location of the company commander and command post, location of all key leaders, succession of command and any adjustments to the unit Standard Operating Procedures.

Signals

Detail the Signals Operating Instructions in effect and note the time period changes. Indicate the frequencies and all call signs.

Indicate the meaning of all pyrotechnics and signals to include: hand and arm signals, starclusters and smoke.

List the challenge and password, the number combination, the running password and near and far/day and night recognition signals.

The patrol leader issues any annexes to the operations order. He then issues a time check and asks for any questions.

casualties by stretcher move at the lowest speed.

Speed is expressed as *Fast*, *Normal*, *Slow* or *Very Slow*.

- Each speed limits the maximum distance the patrol can travel per the instructions of one movement paragraph.
- The Maximum Distance Chart on the Tactical Reference Card lists these limits.
- If the patrol can move a distance greater than the speed's limit, ignore the excess distance.

Example: Ranger Brooks has a weight carrying rating of ten.

- *He can carry up to a weight of six and still move at fast speed.*
- *If he carries seven, he moves at normal speed.*

The patrol's speed equals the speed of the slowest Ranger.

To increase a patrol's speed, the player must:

- Evacuate any transported casualties or...
- Lighten the Rangers' loads.
  - This is done by reorganizing the patrol during a security halt or expending ammunition.
- The player must recalculate a Ranger's speed at any time equipment loads change.

Casualties

Record all casualties on the Patrol Record Log.

- Circle the appropriate casualty level as it is determined.
- The abbreviations on the Patrol Record Log correspond to casualty levels:
  - *K* Killed in action
  - *W* Severely wounded in action *(Stretcher)*
  - *w* Lightly wounded in action *(Ambulatory)*
  - \- Superficially wounded *(Do not record on the Patrol Record Log)*

Note any changes in the casualty's disposition on the Patrol Record Log.

- Use the following symbols:
  - *S* The casualty is being carried by stretcher.
  - *E* The casualty has been evacuated.
  - *L* The casualty was left along the patrol's route.
  - *B* The casualty was buried along the patrol's route.
- Write these codes in the Ranger's casualty section.

Write an *L* or *B* on the map if a casualty is left or buried.

VIII. Planning the Patrol

Planning Ranger operations is a critically important, time consuming effort.

- A player should not underestimate the importance of planning.
- He should carefully consider each of his decisions during planning.
  - They will affect certain tactical events throughout the game.

Planning is simulated by the first seven paragraphs of the Tactical Events Booklet.

- A player is not expected to plan the patrol from memory.

The Tactical Events Booklet guides the player through:

- Receiving the mission,
- Determining the size of the patrol (squad or platoon),
- Developing a concept of the operation,
- Coordinating fire support and any transportation,
- Task organizing for actions at the objective,
- Planning routes,
- The warning order,
- The operations order,
- Inspections and...
- Rehearsals.

During planning, the player arms and equips his Rangers.

- Do not leave essential equipment behind in the interests of speed.
  - The mission might not go according to plan and it will be too late to remedy any shortcomings.
- Do not overburden any Ranger to the point of lowering his speed to *Slow* or *Very Slow*.
  - This is only done if absolutely necessary.
  - Stretcher evacuation is one of the only acceptable reasons to move this slowly.

Rehearsals are of critical importance to combat resolution.

- Rehearsed actions will modify dice rolls favorably when those events occur.

Planning ends with the patrol's final inspection.

An optional operations order form is available for use.

- See the optional rule concerning this form.

IX. Movement

The player spends much of the game moving the patrol to and from the objective.

- Successful infiltration and exfiltration are also critical to completing the mission.

Plotting Movement Routes

The player plots his routes during planning for the mission.

- He plots the routes on the map with the dry erase marker.
  - The Tactical Events Booklet instructs the player to perform this step.

He only plots routes from:

- The insertion point to the objective rally point and...
- The objective rally point to the extraction point or patrol base location.

He will plot actions at the objective later during the mission.

- Once at the objective rally point, follow the instructions of the Tactical Events Booklet.

The player should also plot an alternate route.

The player uses a set of symbols to plot routes on the map.

- These symbols are printed on page twenty of this booklet.

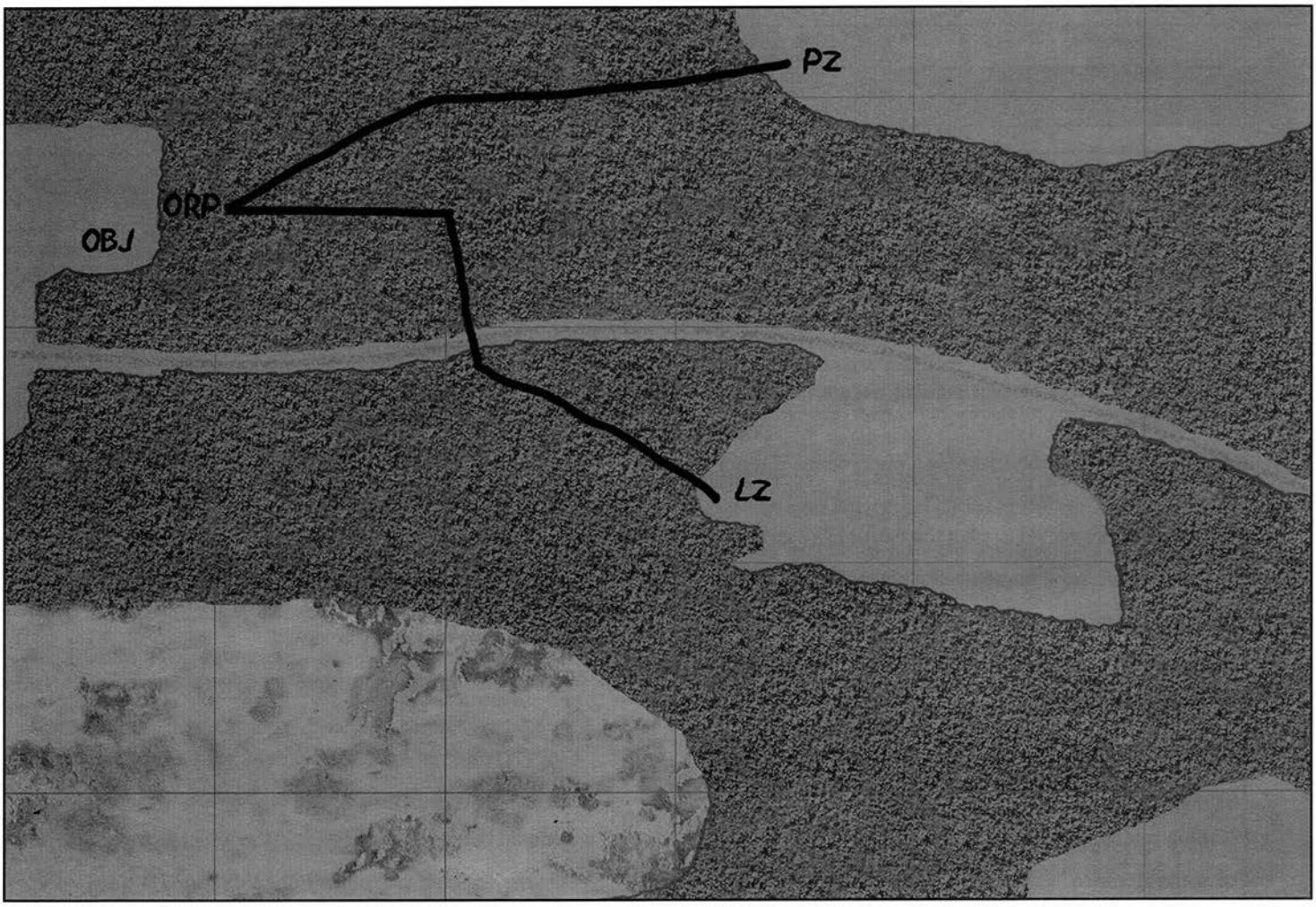
Example: (Illustrated below)

The player plots his primary routes.

- *The patrol will conduct an airmobile insertion and then move to the objective rally point.*
- *They will cross a trail along the route.*
- *After conducting a reconnaissance of a suspected enemy mortar position, they will move to a pick up zone.*
  - *They will be extracted by helicopter from the pick up zone.*

Note the player does not plot actions at the objective.

- *He will plot them later once the patrol is in the objective rally point.*



Conducting Movement

The paragraphs of the Tactical Events Booklet instruct the player to move the patrol along the plotted route.

- When instructed, the player will:
  - Determine the type of terrain the patrol currently occupies and...
  - Conduct several dice rolls.
- The results will refer the player to either:
  - An enemy contact paragraph,
  - A random event paragraph or...
  - A movement paragraph.

Each movement paragraph has the player move the patrol a specific distance along the plotted route.

- Reduce this distance, if necessary, due to the patrol's speed.
- If the patrol makes enemy contact while attempting to move, the patrol's location does not change.
  - Refer instead to the indicated paragraph to resolve the contact.

After contact is resolved, the Tactical Events Booklet will direct the player to determine the patrol's next movement.

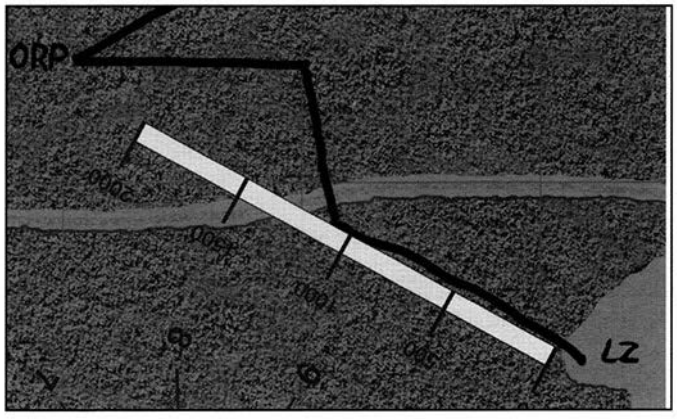
- If the enemy situation causes the patrol to abandon its route, the player should use the alternate route.
- An alternate planned route allows the patrol to continue to benefit from pre-planned fire support.

Expend time as indicated.

Plotting Movement

Plot the patrol's new location on the map.

- Begin at the patrol's present location.
- Align the distance scale on the Tactical Template with the patrol's route.
- Place the zero at the patrol's present location.
- Plot the patrol's new location at the appropriate distance in the direction of movement.



A player can move less than the maximum distance if he wishes.

- He cannot exceed the maximum distance allowed.

Terrain can cause the player to halt the patrol's movement immediately.

- Halt the patrol at a trail or river.
  - The player must conduct a security halt to cross the obstacle.
- Cease moving if the patrol enters a different type of terrain and determine a new distance moved.
  - This includes entering a village.
  - The patrol doesn't actually halt due to the change in terrain, but the player determines movement again.
  - The Tactical Events Booklet directs the player to determine a new distance moved.

The player must conduct a security halt during movement to:

- Cross a trail or river obstacle;
- Recon for the intended:
  - Objective rally point,
  - Re-entry rally point or...
  - Patrol base;
- Reorganize the patrol;
- Issue a fragmentary order;
- Request a:
  - Time extension,
  - Mission abort or...
  - Extraction;
- Recover or dispose of casualties;
  - Evacuate wounded Rangers by helicopter,
  - Leave wounded Rangers along the route or...
  - Bury killed Rangers along the route;
- Prepare for a small boat operation or...
- Attempt a partisan link-up.

These procedures are self-explanatory in the Tactical Events Booklet.

Halts

The player can halt the patrol's movement at any point.

- Any remaining distance moved is lost.
- The player resumes moving the patrol once all necessary actions are completed.
  - The Tactical Events Booklet directs the player back to the movement paragraphs.

X. Enemy Contact

The patrol might make contact with the enemy during movement.

- These contacts can include:
  - Indirect fire,
  - Contact during insertion or infiltration,
  - Near ambushes,
  - Far ambushes,
  - Sniper fire,
  - Chance contacts with enemy patrols,
  - Contact crossing a danger area,
  - River outposts,
  - Patrol boats and...
  - Mines.
- These events occur as the result of a combination of the player's decisions and any required dice rolls.

When the Tactical Events Booklet indicates contact occurs, resolve the situation by:

- Following all instructions,
- Making all required decisions and...
- Rolling the dice when instructed.

The player resumes movement after contact is resolved.

- The Tactical Events Booklet directs the player back to the movement paragraphs.
  - These directions are incorporated in the paragraphs.

Plotting an Enemy Force

Use the Tactical Template to plot an enemy force's strength and location.

- Place the center of the template on the patrol's present location.
  - Align the twelve o'clock line with the patrol's direction of movement.

The Tactical Events Booklet indicates the direction and distance of the enemy force.

- Plot the enemy's direction using the template as a guide.
- Use the template's distance scale to determine the correct location of the enemy force.

Mark the enemy's position with the number representing the enemy's strength.

- Add a note if the Tactical Events Booklet indicates the enemy is a sniper or has a machine gun.
  - Add *S* for a sniper.
  - Add *MG* for a machine gun.
- If the enemy strength is reduced during combat, erase the number and replace it with the reduced strength.
  - If the sniper or machine gun is eliminated, erase the note.
  - The sniper is an individual, so if he is eliminated, the enemy force is also eliminated.

Erase the enemy force's strength and location from the map after the contact is resolved.

XI. Combat

Resolving Attacks

Resolve a friendly or enemy attack when instructed by the Tactical Events Booklet.

- Enemy and friendly attacks are resolved by different procedures.
- Apply all effects immediately.

Use the Combat Results Table to resolve all attacks.

- Each column of the table is identified by a letter at the top of the column.
  - These letters range from *A* through *V*.
- In an enemy attack, the Tactical Events Booklet's instructions can also include modifiers.
  - The dice roll might be modified by adding to or subtracting from the result.
  - Modifiers can also indicate shifting a number of columns to the left or right.

Example:

The Tactical Events Booklet instructs the player to resolve an enemy attack using column J.

- *An applicable modifier indicates a shift of two columns to the right.*
- *The attack is resolved using column L.*

To resolve the attack:

- Roll two dice.

- Cross-index the result with the correct column.
  - In an enemy attack, the result is the number of friendly casualties inflicted by the attack.
  - In a friendly attack, the result reduces the strength of the enemy force.

Friendly Casualties

Use the Casualty Distribution Table to determine which Rangers become casualties due to an enemy attack.

- Roll the dice once for each casualty the attack inflicted.
  - Modify the dice roll result for the type of enemy contact, if applicable.
- Cross-index the modified dice roll with the number of Rangers in the element under fire.
  - The result is a number.
  - There are more than thirty-five Rangers on the table for use with an optional rule.
- Count down this number of Rangers in the element under fire to identify the casualty.
  - Count down from the top of the Patrol Record Log.

Example:

A security team of three Rangers is attacked.

- *The team suffers one casualty.*

The player consults the Casualty Distribution Table to determine which Ranger is a casualty.

- *He rolls the dice.*
  - *The result is an eight.*
- *He cross-indexes eight with three (the number of Rangers in the team).*
  - *This yields the result of two.*
- *The second Ranger in the team is the casualty.*
- *If Rangers Wegmann, Knapp and Modica are in the team, then Ranger Knapp is the casualty.*

Consult the Casualty Level Table to determine the severity of the wound.

- Roll a die.
  - Modify the result if the enemy has a machine gun.
- Cross-index the die roll result with the range to the enemy force.
  - The range of any enemy indirect fire attack is zero meters.
  - The range of combat while embarked in small boats is 150 meters.
- This will yield a casualty level.
  - If the Ranger is already a casualty, only a more serious wound has any effect.
  - There is no cumulative effect for wounds of a lesser or equal level.

Example:

In the previous example, Ranger Knapp was determined to be a casualty.

- *The enemy is at a distance of one hundred meters.*

The player consults the Casualty Level Table.

- *He rolls a three.*
- *Ranger Knapp is severely wounded.*

If Ranger Knapp had previously been severely wounded, the result would have no additional effect.

- *If the player had rolled a two, there would have been no additional effect*
  - *Being lightly wounded is a less serious result.*
- *On a roll of six, Ranger Knapp would have been killed.*

Effects of Casualties

Killed and severely wounded Rangers cannot move.

- They must be moved by stretcher by two other Rangers or evacuated by helicopter.
  - They remain with the patrol until the player decides to evacuate or dispose of casualties.

Do not count killed Rangers when distributing casualties.

Killed and severely wounded Rangers cannot fire their weapons.

- They can continue to carry their equipment, weapons and ammunition.
  - These items of equipment are, in effect, stacked on the litter.
- Rangers evacuating killed or severely wounded Rangers cannot fire their weapons either.
  - They do continue to carry their own equipment, weapons and ammunition.

Rangers with light or superficial wounds suffer no effects.

- These results are provided only for player information and evaluating the patrol after the mission is complete.

Do not record casualty results for the patrol leader.

- The patrol leader becomes a casualty only for player information and victory evaluation purposes.
- The patrol leader does not suffer any effects.
  - This allows the game to continue.

Recovering Weapons, Ammunition and Equipment

Other Rangers can pick up the weapons and readied ammunition or equipment of casualties.

- This occurs during an ensuing reorganization.
- The patrol cannot have moved since the attack.
  - Once the patrol has moved, the weapons, ammunition and equipment cannot be recovered.
  - This is true even if the casualty is later recovered.
- Recalculate the load and speed of each Ranger involved in such an exchange.

Rangers can drop their own weapons, equipment or ammunition at any time.

- Once dropped, the item is lost permanently.
- If a Ranger drops any unreadied item, all of his unreadied items are considered dropped.
  - The Ranger has dropped his rucksack.
  - If the patrol is reorganizing equipment, a Ranger can drop any unreadied items as desired.

Friendly Attacks

The Tactical Events Booklet indicates when the player can resolve a friendly attack on an enemy force.

- The player has the option to execute a number of attacks.
  - Each Ranger can fire his weapon once.
- Resolve attacks for each weapon type present in the element executing the attack.
  - The weapon must be effective against the target.
  - The Weapons Attack Chart indicates the number of each weapons type necessary for an attack.
  - Use the column of the Combat Results Table listed for the weapon.
  - The enemy must be within the weapon's maximum range for a Ranger to be eligible to fire.

Example:

The player resolves an attack against an enemy force at a range of two hundred meters.

- *The patrol can use all of its small arms.*
  - *The ranges of M4 carbines, M249 squad automatic weapons, M240B machine guns and M203 grenade launchers all exceed two hundred meters.*
  - *They can also fire AT4s and Javelins.*
- *They cannot use any hand grenades or claymores.*
  - *Their ranges are less than two hundred meters.*

- Divide the total number of eligible weapons present in the firing element by the number indicated on the chart.
  - The result is the number of attacks executed.
  - Round any fraction up.

Example:

In the previous example, the firing element is a fire team with two Rangers armed with M4s, one Ranger armed with an M203 and one Ranger armed with an M249.

- *The Weapons Attack Chart indicates an attack is resolved for every four M4s, two M203s and one M249.*
- *Two M4s divided by four is one-half.*
  - *Rounding up results in one attack being resolved for the M4s.*
- *One M203 divided by two is one-half.*
  - *Rounding up results in one attack being resolved for the M203.*
- *One M249 divided by one is one resulting in one attack being resolved for the M249.*

Resolve each attack by rolling the dice.

- Cross-index the dice roll result with the correct column.
- Subtract the resulting number of enemy casualties from the enemy strength.
  - This determines the new enemy strength.

Example:

The results of the above attacks are none, two and three.

- *Reduce the enemy force's strength by five.*

Only certain dice roll results eliminate enemy snipers and machine guns.

- A two, three or four eliminates a machine gun.
- A two or three eliminates a sniper.
  - Do not reduce the strength of an enemy force with a machine gun or sniper below two until one of these results are obtained.

The player must allocate all attacks prior to resolving the first.

- Expend ammunition for each allocated attack.
  - This applies whether the attack is resolved or not.
- No Ranger can fire more than one weapon per attack.
- That weapon can only fire once per friendly attack.
- Each Ranger can also expend one claymore mine, hand grenade or AT4 per attack.
  - AT4s, claymores and hand grenades are ammunition.
  - They can be expended by Rangers firing a weapon.
  - A claymore must be readied to be expended.

XII. Actions at the Objective

Actions at the objective are the execution of the assigned mission at the designated objective.

- Actions at the objective begin once the patrol moves within three hundred meters of the objective rally point.
- The patrol halts at this point and conducts a security halt.

The Tactical Events Booklet will guide the player through:

- Occupying the objective rally point,
- Reorganizing the patrol,
- Readying weapons, ammunition and equipment,
- Reconning the objective,
- Emplacing the patrol,
- Executing the mission,
- Returning to the objective rally point,
- Reorganizing for movement,
- Withdrawing from the objective area and...
- Disseminating information.

Once a patrol withdraws to the objective rally point from the objective, the patrol must move out of the area.

The execution of actions at the objective is self-explanatory in the Tactical Events Booklet.

Task Organization

The patrol reorganizes in the objective rally point for actions at the objective.

- This task organization was planned and recorded on the Patrol Record Log prior to beginning the mission.

For a raid or ambush mission, the patrol consists of three elements:

- An assault element,
- A support element and...
- A security element.

For an area recon mission, the patrol consists of:

- A recon element and...
- A security element.

For a zone recon mission, the patrol consists of a number of recon and security teams.

XIII. Setting Up the Game

Place the map(s) on a flat playing surface.

- Place all playing aids in a location where they are readily accessible.

The game is now ready to play.

Turn to the first paragraph of the Tactical Events Booklet and begin play.

- This paragraph of the Tactical Events Booklet instructs the player to:
  - Select a situation briefing.
  - Shuffle the mission cards applicable to that situation and invert the stack.
  - Select a mission card for the game.

XIV. Evaluating the Patrol

Ranger is won or lost by an evaluation of the patrol at the end of the game.

- This occurs upon return to friendly lines or in the patrol base.
- The final paragraphs of the Tactical Events Booklet lead the player through this evaluation.
- The patrol leader will pass or fail the evaluation.

The accomplishment of the assigned mission is of paramount importance.

- Casualties and tactical errors can detract from the evaluation.
- Total the points awarded and compare this total against the standards to determine if the player passes or fails.

Regardless, the player should ensure he has learned the proper solutions to tactical problems.

- Playing **Ranger** properly will improve the player's:
  - Understanding of patrolling and...
  - Decision making in such operations.

XV. Extended Patrolling

The player should initially conduct a single mission patrol.

- The game includes twenty-four separate missions.
  - The optional **AO Sierra and AO Victor** expansion kit adds forty-eight additional missions.

A player that has mastered single mission patrols, will seek an additional challenge.

- Extended patrolling operations have the player conduct a series of missions forward of friendly lines.

An extended patrol consists of multiple missions.

- These patrols last several days in duration.
- The patrol is inserted or infiltrates into the area of operations and conducts a mission.
- At the conclusion of this mission, the patrol establishes a patrol base for:
  - Field planning,
  - Resupply,
  - Rest and...
  - Other sustaining activities.
- After the patrol completes all patrol base activities, it conducts another mission.
  - This can continue for several days.
- The patrol finally exfiltrates or is extracted.

The following rules allow the player to use **Ranger** for extended patrolling.

Patrol Bases

The initial mission card will indicate the patrol ends the mission by occupying a patrol base.

- The patrol leader halts the patrol to occupy the patrol base once it reaches the indicated location.
- The Tactical Events Booklet's instructions direct the player to occupy the patrol base and resolve all patrol base activities.

The Tactical Events Booklet indicates:

- The next mission,
- The end time for the new mission,
- Whether the patrol is to:
  - Be extracted or exfiltrate or...
  - Establish a new patrol base.
- The time spent in the patrol base, if applicable.
  - At the end of this period, the patrol begins movement for the next mission.

Time

Most single missions do not exceed twenty-four hours in length.

- All extended patrol operations will exceed the number of printed squares on the Patrol Record Log.
- As necessary, erase all marks upon the completion of twenty-four hours of play.
  - This allows the player to continue to record the current time.

Extended Patrolling Evaluations

An extended patrol continues until all missions in the operation are completed.

- Evaluate each mission at the end of that single patrol mission.
  - Evaluate only events that occurred during the individual mission.
- Average the scores of the individual missions to determine a final score for the extended patrol.
- If the player fails any single mission, however, he fails the entire patrol.

XVI. Optional Rules

Operations Order Forms

A player can plan his patrol in greater detail using the optional operations order form.

- Remove the operations order form from the center of this booklet and photocopy it for use.
- Complete the form during planning.
  - Prepare the operations order in the detail desired.
  - Follow the format provided.
  - The player can use his completed operations order forms to establish standard operating procedures.
- A copy of the operation order form is available for download from our website.

Use of US Military Maps

Players can play **Ranger** using actual military tactical maps of flat, swampy, jungle terrain.

- Modify the mission to use military grid coordinates.
  - Adjust the time limits for the distances covered.
- Use the correct map scale template for the map.

Weapons, Ammunition and Equipment

Rangers can drop weapons, ammunition or items of equipment during play.

- Once the patrol moves out of the area, these items are lost.
- If playing with this optional rule, the patrol can return to the area and attempt to recover the dropped items.
- When the patrol returns to the location where the equipment was dropped, roll a die.
  - On an even result, the items are recovered.
  - On an odd result, they are lost permanently.

Ranger Units

A Ranger unit's platoon organization is different from that of a standard infantry platoon.

- A Ranger platoon has a weapons squad with a squad leader and three machine gun teams.
  - Each machine gun team has a third member, the ammunition bearer.
  - An expanded version of the Patrol Record Log is available for download from our website.

Actions at the Objective

A laminated Actions at the Objective sheet is printed on the back of the Patrolling Tactics Booklet.

- The player can use this sheet to plan actions at the objective in greater detail.
- After selecting a mission, the player draws an enlarged view of the terrain of the objective area on the sheet.
  - Indicate any woodlines, open areas, trails, streams or bridges and all suspected enemy positions.
  - Use the dry erase marker.
- During planning, plot all planned friendly positions for actions at the ojective.

Refer to this sheet when resolving actions at the objective.

- Erase the sheet once the patrol is ready to withdraw from the objective rally point after the mission.

Alternately, the player can:

- Photocopy an enlarged image of the area of the objective from the map or...
- Download a color, enlarged image of the area of the objective from our website.

Designer's Notes

In designing **Ranger** in the early 1980s, I attempted to do two things. First, I wanted to give the wargamer a realistic simulation of Ranger operations. Second, I felt it a priority to keep the game playable. Most tactical wargames have hundreds of complicated rules to memorize, but bear little relation to actual field maneuvers. My goal was to provide an enjoyable game that would allow the player to concentrate on the tactical decisions he faces.

Ranger operations are the most difficult and exciting missions an infantry unit can be assigned. The concepts of modern US Army patrolling are traced back to Rogers' Rangers in the French and Indian Wars. Ranger units have been the Army's elite since World War II. While a few wargames had attempted to simulate patrolling, none had modeled the situation properly.

Patrolling suits solitaire gaming well. While conventional operations are the result of the efforts of numerous commanders and staffs, patrols depend largely on the patrol leader's actions. The patrol is also forward of friendly lines during most of its mission. The isolated nature of these missions simplifies solitaire modeling.

I made every attempt to present the tactical situations as the patrol leader would experience them. I wanted the game to avoid excessive administrative bookkeeping and rules memorization. (Players who desire an even simpler game can ignore the ammunition rules.) I tried to simulate patrolling from my own experiences and not be tied to more standard wargame conventions. **Ranger** is not difficult to play and presents patrolling realistically.

The laminated map and dry erase marker are more realistic than a conventional wargame mapsheet with an overprinted hexagon grid and die-cut playing pieces. A patrol leader does not have an overall view of the battlefield. He has a map, the mission briefing, his experience and planning to aid him as the patrol moves to its objective. Even with modern secure communication capabilities, radio contact is likely to be limited for security reasons. The patrol leader is fairly isolated and, espe-

cially in jungle or swampy terrain, not able to obtain much additional intelligence beyond that his own observation discloses.

The element of chance is prevelant throughout **Ranger** by design. No patrol leader can control his environment. He can only plan for as many possibilities as he has time and be alert and prepared to implement these contingency plans, if necessary. Even the most experienced player making all the correct decisions will occasionally see his patrol destroyed. Combat is always dangerous, but even more so when forward of friendly lines. Learning the game and the tactics involved should reduce your casualties. The Patrolling Tactics Booklet has been compiled from a number of sources to give players a reference on modern patrolling operations. The weapons' ranges used in the game are their maximum effective range.

This completely revised edition of **Ranger** features a number of improvements to the game. The situation briefings allow the player to execute missions in different tactical environments. The missions have been aligned with these situations to present coherent scenarios. The number of missions provides variety; they would not all take place. Current fire support assets, an increased level of planning and more detail concerning actions at the objective have been added to the Tactical Events Booklet. Air and fire support are available in accordance with the selected briefing. The use of some modern technology is limited to enforce the use of the basic patrolling tactics.

Additional versions of **Ranger** will simulate patrolling in other types of terrain. Other games using this game system will simlulate the missions of SOG in Laos during the Vietnam War (with the aid of SOG veteran and noted author MAJ John Plaster) and escape and evasion by downed aircrew members.

Bill Gibbs

This game is dedicated to Ranger Class 1-80.

Thanks to: Mike Modica, Rob Brooks, Stan Wilson, Tom Carney, Tim Deady, Paul DeBenedictis, Rich Knapp, Selby Rollinson, Cal Holman, Rick Lechowich, Rich Killblane, Lance Hoffman, Greg Chura and Doug Boone.

I was allowed to revisit Ranger training at Fort Benning when updating the game. Special thanks to: Monica Manganaro of the USAIS Public Affairs Office and MSG Chris Schott, SFC Sitzler, SFC Odom, SSG Moore, SSG Jones, SSG Adams, SSG Blaizedell, SSG Newton and CPT Colbert of the 4th Ranger Training Battalion for their help during my trip to Camp Darby to update **Ranger**.

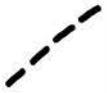
An **AO Sierra/AO Victor** Expansion Kit is available from **OMEGA GAMES**. This kit adds four maps representing two adjacent areas of operation. It also provides forty-eight additional mission cards. Some of the extended patrolling missions involve all six map sections.

Symbols for Plotting Routes on the Maps

Use the following symbols to plot routes on the map:



Route



Alternate Route



Drawn on a river or in the gulf

Small Boat Route



Drawn over a river

One Rope Bridge

DZ

Drop Zone (DZ)

LZ

Landing Zone (LZ)

I

Use for fast roping or helocast

Insertion Point

Mines

PZ

Pick Up Zone (PZ)

X

SPIES Extraction Point

D

Debarkation Point

E

Embarkation Point

RP

Rally Point

ORP

Objective Rally Point



Target Reference Point

OBJ

Objective



Ambush Kill Zone



Security Team

Actions at the Objective

Use the following symbols to plot actions at the objective:



Security Team



*Assault Element**



Draw the arrow in the direction of the objective

Support Element



Recon Element

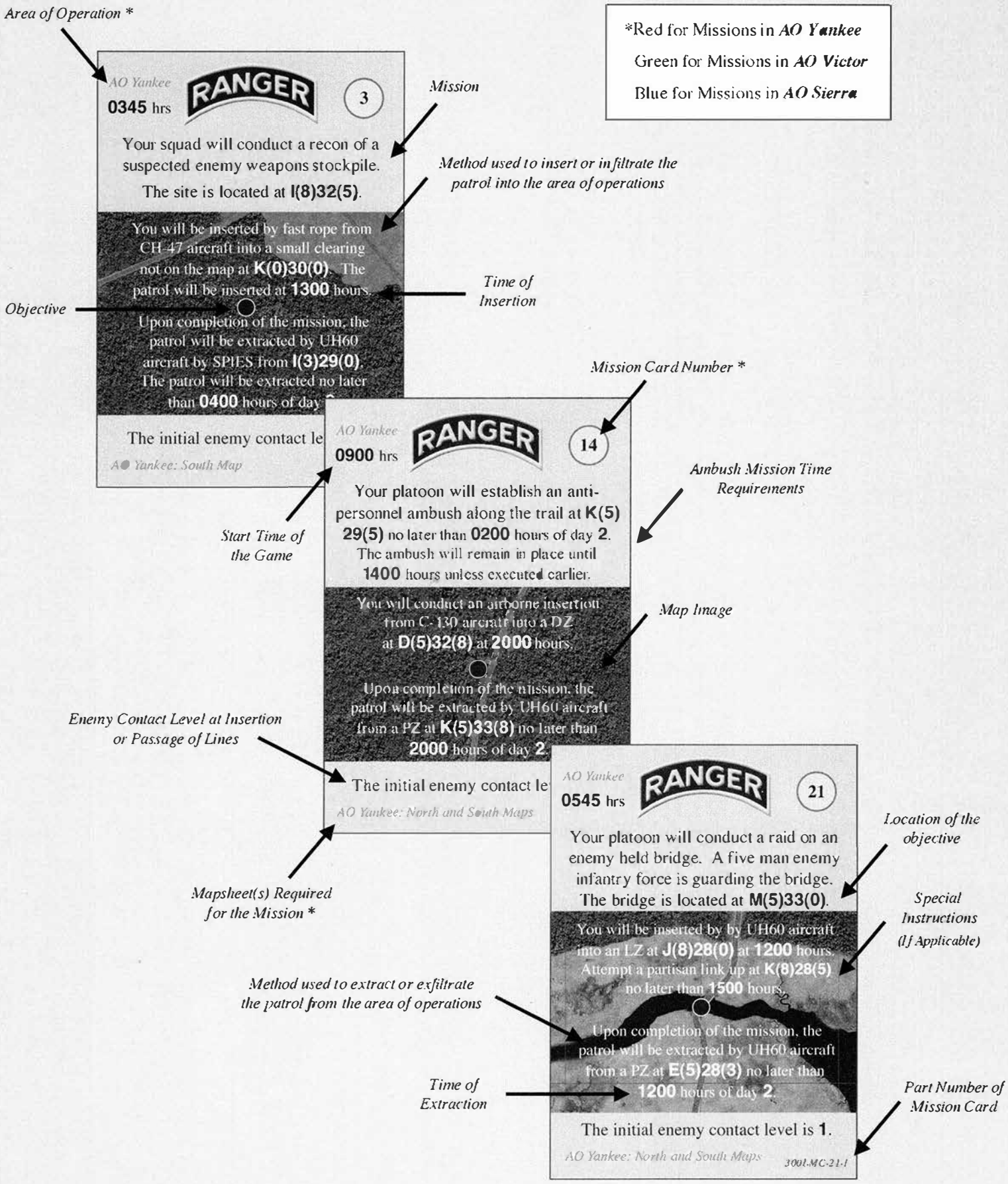
*The limits of the ambush kill zone also use this symbol.

Ambush Kill Zone

Plot the limits of the ambush kill zone during planning.

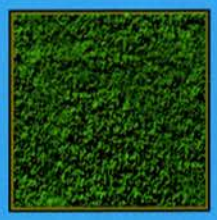
- When the patrol reaches the objective rally point, the player erases the plotted kill zone.
- He then plots the smaller assault position symbol when the assault element occupies its position.

Key to Mission Cards



RANGER

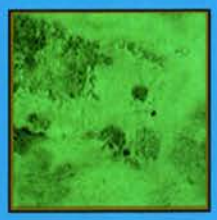
Key to Map Symbols



Jungle



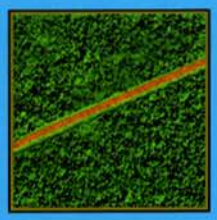
Open



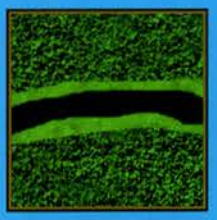
Swamp



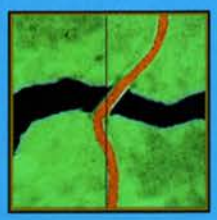
Village



Trail



River



Bridge



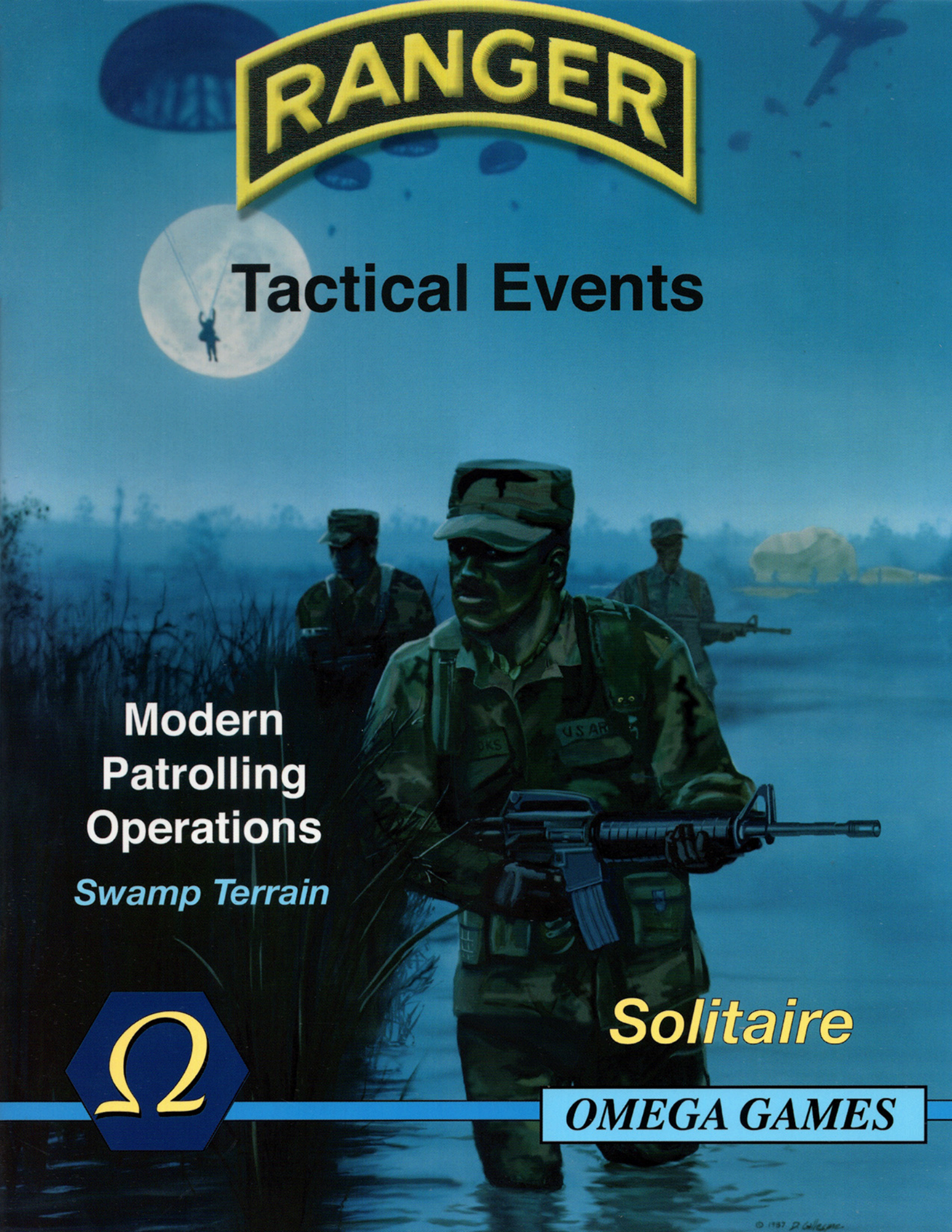
Gulf

Grid coordinates in the game use a simple format.

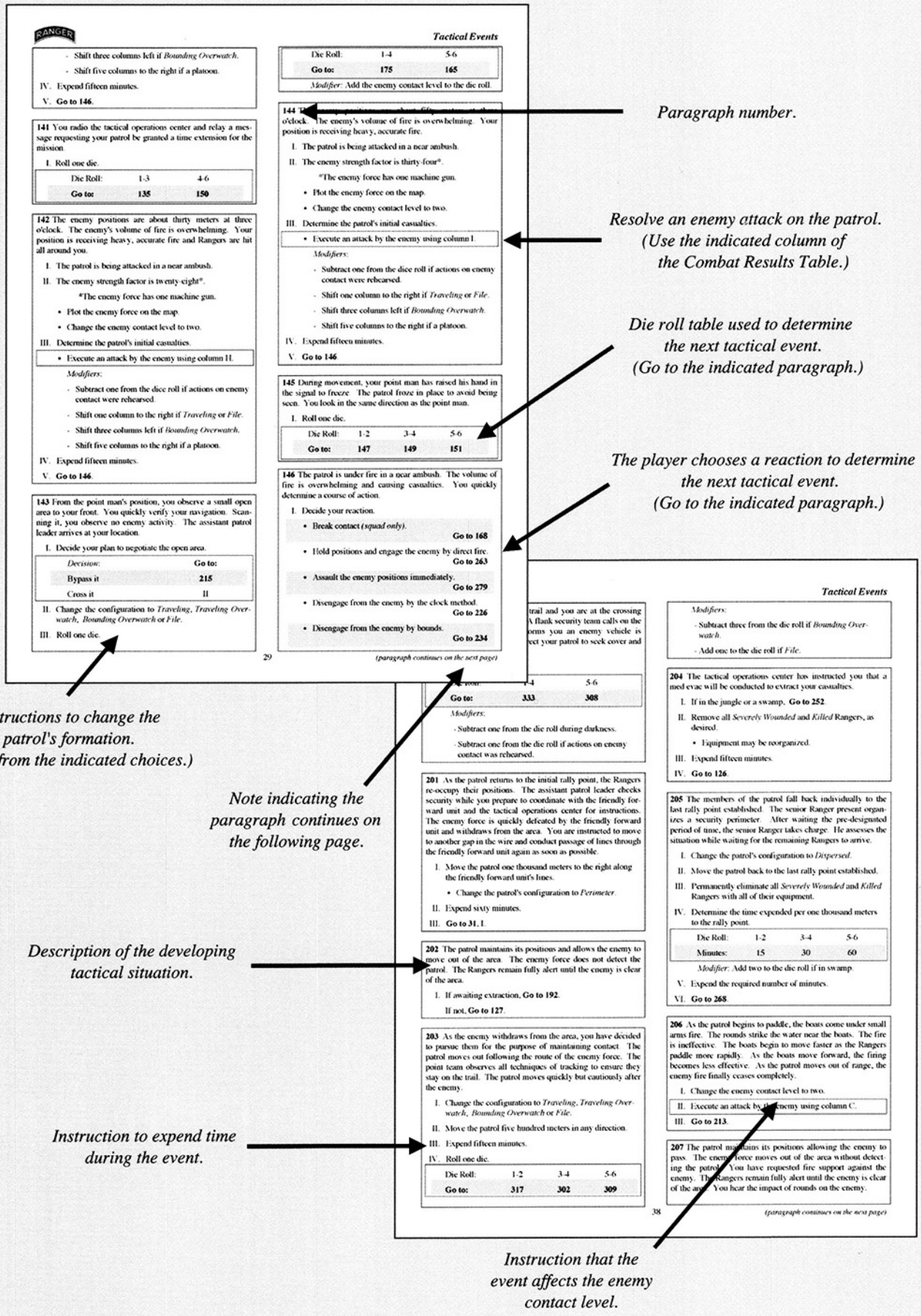
- Grid coordinate M(0) 29(0) is at the intersection of two of the grid lines on the map.

Use the scale on the Tactical Template to subdivide each of the kilometer squares created by these grid lines.

- The 500 meters point on the scale is indicated as (5) in grid coordinates.
- The 250 meter point (halfway between the 0 and the 500 meters points) is indicated by (3).
- The 750 meters point (halfway between the 500 and 1000 meters points) is represented by (8).
- The point in the middle of the one kilometer square M 29 is M(5) 29(5).
- A point 250 meters to the south would be M(8) 29(5).


RANGER
Tactical Events
Modern
Patrolling
Operations
Swamp Terrain
Solitaire
OMEGA GAMES

Key to Tactical Event Paragraphs



Paragraph number.

Resolve an enemy attack on the patrol. (Use the indicated column of the Combat Results Table.)

Die roll table used to determine the next tactical event. (Go to the indicated paragraph.)

The player chooses a reaction to determine the next tactical event. (Go to the indicated paragraph.)

Instructions to change the patrol's formation. (Select from the indicated choices.)

Note indicating the paragraph continues on the following page.

Description of the developing tactical situation.

Instruction to expend time during the event.

Instruction that the event affects the enemy contact level.

TACTICAL EVENTS

Version 1.0

This is version 1.0 of **Ranger**'s tactical events booklet. Registered owners will be informed of all updates.

Registering Your Purchase

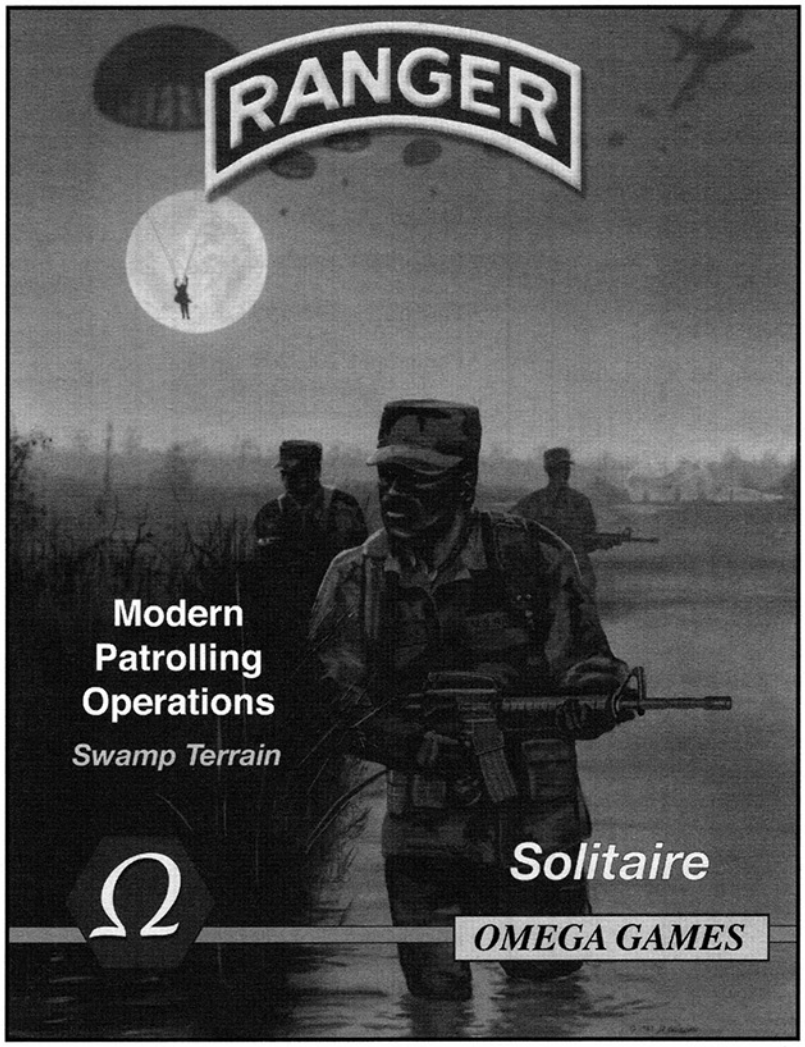
Please register your ownership of this game with **OMEGA GAMES**. We will keep you informed directly of all developments concerning the game and game system. If you request, we will also send advance information on all of our new releases. Please complete and mail the enclosed card or register by e-mail.

Playing Suggestion

This booklet presents the individual events of a patrol as separate paragraphs. It is recommended you not read these paragraphs in advance so as to keep to play more enjoyable.

Is This Your First Wargame?

Board wargames are table top simulations of historical or hypothetical military actions from the past, present or future. **Ranger** is not as complex as most wargames. The Tactical Events Booklet guides you through the game. If you need additional help playing this game, please contact us by mail or e-mail.



Game Design: Bill Gibbs

Cover Art: Don Gillespie

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Phone (813) 661-3804 * Fax (813) 681-7446
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Please send rules questions to **OMEGA GAMES** in written form via mail or e-mail.

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Explanation of the purpose and location in the booklet of these paragraphs.

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Task Organization p96

Reference for use during planning concerning task organizing the patrol for actions at the objective.

Key to Tactical Events Paragraphs inside front cover

Tactical Events Booklet Notes inside back cover

Using the AO Sierra/AO Victor Expansion Kit back cover

1 Your company commander has ordered you to lead a patrol into enemy territory. In accordance with his instructions, you have reported to the battalion tactical operations center. The battalion intelligence and operations officers brief you concerning your assigned mission. The mission briefing relates the enemy and friendly situations, your mission, other patrols' missions, special instructions, service support and communications instructions in full detail. Immediately after the conclusion of the mission briefing, you conduct coordination with as many staff members as possible. Communications are better at the tactical operations center and most key personnel are present. You are careful not to waste too much of your available time at the tactical operations center.

I. Select one of the three situation briefing cards.

- If *Situation Briefing 3* is selected, indicate the friendly positions on the maps.

II. Determine the fire support and air support available from the situation briefing card.

III. Draw one of the mission cards available for the situation to determine the patrol's mission.

IV. Set up the Time section of the Patrol Record Log.

- Cross off all blocks prior to the start time and after the end time indicated on the mission card.
- For a mission longer than twenty-four hours, erase the marks from the start time to the current time as the patrol is inserted or passes through friendly lines.

V. Record the initial enemy contact level from the mission card in a convenient place on the Patrol Record Log.

VI. **Go to 2**.

2 You return to your command post and start the planning process. Analyzing your mission, you begin to develop your plan. You thoroughly, but quickly, analyze the enemy and friendly situations, mission and terrain in developing your concept of the operation. Using the backwards planning process, you determine the amount of time available for planning and preparations. You consider the amount of daylight available, travel time required and whether the mission will occur during day or night. You develop a time schedule and use no more than one-third of the available planning time.

I. Plot the objective and the start and end points of the patrol on the map.

- If passing though friendly lines, plot the passage point on the map.
- Otherwise, plot the location where the patrol will be inserted behind enemy lines on the map.
  - If using small boats for insertion, plot the insertion point in the gulf.
- Plot the objective on the map.
- If returning though friendly lines, plot the passage point on the map.
  - Plot a re-entry rally point outside of small arms range of the passage point.
- If establishing a patrol base after the mission, plot the patrol base location on the map.
- Otherwise, plot the extraction point on the map.
  - If using small boats for extraction, plot the extraction point in the gulf.

II. Plot an objective rally point within approximately five hundred meters of the objective.

III. Plot your intended route from the insertion or passage point to the objective rally point on the map.

- Actions at the objective are plotted later.
- If using small boats for insertion, plot a route over water to the debarkation point.
  - Plot the movement route from this debarkation point to the objective rally point.

IV. Plot your intended route from the objective rally point to the extraction/passage point or patrol base location.

- If using small boats, plot a movement route back to the boats, then over water to the pick up point.

V. Plot up to ten target reference points on the map.

VI. Plot an alternate route, if desired.

- Plot up to five additional target reference points along this alternate route.

VII. Expend thirty minutes.

VIII. **Go to 3**.

3 Sitting at the base of a tree, you lean back against the trunk and use an MRE case as a table. You develop your tentative plan. You utilize all available information, troops and other assets available and, where possible, unit standard operating procedures. This tentative plan will be used as the basis for organizing the patrol, conducting coordination and planning unit movement and reconnaissance. You delegate certain tasks to other members of the patrol to ensure the time table is met.

I. The mission card indicates if the patrol is a squad or platoon mission.

- If a squad mission, go to II.
- If a platoon mission, go to V.

II. Select the first, second or third squad for the mission.

- Attach a machine gun team to the squad.
- The squad leader is the patrol leader and the B team leader is the assistant patrol leader.

III. Expend thirty minutes.

IV. **Go to 4**.

(paragraph continues on the next page)

V. Use the entire platoon for the mission.

- The partisan is not part of the platoon.

VI. Expend thirty minutes.

VII. **Go to 4.**

4 After completing the tentative plan, you issue a warning order to your subordinates. You issue the warning order as early as possible to allow subordinates sufficient time for their own planning and preparations. You present a strong command presence to instill confidence in the patrol.

The warning order covers the situation and mission as well as the patrol's organization and chain of command, the time line of the patrol and other general and specific instructions. The warning order specifies the patrol members' uniform, weapons, ammunition and special equipment. You instruct all subordinates on any tasks they are to complete during planning. This order allows the patrol to begin preparations for the mission prior to the actual operations order.

You state the time and place where both the operations order will be issued and the rehearsals and inspections will occur.

I. The patrol's standard squad and platoon organization is shown on the Patrol Record Log.

- Plan the patrol's task organization for the mission at the objective. (*Refer to page 96 as needed.*)
  - Use a span of control for each team or element leader of three to five Rangers.
  - Maintain team integrity where possible.
  - The patrol leader accompanies a recon team or the assault element.
- Record each Ranger's assignment on the Patrol Record Log.
  - Use the abbreviations on page 96.
- If an area recon mission, go to II.
- If a zone recon mission, go to III.
- If a combat mission, go to IV.

II. Designate a recon element and a security element.

- The recon element can consist of as many Rangers as desired, but four is recommended.
  - Assign two Rangers to each two-man recon team.
  - Designate two Rangers from the recon element as the surveillance team.
- The security element consists of flank and rear security teams.
  - Assign at least two Rangers to each security team.
- Go to V.

III. Designate recon and security teams.

- Each team can consist of as many Rangers as desired, but three is recommended.
- Go to V.

IV. Designate an assault element, a support element and a security element.

- The support element consists of heavier weapons, such as machine gun teams, and an element leader.
  - The assistant patrol leader serves as the support element leader.
- The security element consists of as many flank and rear security teams as necessary.
  - Assign at least two Rangers to each team.
- The assault element should consist of the remainder of the patrol.
  - Designate two Rangers from the assault element as the surveillance team.

V. Determine the available weapons, ammunition and equipment from the Tactical Reference Card.

- Assign each item to a Ranger.
- Record each Ranger's weapon, ammunition and equipment on the Patrol Record Log.
  - Each Ranger's primary weapon is already indicated by the graphic symbol.

VI. Total the weights each Ranger carries and compare with the Speed Chart.

- Record each Ranger's speed on the Patrol Record Log.
- The speed of the patrol is the lowest speed of any individual Ranger.

VII. Expend ninety minutes.

VIII. **Go to 5.**

5 Coordination continues during the mission planning process. Throughout this period, you display a positive, can do attitude while ensuring the time schedule is followed. You ensure all details of the operation have been planned with any adjacent or supporting units. Several administrative tasks must also be coordinated. To maximize efficiency, you assign some coordination tasks to subordinates. The assistant patrol leader supervises a test firing of the patrol's weapons. You request any supplies, ammunition and equipment required and send a detail to draw these items. You conduct an extensive map recon using any aerial photos and satellite imagery. You complete your plan while the patrol continues preparations for the mission.

I. Expend ninety minutes.

II. **Go to 6.**

6 Assembling all members of the patrol, you issue an extensive operations order. Every Ranger is briefed fully on the plan. Any Ranger can find himself as a leader due to unforeseen circumstances. You conduct a roll call to ensure all patrol members are present. You do not repeat any information presented in the warning order. Throughout the order, you stress battlefield awareness to the Rangers in your patrol. You explain the situation, mission, execution, service support, and command and signal instructions for the patrol.

The situation includes the enemy forces, weather, terrain to be crossed and friendly situation. The effects of the weather and terrain on the patrol are explained. You detail the identification, size, locations, activity, capabilities and probable courses of action of the enemy forces in the area of operation. Under friendly forces, you cover the mission of the next higher unit; the identification, location and planned actions of all adjacent units; the units providing fire support and any attachments or detachments.

You state the mission clearly and concisely. You read it twice pointing out the patrol's objective and present location on the map.

The execution paragraph is especially detailed. You maximize the use of sketches, sand tables and chalkboards. The concept of the operation, fire support plan and coordinating instructions are covered in full detail. The concept of the operation gives all patrol members an overview of the conduct of the patrol from start to finish. The movement of the patrol and actions at the objective are explained in detail using terrain models and sketches. You specify assigned tasks for each team or patrol member at this time. You present the fire support plan and show all target reference points and planned targets on the terrain model. You assign tasks to subordinate and supporting units and address each unit's responsibilities separately and clearly. Special team assignments include: reconnaissance and security, assault (combat patrols only), support (combat patrols only), aid and litter, enemy prisoner and search and demolitions. In addition, you designate: radio operators, compassmen and pacemen.

Under coordinating instructions, you explain the order of movement, formations, movement techniques and routes. You orient everyone to the map and point out terrain features that define the edges of the patrol's area of operation. You detail the fire support targets and explain how they support the operation. Using sketches, you detail actions at short and long halts, rally points and danger areas. You also describe the patrol's actions upon the different types of possible enemy contact to include fire distribution and control measures. You cover all preparations for any enemy nuclear, chemical or biological threat. You re-state the remaining time schedule including times and locations for inspections, rehearsals and debriefing upon return. Finally, you ensure everyone is clear concerning any rules of engagement for the area of operations.

You state the location of key personnel in the chain of command and patrol. You specify the succession of command and any changes to the unit's standard operating procedures. Annexes are covered after the basic operations order to address any special movement, support or patrol base activities as applicable. You end the operations order with a time check and a call for any questions.

I. *(Optional)* Complete a copy of the Operations Order Form insert from the Rules of Play booklet.

II. Expend two hours.

III. **Go to 7.**

7 After completing the operations order, you assemble the patrol for an initial inspection. This inspection is extensive and is used to determine the success of the patrol's preparations. You question the patrol members thoroughly and inspect their equipment in detail. You look for any shortcomings that could affect the mission or individual Ranger's welfare. You ensure the subordinate leaders make notes of all corrections. You move the patrol to the designated rehearsal area to practice as many critical areas as possible. Each action is rehearsed to your satisfaction until departure. Actions are rehearsed in order of importance to the mission.

I. Roll a die to determine the number of actions rehearsed.

Die Roll:	1	2	3	4	5	6
# of Actions:	5	6	7	8	9	10

II. Select the indicated number of actions to be rehearsed.

- Line out any not rehearsed on the Patrol Record Log.

III. Expend two hours.

IV. Determine the type of insertion/infiltration from the mission card.

- If airmobile insertion, **Go to 8.**
- If airborne insertion, **Go to 15.**
- If insertion by small boat movement, **Go to 23.**
- If infiltrating by passage of lines, **Go to 31.**
- If insertion by fast rope from helicopter, **Go to 32.**
- If insertion by helocast from helicopter, **Go to 36.**

8 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the pick up zone for the airmobile insertion. You ensure the load plan and bump plan are followed. You prepare to execute the bump plan, if necessary. You contact the aircraft commander to determine the number and type of aircraft available.

I. Expend forty-five minutes.

II. Roll one die.

Die Roll:	1-5	6
Go to:	**9**	**10**

Modifier: Subtract one from the die roll if a squad patrol.

9 The aircraft commander informs you prior to arrival sufficient aircraft are available to move the patrol in a single lift. The helicopters land at the designated pick up zone. The patrol quickly boards the UH60 Blackhawk utility helicopters. The Rangers approach the Blackhawks from the front ensuring the pilots see them. Weapons are carried muzzle down. The crew chiefs on the aircraft assist the Rangers in securing their equipment. The load plan maintains tactical integrity where possible. Cross-loading ensures leaders and other key personnel are not on a single aircraft. Crew-served weapon teams are on the same aircraft. The aircraft engines rev as you feel the helicopter leave the ground in a forward motion. The helicopters clear the trees, remaining low.

I. **Go to 11**.

10 The aircraft commander informs you prior to arrival sufficient aircraft are not available to move the patrol in a single lift. The helicopters land at the designated pick up zone. The patrol follows the bump plan and the first lift quickly boards the UH60 Blackhawk utility helicopters. The Rangers approach the aircraft from the front ensuring the pilots see them. They carry their weapons muzzle down. The aircraft crew chiefs assist the first lift in securing their equipment. The load plan maintains tactical integrity where possible. Cross-loading ensures leaders and other key personnel are not on a single aircraft. Crew-served weapon teams are on the same aircraft. The Rangers in the second lift remain in the staging area. The aircraft engines rev as you feel the helicopter leave the ground in a forward motion. The helicopters maintain formation as they clear the trees. Looking down, you see the second lift waiting for the return of the aircraft.

I. **Go to 11**.

11 The helicopters hug the jungle canopy while you follow their route on your map to ensure proper navigation. You locate the river and other landmarks. The treetops flash by as the formation speeds along at over one hundred knots. The helicopter banks to the left and then the right as it flies close above the jungle canopy. The aircraft conduct a false insertion along the route to confuse the enemy. After touching down for a few seconds, the flight continues on to the actual landing zone. You monitor the air crew's conversations on the spare headset while paying constant attention to the jungle terrain.

Night: The helicopters roar through the darkness. The interior of the aircraft is dark except for dimly lit control panels. The helicopters hug the jungle canopy. The pilots' night vision devices allow them to fly nap of the earth during darkness. You use your night vision goggles to follow their route to ensure proper navigation. You identify landmarks as you monitor the conversations of the air crew on the spare headset. The helicopter banks to the left and then the right as it flies close above the jungle canopy. An endless landscape of trees loom out of the darkness as the formation moves toward the landing zone.

I. **Go to 12**.

12 The aircraft commander informs you the landing zone is just ahead. This is confirmed by your navigation. You pass the word to the other Rangers in the helicopter by hand and arm signals. The aircraft set down quickly in the clearing in the jungle designated as the landing zone. The Rangers leap to the ground, run clear of the aircraft and hit the ground in the wash of the rotors. They load a magazine of ammunition into their weapons. The helicopters quickly lift off and clear the area.

I. Expend thirty minutes. *(Insertion time on the Mission card.)*

II. If one lift, **Go to 13**.

If two lifts, **Go to 14**.

13 The patrol moves to organize at the designated assembly point at the edge of the jungle. The Rangers establish security positions and maintain noise and light discipline. Leaders use arm and hand signals to control their men. The sound of the departing helicopters fades. Element leaders quickly count heads and check security.

I. Mark the patrol's location at the landing zone.

- Move along the route until out of the open.
- Establish a rally point.
- Record the patrol's configuration as *Security Halt*.

II. Roll two dice.

Dice Roll:	2-10	11	12
Go to:	**53**	**41**	**46**

Modifier: Add the enemy contact level to the dice roll.

14 The patrol moves to the edges of the landing zone to establish security positions. The Rangers maintain noise and light discipline. Leaders use arm and hand signals to control their men. The sound of the departing helicopters fades. The landing zone must be secured until the arrival of the second lift. The patrol is tense and alert. You monitor the radio. After a period, you hear the distinctive sound of the helicopters carrying the second lift. They arrive over the landing zone. As soon as the Rangers are out and on the ground, the helicopters depart. The Rangers in both lifts converge on the assembly point at the edge of the jungle.

I. Mark the patrol's location at the landing zone.

- Move along the route until out of the open.
- Establish a rally point.
- Record the patrol's configuration as *Security Halt*.

II. Expend thirty minutes waiting for the second lift.

III. Roll two dice.

Dice Roll:	2-10	11	12
Go to:	**53**	**41**	**46**

Modifier: Add the enemy contact level to the dice roll.

15 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the marshalling site for the airborne insertion. As everyone rigs for the jump, you conduct final coordination with the aircraft commander. The jumpmasters inspect each Ranger and his equipment. After you have ensured everything is in order, the patrol loads the aircraft.

I. Expend sixty minutes.

II. The mission card indicates the type of aircraft.

- If being transported by UH60 helicopters, **Go to 16**.
- If being transported by CH-47 helicopters, **Go to 18**.
- If being transported by C-130 aircraft, **Go to 20**.

16 The patrol climbs aboard the UH60 Blackhawk utility helicopters. The seats have been removed and an anchor ring secured to the aircraft's floor. The Rangers hook their static lines to the ring and sit in the doorways, facing out with their reserve chutes in front of them and their rucksacks rigged between their legs. The engines rev as the lead Blackhawk lifts off the ground in a forward motion. The helicopters clear the trees in formation. You monitor the crew's conversations on the spare headset while following the terrain on your map.

I. **Go to 17**.

17 The pilot informs you the drop zone is ten minutes ahead. You pass the warning to the patrol. As the helicopter nears the drop zone, jumpmaster instructions are issued and the patrol prepares to jump. Over the drop zone, you give the signal and the patrol begins jumping from the sides of the helicopter. You lift yourself up and jump out.

You maintain a tight body position and count six. After the opening shock, you check your canopy and look for other jumpers around you. As you near the ground, you lower your equipment and look to the horizon. Upon hitting the ground, you execute a parachute landing fall. Releasing one of your risers, you collapse the chute and secure your equipment.

I. Expend thirty minutes. *(Insertion time on the Mission card.)*

II. Roll two dice to determine if the patrol was scattered.

Dice Roll:	2	3-12
Scattering:	Yes	No
Go to:	III	IV

III. Expend fifteen minutes regrouping.

IV. Roll two dice to determine the patrol's casualties.

Dice Roll:	2-10	11	12
Casualties:	none	1	2

Modifier: Add one to the dice roll if scattering occurred.

V. **Go to 22**.

18 The patrol files aboard the CH-47 Chinook helicopters. The Rangers take seats and adjust their equipment to maximize their comfort for the upcoming flight to the drop zone. The crew raises the rear cargo ramp as the helicopter begins moving. The big helicopter taxis and lifts off the runway for the flight to the drop zone. You settle back in your seat and continue concentrating on the upcoming mission.

I. **Go to 19**.

19 The crew chief informs you the aircraft is ten minutes out from the drop zone. You pass the warning to the patrol. As the helicopter nears the drop zone, jumpmaster instructions are issued and the patrol prepares to jump.

On command, the Rangers stand up and hook their static lines to the overhead cable. Each jumper checks their equipment and the man in front of them and passes up an okay. Over the drop zone, the patrol begins jumping from the rear cargo ramp of the helicopter. You shuffle to the ramp and jump.

You maintain a tight body position and count six. After the opening shock, you check your canopy and look for other jumpers around you. None of the other jumpers are too close to you. As you near the ground, you lower your equipment and look to the horizon. The drop zone is a large clearing in the jungle. Upon hitting the ground, you execute a parachute landing fall ending up on your back. You release one of your risers to collapse your chute. Other Rangers also land in the area near you. You secure your equipment. The jungle around the drop zone is quiet.

I. Expend sixty minutes. *(Insertion time on the Mission card.)*

II. Roll two dice to determine if the patrol was scattered.

Dice Roll:	2-3	4-12
Scattering:	Yes	No
Go to:	III	IV

III. Expend fifteen minutes regrouping.

IV. Roll two dice to determine the patrol's casualties.

Dice Roll:	2-10	11	12
Casualties:	none	1	2

Modifier: Add one to the dice roll if scattering occurred.

V. **Go to 22**.

20 The patrol files aboard the C-130 Hercules aircraft. The Rangers take seats and adjust their equipment loads. Their reserve chutes are in front of them and their rucksacks rigged between their legs. They prepare for the upcoming flight to the drop zone. The crew raises the cargo ramp in the rear of the aircraft as the airplane begins moving. The aircraft taxis onto the runway and begins to pick up speed as it rolls down the strip. The aircraft lifts off the runway and climbs sharply. You settle back in your seat preparing for the mission.

I. **Go to 21**.

21 The crew chief informs you the aircraft is twenty minutes out from the drop zone. You pass the warning to the patrol. As the plane nears the drop zone, the jumpmasters issue instructions to the patrol.

Upon command, the Rangers stand up and hook their static lines to the overhead cable. The Rangers check their equipment and pass up an okay. Over the drop zone, the green light comes on and the patrol begins jumping from the two rear doors of the aircraft. You jump up and out to exit the door.

You maintain a tight body position and count four. After the opening shock, you check your canopy and look for other jumpers around you. No other jumpers are too close to you. You descend in silence into the large clearing in the jungle. As you near the ground, you lower your equipment and look to the horizon. Upon hitting the ground, you execute a parachute landing fall and end up on your back. Releasing a riser, you collapse your chute. You secure your equipment. The jungle around the drop zone is quiet.

I. Expend two hours. *(Insertion time on the Mission card.)*

II. Roll two dice to determine if the patrol was scattered.

Dice Roll:	2-3	4-12
Scattering:	Yes	No
Go to:	III	IV

III. Expend thirty minutes regrouping.

IV. Roll two dice to determine the patrol's casualties.

Dice Roll:	2-10	11	12
Casualties	none	1	2

Modifier: Add one to the dice roll if scattering occurred.

V. **Go to 22**.

22 The patrol organizes at the designated rally point and establishes a security perimeter. The assistant patrol leader ensures everyone is alert. The patrol maintains noise and light discipline. The jungle is quiet and you see no signs of any enemy activity. The leaders quickly count heads and check local security.

I. Mark the patrol's location at the drop zone.

- Move the patrol along the route until out of the open.
- Establish a rally point.
- Record the patrol's configuration as *Security Halt*.

II. **Go to 53**.

23 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the embarkation point for the small boat movement. Upon arrival, you emplace the patrol in a security perimeter around the Zodiac assault boats. The load plan for the small boat movement maintains tactical integrity where possible. The patrol is cross-loaded to ensure leaders and other key personnel are not on a single boat. You have assigned an experienced Ranger as the coxswain to command each boat. While the coxswains supervise the lashing down of all equipment and distribution of individual life vests, you conduct the final coordination with the unit transporting you to the drop site. The boat teams waterproof the radios and other key equipment and secure all crew-served weapons and heavy items in the middle of the boats.

Upon returning, you inspect the patrol to ensure the load plan has been followed and everything is secured properly. The patrol wears their life vests and load-bearing equipment. They sling their individual weapons over their backs with muzzles pointed down.

I. Expend sixty minutes.

II. If transported by landing craft, **Go to 24**.

If transported by helicopter, **Go to 25**.

If transported by submarine, **Go to 26**.

24 The Rangers low carry their Zodiac boats onto the landing craft and stow them on the deck. The Rangers secure the boats and find positions for the ride to the drop site. The landing craft cranks up its diesel engines and pulls away from shore. The boat moves to the drop site and lowers its ramp.

The Rangers low carry their boats to the forward edge of the ramp and lower them into the water. As the Rangers load the boats from the bow under the coxswains' direction, they maintain three points of contact with the boat until at their assigned positions. As the boats are full, they push away from the landing craft and turn toward shore.

You sit in the center of the lead boat to maintain positive control of the patrol during movement. The coxswains quietly issue orders on each boat. The patrol maintains light and noise discipline. The navigator uses his compass and map to ensure the patrol follows the planned route.

I. Mark the patrol's location at the mission's drop site in the gulf.

- Record the patrol's configuration as *Embarked*.

II. Expend sixty minutes. *(Insertion time on the Mission card.)*

III. **Go to 27**.

25 The Rangers low carry their Zodiac boats aboard the CH-47 Chinook helicopters. The helicopter crew members help the patrol secure the boats as the patrol members take seats. They adjust their equipment for the flight to the drop site. The crew raises the rear cargo ramp as the helicopter begins moving. The big helicopter taxis and lifts off the runway for the flight to the drop site. You settle back in your seat and continue concentrating on the upcoming mission. At the drop site, the crew lowers the cargo ramp. The Chinook is flying low and slow.

(paragraph continues on the next page)

The Rangers low carry the Zodiac boats forward on the ramp, push them off and follow them into the water. The coxswains lead boat drills for loading the boats. As the Rangers crawl into the boats under the coxswains' direction, they maintain three points of contact with the boat until at their assigned positions. Once the patrol is ready, the coxswains start the MARS outboard engines.

You sit in the center of the lead boat. This allows you to maintain positive control of the patrol during movement. The coxswains quietly issue orders for their boats. You ensure the Rangers maintain light and noise discipline. The navigator uses his compass and map to ensure the patrol follows the planned route. Near the shore, the coxswains turn the outboard motors off. They instruct the Rangers to give way with their paddles.

I. Mark the patrol's location in the gulf.

- Record the patrol's configuration as *Embarked.*

II. Expend sixty minutes. *(Insertion time on the Mission card.)*

III. **Go to 27.**

26 The Rangers low carry their Zodiac boats to the water. As they enter the water, the Rangers load the boats under the coxswains' direction. When it is your turn, you climb aboard from the thigh deep water and move to your position. The coxswains start the MARS outboard engines. The patrol begins the ride out to link up with the waiting submarine.

At the submarine, they disembark and pull the boats on the deck. The submarine's crew helps deflate the boats and secure the patrol's equipment below. The patrol follows the crew's instructions and goes below for the trip to the drop site. The submarine submerges and moves to the drop site. At the preplanned location, the boat rises until its decks are awash.

The Rangers and crew move the assault boats on deck and reinflate them. The patrol's equipment is lashed down in the boats again. The Rangers then load the boats under the coxswains' direction. After the boats are full, the submarine disappears beneath the surface leaving the boats ready for their movement to shore. Once the patrol is ready, the coxswains start the MARS outboard engines and begin the run in to shore.

You sit in the center of the lead boat behind the navigator. From this position, you control the patrol's movement. Each coxswain quietly issues orders for their boat. The patrol members maintain light and noise discipline. The navigator ensures the patrol follows the planned route. As the boats near the shore, the coxswains turn the outboard motors off. To minimize noise, the patrol will use paddles to propel the boats. The coxwains order the patrol to give way with their paddles.

I. Mark the patrol's location in the gulf.

- Record the patrol's configuration as *Embarked.*

II. Expend eight hours. *(Insertion time on the Mission card.)*

III. **Go to 27.**

27 Moving silently through the water, you are in the middle of the boat directly behind the navigator. The patrol's equipment and heavy weapons are lashed down in the center of the boats. The paddles of the Rangers straddling the inflated sides of the Zodiac boats propel the boat forward. Everything is quiet except for slight noise of the paddles stroking the water. The coxswains continue to issue quiet commands to their boats and steer towards the shore.

I. Expend thirty minutes.

II. **Go to 28.**

28 The shore looms ahead. The coastline looks deserted. The navigator continues to consult his map and compass to ensure the patrol stays on the planned azimuth. The patrol approaches the shore.

Night: The boats move through the darkness. The sound of the surf on the beach is audible. The navigator is covered by a poncho so he can use a red-filtered light. An adjacent Ranger quietly updates the navigator with any terrain features he sees. Under the poncho, the navigator follows the patrol's route on his map. He uses his compass to ensure the patrol stays on the planned azimuth. The patrol approaches land.

I. Expend fifteen minutes.

II. If the debarkation point is up the river, **Go to 29.**

If the debarkation point is on the gulf, **Go to 30.**

29 The boats enter the mouth of the river. The shore is densely vegetated. It looks quiet and deserted. You see no signs of any enemy activity. The patrol paddles quietly. Their rifles are slung over their shoulders. The navigator begins to follow the path of the river on the map.

I. Mark the patrol's location at the mouth of the river.

II. Move one thousand meters toward the debarkation point.

III. Roll a die to determine the number of minutes expended.

Die Roll:	1-4	5-6
Minutes:	15	30

IV. Roll two dice.

Result:	2-11	12
Go to:	V	**331**

Modifier: Add the enemy contact level to the dice roll.

V. If at the debarkation point, **Go to 30.**

If not, Go to II.

30 As the boats near the shore, the coxswains give the command to hold positions. The scout swimmer team slides out of the lead boat and heads for shore. After a short wait, the swimmer team communicates it is safe for the boats to land. The coxswains command the Rangers to begin rowing again. Once

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at the shore, the Rangers slide over the side and get the boats ashore quickly. The patrol establishes a security perimeter.

The boat crews unlash all of the patrol's heavy weapons and equipment from the center of the boats. The Rangers quickly and quietly return to their boat to trade their life vests for their equipment. They return to their assigned position in the perimeter. The boat crews camouflage the boats. The element leaders check personnel, equipment and security.

I. Mark the patrol's location at the debarkation point.

- Establish a rally point.
- Change the patrol's configuration to *Perimeter*.

II. Expend fifteen minutes.

III. **Go to 53**.

31 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the friendly forward unit to conduct passage of lines. Trucks from the support platoon are prepared for movement with sandbags in the bed. The Rangers climb aboard the trucks and take up kneeling positions facing out. You ride in the cab of the lead truck. The trucks move out on your order and drive to the friendly forward unit. The trucks wind along a trail through the jungle. You pass friendly combat support positions along the route.

You meet a guide from the friendly forward unit at the pre-coordinated location and the patrol dismounts from the trucks. He takes the patrol to the initial rally point. The patrol occupies a security perimeter. After a final coordination with the forward unit commander, you have the guide lead the patrol out through the friendly positions. The patrol follows the guide in a single file. You quietly pass the friendly infantry unit's forward positions. You wind your way through the twists in the route through the wire. At the gap in the wire in front of the lines, the assistant patrol leader personally counts the members of the patrol. You leave the guide at the gap. The patrol quickly moves beyond friendly small arms range.

I. Plot an initial rally point behind friendly lines.

- Plot the patrol's position at the initial rally point.

II. Record the configuration as *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

III. Move the patrol through lines and along the route until five hundred meters forward of friendly lines.

- Establish a rally point.

IV. Expend ninety minutes. *(Insertion time on the Mission card.)*

V. Roll two dice:

Dice Roll:	2-10	11	12
Go to:	**54**	**42**	**50**

Modifier: Add the enemy contact level to the dice roll.

32 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the pick up site for fast rope insertion. You conduct a final coordination with the aircraft commander. After ensuring the aircraft is properly rigged and each member of the patrol is ready for the operation, you prepare to load the patrol onto the helicopters.

I. Expend forty-five minutes.

II. **Go to 33**.

33 The patrol quickly boards the helicopters. The Rangers approach the aircraft with their weapons muzzle down. The aircraft crew chiefs assist the Rangers in loading their equipment. The load plan maintains tactical integrity where possible. Leaders and other key personnel are cross-loaded so they are not on a single aircraft. Crew-served weapon teams are on the same aircraft. The ropes are rigged for use and coiled on the floor of the helicopter. The aircraft engines rev as you feel the helicopter leave the ground in a forward motion. The helicopters clear the trees in formation. They remain low, flying over the jungle canopy.

I. **Go to 34**.

34 The helicopters hug the jungle canopy while you follow their route on your map to ensure proper navigation. The treetops flash by as the formation speeds along at over one hundred knots. You feel the helicopter bank as the pilots fly just above the jungle. You monitor the air crew's conversations on the spare headset while paying constant attention to the terrain. You don't see any signs of enemy activity.

Night: The helicopters roar through the darkness. The interior of the helicopter is dark. The pilots' night vision devices allow them to fly during darkness. You use your night vision goggles to follow the terrain on your map and ensure proper navigation. You monitor the conversations of the air crew with a spare headset. The trees loom out of the darkness. The helicopters race toward the insertion point.

I. **Go to 35**.

35 The aircraft commander informs you the insertion point is just ahead. This matches your navigation. You pass the word to the other Rangers in the helicopter by hand and arm signals. The aircraft comes to a hover over the small clearing in the jungle and the Rangers push the ropes out of the aircraft. The Rangers jump out, grab the rope with their hands and legs and descend to the ground in seconds. You slide down and hit the ground. The patrol quickly runs clear of the ropes. The Rangers remove their work gloves and move to the assembly point. The helicopters drop the ropes and leave the area. The sounds of the departing helicopters fade. Teams recover and bury the ropes. The patrol moves to organize at the designated assembly point. Element leaders quickly count heads and check security. The jungle around you is quiet.

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I. Plot the patrol's position at the insertion point.

- Establish a rally point.
- Record the patrol's configuration as *Security Halt*.

II. Expend thirty minutes. *(Insertion time on the Mission card.)*

III. Roll two dice.

Dice Roll:	2-10	11	12
Go to:	**53**	**41**	**46**

Modifier: Add the enemy contact level to the dice roll.

36 After completing rehearsals, you conduct a final inspection to check camouflage and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the pick up site for the helocast insertion. The patrol assembles two-man poncho rafts for their equipment. You conduct a final coordination with the aircraft commander. After a quick check to ensure each member of the patrol is ready for the operation, you prepare to load the patrol onto the helicopters.

I. Expend sixty minutes.

II. **Go to 37**.

37 The aircraft commander informs you sufficient aircraft are available to move the patrol in a single lift. The patrol quickly boards the aircraft. The Rangers approach the helicopters from the front ensuring the pilots see them. Each two man team carries its poncho raft. The crew chiefs on each aircraft assist the Rangers in securing their equipment. The aircraft engines rev as the lead helicopter lifts off the ground moving forward. You feel the helicopter become airborne. The helicopters move in formation flying low over the jungle canopy. You watch the terrain and follow the route on your map.

I. **Go to 38**.

38 The crew chief informs you the aircraft is ten minutes out from the insertion point. You pass the warning to the patrol. The helicopter banks right and left as the pilots follow the river's path. The patrol prepares to exit the aircraft. The aircraft slow and two man teams push their bundles from the doors and follow them out. You push your bundle out and jump. You maintain a tight body position until you enter the water.

I. **Go to 39**.

39 After you surface, you check for your radio operator and swim to your poncho raft. As you swim, you check the shore for enemy activity and detect nothing. The jungle along the shore is quiet.

You swim with your radio operator toward the shore with your equipment. As you near the shore, you remain alert and watch for any movement on land. Upon reaching the shore, the patrol exits the water and quietly forms a security perimeter. Teams begin breaking down their equipment while maintaining fifty percent security.

Night: After you surface in the darkness, you link up with your radio operator and locate your nearby poncho raft by the attached lead line. You are alert for signs of enemy activity, but detect nothing. The shoreline is quiet.

You both begin swimming towards the shore with your equipment. Maintaining noise discipline, you continuing swimming towards the shore. You near the shore and remain alert watching for any movement on land. Upon reaching the shore, the patrol exits the water and quickly forms a security perimeter. Teams begin breaking down their equipment while maintaining fifty percent security.

I. **Go to 40**.

40 The patrol has their equipment ready and secures the area. Leaders count heads and check security. The jungle along the river is quiet. You don't think your insertion was detected. You shoulder your rucksack and prepare to move out.

I. Plot the patrol's position at the insertion point.

- Establish a rally point.
- Record the patrol's configuration as *Security Halt*.

II. Expend thirty minutes. *(Insertion time on the Mission card.)*

III. Roll two dice.

Dice Roll:	2-10	11	12
Go to:	**53**	**41**	**46**

Modifier: Add the enemy contact level to the dice roll.

41 As you move towards the compassman's location, the patrol comes under small arms fire.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**43**	**44**	**45**

42 As the patrol moves out of small arms range of the friendly front lines, the area is quiet. Suddenly, an enemy force attacks the patrol. The Rangers hit the ground, seek cover and return fire. The enemy is at eleven o'clock and a range of two hundred meters. You can see the flashes of their weapons, but the rounds strike the trees over the patrol. The enemy's fire is light and ineffective. You estimate his strength to be four soldiers.

I. The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is four.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

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III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1	2-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Subtract one from the dice roll if departure of lines was rehearsed.
- Subtract one from the dice roll during darkness.
- Shift one column to the right if *Traveling*.
- Subtract one from the dice roll if *Bounding Overwatch*.

VI. **Go to 51**.

43 An enemy force attacks the patrol from four o'clock. Enemy small arms fire hits around the patrol. The Rangers take cover immediately and return fire. You can see the flashes of the enemy weapons and hear the bullets passing just above you. From a range of one hundred meters, the enemy's fire is effective and heavy. You estimate his strength to be eight or nine soldiers. They aren't firing any heavy weapons. You can't see any other enemy forces in the area.

I. The patrol encounters effective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is eight.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column D.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52**.

44 An enemy force attacks the patrol from ten o'clock. Enemy small arms fire hits around the patrol. The Rangers take cover immediately and return fire. You can see the flashes of the enemy weapons and hear the bullets passing over you. From a range of 150 meters, the enemy's fire is effective and heavy. You estimate his strength to be ten soldiers. They aren't firing any heavy weapons. You can't see any other enemy forces in the area.

I. The patrol encounters effective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is ten.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column D.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52**.

45 An enemy force attacks the patrol from nine o'clock. The Rangers hit the ground and seek cover. The patrol returns fire at the enemy positions they can identify. The enemy is at a range of two hundred meters. You can see the flashes of their weapons, but the rounds are striking the trees over the patrol. The enemy's fire is light and ineffective. You estimate his strength to be five soldiers. They aren't firing any heavy weapons. You can't see any other enemy forces in the area.

I. The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is five.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52**.

46 The assistant patrol leader is moving to your location when an enemy force attacks the patrol.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go To:	**47**	**48**	**49**

47 The enemy force attacks the patrol from two o'clock. The Rangers hit the ground and seek cover. The patrol begins to return fire immediately. The enemy is at a range of three hundred meters. You can see the flashes of their weapons, but their fire is not well aimed. The enemy's fire is light and ineffective. You estimate his strength to be three soldiers. They aren't firing any heavy weapons. You can't see any other enemy forces in the area.

I. The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is three.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1	2-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52.**

48 The enemy force attacks the patrol from eight o'clock. The Rangers hit the ground and seek cover. The patrol begins to return fire immediately. The enemy is at a range of two hundred meters. You can see the flashes of their weapons, but the rounds strike the trees over the patrol. Debris falls on the patrol. The enemy's fire is light and ineffective. You estimate his strength to be six soldiers with only small arms. They aren't firing any heavy weapons. You can't see any other enemy forces in the area.

I. The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is six.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1	2-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52.**

49 The enemy force attacks the patrol from five o'clock. Enemy small arms fire hits around the patrol. The Rangers take cover immediately and return fire. You can see the flashes of the enemy weapons and hear the bullets passing over you. From a range of one hundred meters, the enemy's fire is effective and heavy. You estimate the enemy's strength to be ten soldiers. A crew-served machine gun is firing from the center of their positions. You can't see any other enemy forces in the area.

I. The patrol encounters effective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is nine*.

* The enemy has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1	2-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column D.

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Subtract one from the dice roll during darkness.

VI. **Go to 52.**

50 As the patrol moves out of small arms range of the front lines, an enemy force attacks the patrol. The Rangers hit the ground and seek cover. The patrol returns fire at the enemy positions they can identify. The enemy is at twelve o'clock and a range of one hundred meters. The enemy's fire is effective and heavy. You estimate his strength to be ten soldiers. A crew-served machine gun is firing from the center of their positions. You can't see any other enemy forces in the area.

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I. The patrol encounters effective opposition from an enemy force while preparing to move out initially.

II. The enemy strength factor is twelve*.

* The enemy has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column E.

Modifiers:

- Subtract one from the dice roll if departure of lines was rehearsed.
- Subtract one from the dice roll during darkness.
- Shift one column to the right if *Traveling*.
- Shift two columns left if *Bounding Overwatch*.

VI. **Go to 51**.

51 The patrol is under fire after passing through lines. You are outside of small arms range of the forward friendly unit's positions but in radio contact with higher headquarters and the forward unit. You quickly determine a course of action.

I. Decide your reaction.

- Hold positions and further develop the situation. **Go to 272**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**
- Withdraw back through the gap in the wire. **Go to 131**

52 The patrol is under fire while attempting to move from the insertion point. There are no friendly units that can come to your assistance. You are in radio contact with higher headquarters. You determine a course of action quickly.

I. Decide your reaction.

- Hold positions and further develop the situation. **Go to 272**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**

53 After ensuring the patrol is prepared to move, you check to ensure the compassman is on the correct heading You signal to move out. After moving several hundred meters, you halt the patrol to conduct a security/listening halt. The patrol uses this time to become acclimated to the sights and sounds of the area. After ten minutes you signal the patrol to move out.

I. Indicate the configuration as *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Expend fifteen minutes.

III. Roll two dice.

Dice Roll:	2-11	12
Go to:	**55**	**163**

Modifiers:

- Subtract one from the dice roll if actions at insertion were rehearsed.
- Add the enemy contact level to the dice roll.

54 You halt the patrol and conduct a security/listening halt. The patrol uses this time to become acclimated to the sights and sounds of the battlefield. After ten minutes you ensure the patrol is prepared to move and check to ensure the compassman is on the correct heading Everyone is ready to move and all equipment is in order. You give the signal to move out and the patrol begins moving.

I. Expend fifteen minutes.

II. Indicate the configuration as *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

III. Roll two dice.

Dice Roll:	2-11	12
Go to:	**55**	**163**

Modifiers:

- Subtract one from the dice roll if departure of lines was rehearsed.
- Add the enemy contact level to the dice roll.

55 You move along your route consulting your map to make sure you are always aware of your exact location. You keep your weapon at the ready and observe the area and the patrol as you move. You look in the point man's direction often.

I. If you desire to conduct a security halt, **Go to 125**.

II. Change the patrol's movement formation, if desired.

III. Determine the type of terrain the patrol occupies.

- If the patrol moves into a different type of terrain while moving, stop the movement where the route enters the new type of terrain and **Go to 55**.

Terrain	**Go to:**
Open	**56**
Trail *(when moving along the trail)*	**57**
Swamp	**60**
Jungle	**64**
Village	**68**

56 Movement is easy as the patrol crosses the open terrain.

I. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**69**	**83**	**89**	**98**	**103**	**111**

57 Movement is very easy as the patrol moves carefully along the trail.

I. Roll one die.

Dice Roll:	1-3	4-6
Go to:	**58**	**59**

58 You watch for the enemy on the trail ahead and in the terrain on either side as the patrol continues forward.

I. Roll one die.

Die Roll:	1	2	3	4	5-6
Go to:	**73**	**77**	**88**	**96**	**108**

59 The point man moves cautiously along the trail.

I. Roll one die.

Die Roll:	1	2	3	4	5-6
Go to:	**75**	**82**	**93**	**104**	**115**

60 You move through the swamp watching the area ahead.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**61**	**62**	**63**

61 You glance back at the elements of the patrol behind you.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**70**	**84**	**102**

62 You see rotting vegetation under the water.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**72**	**87**	**107**

63 The heat and humidity are oppressive, but you ignore the conditions and continue moving.

I. Roll one die.

Die Roll:	1	2-3	4-5	6
Go to:	**80**	**91**	**95**	**114**

64 The patrol moves through the jungle carefully to avoid leaving any signs of their presence. Everyone is alert.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**65**	**66**	**67**

65 You move through the jungle watching the area ahead.

I. Roll one die.

Die Roll:	1	2	3	4	5-6
Go to:	**71**	**79**	**90**	**99**	**106**

66 You ignore the stifling heat and continue moving along your route.

I. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**74**	**81**	**92**	**100**	**110**	**112**

67 The patrol closes up the distance between men as necessary to maintain contact in the jungle.

I. Roll one die.

Die Roll:	1	2	3	4	5-6
Go to:	**76**	**86**	**97**	**105**	**113**

68 The patrol moves carefully through the village.

I. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**78**	**85**	**94**	**101**	**109**	**116**

69 Moving through the open area, the patrol picks up speed as everyone remains alert. The grass is between knee and waist high. The jungle along the edges of the open area is covered with undergrowth. You scan it for enemy movement, but detect none. You formulate a call for fire in case it's needed as you watch the point element move.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**128**	**165**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch.*
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

70 As the patrol moves through the swamp, movement is relatively slow and difficult. In some areas the water is knee deep; in others it is only ankle deep. Thick, tangled vegetation is everywhere. You step carefully to minimize noise. You scan constantly for enemy movement.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**159**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

71 As the patrol moves through the jungle, movement is not extremely difficult or slow. The tree cover is solid and near the ground, the vegetation is thin in some places and thicker in others. Scanning for enemy movement, you hear the impacts of a number of artillery rounds in the distance. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**159**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

72 The patrol moves slowly through the swamp. You move around fallen, rotting branches in the knee deep, brackish water. The undergrowth is dense, but you maintain visual contact with the Rangers ahead of you and behind. You check your map to verify your location. The patrol watches the area for enemy movement.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**159**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

73 Moving along the trail, the patrol's rate of travel is high. The surface of the trail is hard packed clay and your boots are not leaving any foot prints. Only a few meters from the trail, the woodlines are heavily overgrown with vines. You scan the area for signs of enemy movement, but detect none. You watch the point man as he moves along the trail ahead.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**138**	**167**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

74 Movement is not difficult as the patrol moves through the jungle. The canopy above is solid and there is little direct sunlight. The lush vegetation near the ground is a little thinner here than in other areas. Scanning for enemy movement, you are acclimated to the heat and humidity. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**152**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

75 Moving along the trail, the patrol's rate of travel is high and the formation has spread out. The surface of the trail is clay and there are signs of recent traffic. The woodlines along the trail are overgrown with green vines. An area on your left was burned out recently but the vegetation has already started to grow back. The patrol is alert and ready for action.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**138**	**167**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

76 The patrol moves through the jungle terrain. Movement under the solid jungle canopy is not extremely difficult, but is a little slow. Near the ground, the vegetation is dense and green. You avoid the thorns on the trunk of a black palm tree. Scanning for enemy movement to the front, you move around a small area covered by thorny vines. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**159**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

77 The patrol moves along the trail. The surface of the trail is clay and hard packed indicating heavy traffic. The vegetation in the woodlines along the trail is heavily intertwined. An old burned out, derelict truck is in the woods to the right You watch the area for signs of the enemy as you move past it, but detect none. You look back towards the area ahead and watch the leading element.

I. Roll two dice.

Dice Roll:	2	3-4	5-12
Go to:	**138**	**172**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

78 The patrol is tense moving through the desolate village. Most of the small buildings have been partially burned down. The single community buiding in the center of the village is still standing. The animal pens are also empty. Everyone is alert due to the threat of contact. They also watch the woodline at the edges of the village for enemy movement.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2	3-4	5-12
Go to:	**128**	**169**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

79 You move through the jungle terrain at a careful pace. The canopy above is solid and no direct sunlight reaches you. The patrol does not use machetes on the undergrowth. Instead, they move the vegetation and let it slide back behind them after they pass. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

80 The patrol moves carefully through the swamp to minimize noise. You ignore the mosquitos swarming around you and move through the ankle deep water. The thick vegetation limits visibility. You check with your RTO to ensure he is in communication with the tactical operations center.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**159**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

81 The patrol moves through the jungle under the solid tree cover. Movement is not extremely difficult. Near the ground, the vegetation is thin in some places and thicker in others. The Ranger in front of you is snagged by a wait-a-minute vine and patiently removes it. Scanning for enemy movement, you avoid an area just to your left that is covered with a swarm of leaf cutter ants.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**128**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

82 Moving on the trail, the patrol makes good time. The surface of the trail is clay. Heavy vegetation covers the woodlines on the sides of the trail. You look back and see the element leader trailing you using a hand and arm signal to direct a Ranger to open his distance. You look back ahead.

I. Roll two dice.

Dice Roll:	2-4	5-6	7-12
Go to:	**138**	**194**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

83 The patrol spreads out and increases dispersion while moving across the open area. The Rangers remain alert. The open area is covered with waist high grass with a few bare areas. You watch the point team and scan the woodline for any sign of the enemy. You detect none. You ensure you know your grid coordinates in case of enemy contact.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**172**	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch*.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

84 The patrol maintains its formation while moving through the swamp. The Rangers carefully move the vegetation and replace it behind them. Movement in the knee deep water in this area is tiring. A fallen tree trunk lies in the water to your left. You scan for any enemy movement.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**128**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

85 The patrol moves carefully through the small village. The old buildings look deserted. The roof has fallen in on one of them. Despite the quiet, you watch for any sign of the enemy. You observe the area around the buildings and in the woodlines beyond as you move. You maintain visual contact with your element leaders where possible.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2	3-4	5-12
Go to:	**228**	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

86 As the patrol moves through the jungle, movement is not extremely difficult. The vegetation near the ground is thin in some places and thicker in others. Scanning for enemy movement, you hear the sound of jet aircraft screaming overhead. They continue on to their target elsewhere. You keep your weapon pointed in the direction you are looking.

I. Roll two dice.

Dice Roll:	2-4	5-12
Go to:	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

87 The patrol moves through the swamp maintaining its formation and dispersion. You move through an area of soft mud in the knee deep, brackish water. You step carefully to minimize the noise. You disturb the bottom with each step causing muck to rise in your path. You watch for enemy movement.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**128**	**172**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

88 The patrol moves carefully along the trail. The surface of the trail is hard packed clay and indicates heavy traffic. The terrain at the edges of the trail is flat and thickly overgrown. A small trail not on the map runs off to the left. It is also overgrown and has not been used recently. You scan the area ahead, but see nothing unusual.

I. Roll two dice.

Dice Roll:	2-3	4-6	7-12
Go to:	**228**	**138**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

89 Crossing the open area, you see a small animal trail. The patrol watches the area for anything unusual. Waist high grass and small bushes cover the ground. You move through the grass and let it slide back into place behind you. The woodlines along the edges of the open area are likely positions for the enemy, but you detect no movement. You glance back at your RTO as you move.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**172**	**128**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch*.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

90 As the patrol moves through the jungle terrain, movement is not difficult. A weathered bomb crater is just off to the right of the patrol's route. The dirt is plowed up around the edges and the remains of several splintered trees litter the vicinity. You check the leading element to make sure they are maintaining their formation and distance.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

91 As the patrol moves through the swamp, movement is slow, but not as difficult as expected. The water is only ankle deep and the vegetation is a little thinner here. You cross a patch of dry ground too small to be of much use. You scan constantly for enemy movement.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**128**	**172**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

92 Movement through the jungle under the solid canopy is not difficult. You see a number of overgrown, abandoned bunkers in the area. There are old piles of opened ammunition crates and other refuse. Scanning for enemy movement, you move through the heavy ground cover. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**128**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

93 The patrol continues to move along the trail at a high rate of travel. The clay surface indicates recent traffic. The woodlines along the trail are overgrown. A pile of weathered, empty ammo crates and other dunnage lies just off the trail. You check your RTO and then watch the point element move.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**228**	**138**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

94 The patrol moves through the village. The buildings are run down and look to be empty. The wood is missing from the sides of some of them. You ensure the patrol is scanning their assigned sectors. Despite the threat of contact, movement is easy. The patrol sees no enemy activity, but is ready for action. You formulate a call for fire in case it's needed. You observe the area. The patrol moves ahead carefully.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**172**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

95 The patrol's movement through the knee deep water is slow. The vegetation is dense under the surface of the water. Thorny vines grab at your uniform and equipment. You see a snake moving away to your right. You check the trailing element to ensure they are maintaining the proper tactical posture and are alert for any enemy movement.

I. Roll two dice.

Dice Roll:	2	3-4	5-12
Go to:	**172**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

96 Moving along the trail, the patrol's rate of travel is high. The woodlines are overgrown with vegetation and several abandoned bunkers dot the area. They show no signs of recent use. You look for enemy movement and then see the area is clear. The point man continues to move.

I. Roll two dice.

Dice Roll:	2-3	4-5	6-12
Go to:	**138**	**194**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

97 Moving through the jungle is not too difficult. The heat is oppressive, but you disregard your thirst. Direct sunlight reaches the jungle floor in some areas to your left. Scanning for enemy movement, you pass a small depression in the ground. It is filled with stagnant water and rotting leaves and branches. You ensure the patrol is maintaining noise discipline and keep moving.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

98 Everyone remains alert as the patrol moves across the open area. You avoid a large ant hill in the grass as you move. You are alert for any enemy positions in the woodline and keep your weapon pointed in the direction you look. You check your map to double check your location and make sure the terrain matches the map.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**152**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch.*
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

99 Moving through the jungle, the patrol is in an area where it is not too difficult to navigate. Scanning for enemy movement, you step on a fallen tree trunk and then step off onto the ground on the other side. You don't step over it to avoid any snake that might be laying on the other side. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-4	5-12
Go to:	**128**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

100 As the patrol moves through the jungle, you pass an area to your right that has been burned recently. The fire was recent as vegetation has not started to grow back yet. Scanning for enemy movement, you are aware the burned area provides little concealment and hasten through it. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**152**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

101 The patrol maintains their tactical posture as they move through the village. There are only a few small, empty buildings standing and a bomb crater is at the edge of the clearing. You see no livestock or signs of recent activity. You check with your RTO to ensure he has commo with the TOC.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2	3-5	6-12
Go to:	**128**	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

102 This area of the swamp has knee deep, brackish water and thick vegetation. The patrol's movement through it is slow. You can see no more than three to four men to your front or rear. You see some flotsam brought in by the tide off to your left. It is caught in a tangle of roots of several mangrove trees.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**228**	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

103 You ensure the patrol has increased dispersion both in and between elements as you move across the open area. The sky overhead is clear. Everyone remains alert as you move past a bomb crater. Vegetation is beginning to grow back in an area where fire had burned everything. Heavy undergrowth covers the jungle woodlines along the edges of the open area. You scan ahead for enemy movement.

I. Roll two dice.

Dice Roll:	2-3	4-6	7-12
Go to:	**128**	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch*.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

104 The hard packed, clay trail provides an easy route for the patrol. It also indicates recent traffic. You hear a soft crunching under your boots as you walk. The heavy vegetation along the edges of the trail limits your visibility to only a few meters in most areas. You see no signs of the enemy and check the patrol's tactical posture and security.

I. Roll two dice.

Dice Roll:	2	3-4	5-12
Go to:	**138**	**172**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

105 As the patrol moves through the jungle terrain, movement is not extremely difficult or slow. The ground has a dense covering of undergrowth and you see an overgrown footpath running nearby. It has not been used recently and is barely visible. You ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**152**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

106 The patrol moves through the lush, vivid green jungle. Movement is not difficult. Your uniform is drenched in sweat due to the heat and high humidity. You check the leading element's formation and watch their progress. You check your map for your current grid coordinates in case you make contact and need to request support.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**163**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

107 The patrol is alert and moves carefully through the swamp. Movement is slow in the knee deep water and thick vegetation. You can see the floor of the swamp beneath you. The Ranger in front of you patiently works his way free from a wait-a-minute vine and continues moving.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

108 The patrol moves along the trail with their weapons at the ready. The heavy vegetation along the edges of the trail is broken by a small footpath that shows no sign of recent use. You see an old, small commercial sign in Spanish nailed to a tree ahead. You check the trailing element's formation.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**138**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

109 The patrol picks its way through the small village. The modest buildings are deserted. A rusted old vehicle sits beside the well in the center of the village. There is no sign of any recent enemy activity in the area. There is still a threat of contact, but movement is easy. You formulate a call for fire in case it's needed. You check the patrol's formation and security as you move quickly, but carefully through the area.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2-4	5-12
Go to:	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

110 As the patrol moves through the jungle terrain, you encounter an area with a large fallen tree. The branches are covered with vines and secondary growth. The patrol moves around the obstacle to the right to avoid becoming entanged. Scanning for enemy movement, you ensure the patrol is maintaining noise discipline as they move.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

111 The patrol's speed increases as you move across the open area. Everyone is alert. Dark woodlines line the edges of the jungle and a small stand of trees lies ahead in the center of the open area. You watch both for any signs of the enemy. You look back to check security in the trailing element during movement.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**228**	**165**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol was previously in the open area, exited and returned.
- Add one to the dice roll if *Bounding Overwatch*.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

112 As the patrol moves through the jungle, you ignore the swarms of mosquitoes. The vegetation is thin in some places and you see a small animal trail leading off towards the right. Scanning for enemy movement, you move through an area choked with thick grass. Despite your gloves, you can feel several small cuts on your hands.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**248**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

113 The patrol moves through the unrelenting jungle undergrowth. The patrol moves around a thicket of thorny vines and brambles. The dense vegetation causes the patrol to move with care to avoid leaving a trail. You adjust your web gear and equipment as you move.

I. Roll two dice.

Dice Roll:	2-4	5-12
Go to:	**194**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

114 Movement is slow as the patrol moves through the swamp. The water is knee deep and the muck clings to your boots. You look back and give the hand and arm signal to close up the formation to ensure there is not a break in contact. The patrol is alert and watching for the enemy.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**163**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been within one hundred meters of the present location, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

115 The patrol moves carefully along the trail. Tire tracks along the clay roadway are eroded indicating the last vehicular traffic was more than a few days ago. Foot traffic has been more recent. The woodlines are heavily vegetated. You scan ahead for signs of enemy movement, but detect none. You watch the Ranger ahead of you take a few careful steps to check something in the woods and then continues moving.

I. Roll two dice.

Dice Roll:	2	3	4-12
Go to:	**152**	**138**	**117**

Modifiers:

- Subtract two from the dice roll if the patrol has moved along any trail previously.
- Subtract one from the dice roll during darkness.
- Subtract the enemy contact level from the dice roll.

116 The patrol is tense moving through the village. The few small buildings appear to be deserted. You scan for enemy positions in the woodline, but detect none. You shift your rucksack a little on your back. You observe the area as you move and keep your weapon pointed where you look. Movement is easy and the patrol moves quickly.

I. Change the enemy contact level to one.

II. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**169**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol has previously been in the village, left and then returned.
- Add one to the dice roll if a partisan is with the patrol.
- Subtract the enemy contact level from the dice roll.

117 The terrain surrounding the patrol is quiet except for insect noises. No enemy contact is encountered. The patrol is alert and continues to move.

I. Reduce the enemy contact level by one - *unless already zero.*

II. If moving in the open or through a village, **Go to 123**.

If moving on a trail, **Go to 124**.

III. Roll two dice.

Die Roll:	2	3-4	5-12
Go to:	**133**	**120**	IV

Modifier: Add one to the dice roll if the patrol is in a swamp.

IV. Roll one die.

- Go to the indicated paragraph.

Patrol's Configuration

Die Roll	*Traveling*	*Traveling Overwatch*	*Bounding Overwatch*	*File*
0	**120**	**120**	**118**	**120**
1	**120**	**120**	**118**	**120**
2	**121**	**120**	**118**	**121**
3	**122**	**121**	**118**	**121**
4	**123**	**122**	**119**	**121**
5	**124**	**123**	**119**	**122**
6	**124**	**124**	**119**	**123**
7	**124**	**124**	**119**	**124**

Modifiers:

- Subtract two from the die roll if in a swamp or during darkness unless in file, then subtract one.

118 The terrain is more difficult to negotiate than you expected. Using bounding overwatch, the patrol's movement is very slow and deliberate. The patrol bounds by element with the overwatch element alert and prepared to suppress any enemy forces with direct fire. The bounds are short to allow the overwatching element to follow the movements of the bounding element in the dense terrain. You alternate your location by moving between the two elements so you can watch the bounding element with the overwatching element.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-4	5-6
Distance (Day)	100 m	250 m	500 m
Distance (Night)	100 m	100 m	250 m

Modifier:

- Subtract one from the dice roll if the patrol is in a swamp.

II. Move the patrol to its new location along the route.

- Establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

119 The patrol uses bounding overwatch to move from position to position. Moving in this terrain is a little more difficult than you expected. The patrol's movement by bounds is slow and deliberate. The patrol bounds by element with the overwatch element alert and prepared to suppress any enemy forces with direct fire. You alternate your location by moving between the two elements to watch the bounding element's movement from the overwatching element's position. The RTO moves with you.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-5	6
Distance (Day)	250 m	500 m	750 m
Distance (Night)	100 m	250 m	500 m

Modifiers:

- Subtract one from the dice roll if the patrol is in a swamp.

II. Move the patrol to its new location along the route.

- Establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

120 The patrol's movement through the vegetation is slow and tiring. The terrain you have encountered is more difficult to negotiate than it appeared on the map. The leading element works its way through the dense undergrowth. Keeping them in sight, you glance at your compass to ensure the patrol is on the correct azimuth. You ask for a pace count by hand and arm signal. The signal is relayed back through the patrol. The patrol continues to move along the route.

I. Roll one die to determine the distance moved.

Die Roll	1-4	5-6
Distance (Day)	500 m	750 m
Distance (Night)	250 m	500 m

Modifiers:

- Subtract one from the dice roll if the patrol is in a swamp.

II. Move the patrol to its new location along the route.

- Establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

121 Movement is not overly tiring as the terrain is not difficult to negotiate. The patrol moves through the undergrowth while minimizing noise.

You check the Rangers in the leading element to your front to ensure everyone is alert and scanning their assigned sector. You constantly look at the surrounding area and then back in the point man's direction.

You glance at your map. The actual terrain matches the terrain on the map along the route.

The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-5	6
Distance (Day)	500m	750m	1000m
Distance (Night)	250m	500m	750m

Modifiers:

- Subtract one from the dice roll if the patrol is in a swamp.

II. Move the patrol to its new location along the route.

- Establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

122 Movement is not difficult as the terrain is not very thickly vegetated. Visibility is increased some and the elements of the patrol has opened up their formation. The leading element moves forward carefully.

You give the hand and arm signal for a head count to your radio operator behind you. The patrol passes the signal back to the rear.

The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1	2-4	5-6
Distance (Day)	750m*	750m	1000m
Distance (Night)	500m*	500m	750m

* Roll again. A result of one or two indicates a break in contact with the trailing element has occurred.

Modifiers:

- Subtract one from the dice roll if the patrol is in a swamp.

II. Move the patrol to its new location along the route.

- If a break in contact has occurred, **Go to 129**.
- If not; establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

123 The terrain is light and movement easy and the patrol has opened its formation.

You check the Rangers to your front to ensure everyone is alert and scanning their assigned sector. You constantly look back in the point man's direction.

You give the hand and arm signal for a head count to your radio operator behind you.

The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1	2-4	5-6
Distance (Day)	750m*	1000m	1250m
Distance (Night)	500m*	750m	1000m

* Roll again. A result of one or two indicates a break in contact with the trailing element has occurred.

Modifiers:

- Subtract one from the dice roll if the patrol is in a swamp.
- Add two to the dice roll if the patrol is on a trail.

II. Move the patrol to its new location along the route.

- If a break in contact has occurred, **Go to 129**.
- If not; establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

124 The terrain is extremely light and movement very easy. The distances between the patrol's elements increases. Your RTO stays close behind you.

You check the Rangers to your front to ensure everyone is alert and scanning their assigned sector. You constantly look back in the point man's direction.

To double check navigation, you give the hand and arm signal for a pace count to your radio operator behind you.

The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-5	6
Distance (Day)	1000m	1250m	1500m
Distance (Night)	750m	1000m	1250m

Modifier:

- Add two to the dice roll if the patrol is on a trail.

II. Move the patrol to its new location along the route.

- Establish a rally point, if desired.

III. Expend fifteen minutes.

IV. **Go to 55**.

125 You halt the patrol. Each Ranger moves to the nearest covered position and assumes a prone firing position behind it, facing out. The assistant patrol leader moves forward, checking security.

I. Change the patrol's configuration to *Security Halt*.

II. **Go to 126**.

126 In the center of the security perimeter, you quickly check security visually. Each man is alert and properly positioned.

I. Decide the next action to be performed by the patrol.

Action:	**Go to:**
• Recon for the objective rally point*	**211**
• Cross a trail*	**137**
• Cross a river or stream*	**293**
• Reorganize (or recover casualties*)	**264**
• FRAGO-Route	**254**
• Recon for the patrol base*	**224**
• Recon for the re-entry rally point*	**274**
• Request mission abort	**162**
• Request extraction*	**170**
• Dispose of casualties	**197**
• Prepare for small boat movement*	**196**
• Attempt a partisan link-up*	**261**
• Request a time extension (may only be requested once)	**141**
• None, all actions at the security halt are complete	**127**

* *The patrol must be within five hundred meters of the proper location.*

127 You give the hand and arm signal to the point man to move out. The patrol begins to move forward along the proper azimuth. Each Ranger silently falls into formation. You take your position in the formation as the assistant patrol leader assures security in the rear.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. **Go to 55**.

128 The patrol is moving. As you turn to ask for a pace count, the patrol comes under fire.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**130**	**132**	**134**

129 As you continue to move, you send back the hand and arm signal for the patrol to send up a head count. Before the head count reaches you, the radio operator informs you there is a break in contact in the patrol. You halt the patrol. Those Rangers still with the patrol move to the nearest cover and assume a prone firing position. The patrol's security checked, you move back down the formation to attempt to regain contact with the remainder of the patrol.

I. Roll one die to determine the effects of the break.

Die Roll:	Effect:
1-2	Contact regained. • Expend fifteen minutes.
3-4	Contact regained. • Expend thirty minutes.
5	The patrol falls back to the last rally point.
6	The patrol falls back to the last rally point. • Roll one die. • On a result of one to three, lose the last three Rangers in the patrol with all of their equipment. • On a result of four to five, lose the last fifth of the patrol and their equipment. • On a result of six, lose the last fourth of the patrol and their equipment.

II. If contact was regained, **Go to 127**.

If the patrol fell back to the last rally point, **Go to 205**.

130 The patrol hits the ground and begins returning fire. The heavy volume small arms fire comes from ten o'clock and a range of two hundred meters. You estimate about ten soldiers with a crew-served machine gun.

I. The patrol is being attacked in a far ambush.

II. The enemy strength factor is eleven*.

* The enemy has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column C.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract two from the dice roll during darkness.
- Add three to the dice roll if the patrol is in the open or on a trail.
- Subtract one from the dice roll if the patrol is in a

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swamp.

- Add two to the dice roll if *Traveling* or *File*.
- Shift two columns left if *Bounding Overwatch*.

IV. Expend fifteen minutes.

V. **Go to 136**.

131 Under fire and pinned down while attempting to pass through friendly lines, you have decided to withdraw back to the initial rally point through the gap in the wire. You inform the forward unit. Giving the commands to your subordinates, you direct the patrol to begin disengaging from contact.

I. Determine the patrol's casualties.

- Execute an enemy attack on the patrol .

Type of Opposition	*Effective*	*Ineffective*
Column:	C	B

Modifiers:

- Subtract one from the dice roll if during darkness.
- Subtract one from the dice roll if departure of lines was rehearsed.
- Add two to the dice roll if the patrol does not include any machine gun teams.

II. Return the patrol to the initial rally point behind friendly lines.

III. Change the patrol's configuration to *Perimeter*.

IV. Expend fifteen minutes.

V. Expend one ammunition symbol per weapon.

VI. Roll one die.

Die Roll:	1	2-3	4-5	6
Go to:	**157**	**171**	**201**	**208**

Modifier: Add one to the die roll if this event has occurred previously during this game.

132 The patrol hits the ground and begins returning fire. The heavy volume small arms fire comes from twelve o'clock and a range of two hundred meters. You estimate ten soldiers with small arms and see the flash of a crew-served machine gun.

I. The patrol is being attacked in a far ambush.

II. The enemy strength factor is ten*.

* The enemy has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract two from the dice roll during darkness.
- Add three to the dice roll if the patrol is in the open or on a trail.
- Subtract one from the dice roll if the patrol is in a swamp.
- Add two to the dice roll if *Traveling* or *File*.
- Shift one column to the left if *Bounding Overwatch*.

IV. Expend fifteen minutes.

V. **Go to 136**.

133 During movement, the point man halts the patrol. Each Ranger moves to the nearest cover and assumes a prone firing position. You move to the head of the patrol. The point man directs your attention to the terrain in front of him. It is not the type of terrain you expected to encounter from your map recon.

I. Change the patrol's configuration to *Security Halt*.

II. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**182**	**143**	**148**	**166**	**184**	**155**

134 The patrol hits the ground and begins returning fire. The heavy volume fire comes from three o'clock and a range of two hundred meters. You estimate about twenty soldiers.

I. The patrol is being attacked in a far ambush.

II. The enemy strength factor is eighteen*.

* The enemy has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column D.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract two from the dice roll during darkness.
- Add three to the dice roll if the patrol is in the open or on a trail.
- Subtract one from the dice roll if in a swamp.
- Add two to the dice roll if *Traveling* or *File*.
- Shift two columns to the left if *Bounding Overwatch*.

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IV. Expend fifteen minutes.

V. **Go to 136.**

135 The tactical operations center informs you a time extension for the mission is granted. You are instructed this is the only delay that can be allowed. You adjust your time schedule as necessary and disseminate the information to the patrol.

I. Add three hours to the length of the mission.

- Add three hours to all remaining deadlines.

II. **Go to 126.**

136 The patrol is under fire in a far ambush. You quickly determine a course of action.

I. Decide your reaction.

- Break contact *(squad only).* **Go to 199**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**
- Continue moving along your present course. **Go to 173**
- Increase speed and continue moving along your present course. **Go to 183**
- Fall back individually to the last rally point. **Go to 205**

137 From the point man's position, you scan the trail to your front and observe no activity. The assistant patrol leader arrives at your location with the Rangers designated to provide flank security and emplaces them. The recon and security team secures the far side. The patrol begins crossing the road.

I. Roll one die to determine the number of minutes expended.

Die Roll:	1-2	3-4	5-6
Minutes:	15	15	0
Go to:	II	**164**	**164**

Modifier: Add one to the die roll if crossing danger areas was rehearsed.

II. Roll one die.

Die Roll:	1-4	5-6
Go to:	**164**	**200**

Modifier: Add the enemy contact level to the die roll.

138 During movement, your flank suddenly explodes in a combination of claymore mines and small arms fire. Enemy fire hits in and around the patrol.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**140**	**142**	**144**

139 During movement, the assistant patrol leader moves up to your position. He informs you the patrol is being pursued by an enemy force. They are directly behind the last element of the patrol. From the noise he has heard, he believes the enemy force is a squad.

I. Change the enemy contact level to one.

II. Decide your reaction.

- Increase speed and continue moving along your present course. Go to III
- Circle back on your route to set up a hasty ambush. **Go to 236**
- Drop off an ambush and continue moving with the remainder of the patrol. **Go to 210**

III. Roll one die.

Die Roll:	1-3	4-6
Go to:	**152**	**186**

140 The enemy positions are about fifty meters at nine o' clock. The enemy's volume of fire is overwhelming. Your position is receiving heavy, accurate fire.

I. The patrol is being attacked in a near ambush.

II. The enemy strength factor is thirty-two*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column I.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Shift one column to the right if *Traveling* or *File*.

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- Shift three columns left if *Bounding Overwatch*.
- Shift five columns to the right if a platoon.

IV. Expend fifteen minutes.

V. **Go to 146**.

141 You radio the tactical operations center and relay a message requesting your patrol be granted a time extension for the mission.

I. Roll one die.

Die Roll:	1-3	4-6
Go to:	**135**	**150**

142 The enemy positions are about thirty meters at three o'clock. The enemy's volume of fire is overwhelming. Your position is receiving heavy, accurate fire and Rangers are hit all around you.

I. The patrol is being attacked in a near ambush.

II. The enemy strength factor is twenty-eight*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column H.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Shift one column to the right if *Traveling* or *File*.
- Shift three columns left if *Bounding Overwatch*.
- Shift five columns to the right if a platoon.

IV. Expend fifteen minutes.

V. **Go to 146**.

143 From the point man's position, you observe a small open area to your front. You quickly verify your navigation. Scanning it, you observe no enemy activity. The assistant patrol leader arrives at your location.

I. Decide your plan to negotiate the open area.

Decision:	**Go to:**
Bypass it	**215**
Cross it	II

II. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

III. Roll one die.

Die Roll:	1-4	5-6
Go to:	**175**	**165**

Modifier: Add the enemy contact level to the die roll.

144 The enemy positions are about fifty meters at three o'clock. The enemy's volume of fire is overwhelming. Your position is receiving heavy, accurate fire.

I. The patrol is being attacked in a near ambush.

II. The enemy strength factor is thirty-four*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column I.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Shift one column to the right if *Traveling* or *File*.
- Shift three columns left if *Bounding Overwatch*.
- Shift five columns to the right if a platoon.

IV. Expend fifteen minutes.

V. **Go to 146**.

145 During movement, your point man has raised his hand in the signal to freeze. The patrol froze in place to avoid being seen. You look in the same direction as the point man.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**147**	**149**	**151**

146 The patrol is under fire in a near ambush. The volume of fire is overwhelming and causing casualties. You quickly determine a course of action.

I. Decide your reaction.

- Break contact *(squad only)*. **Go to 168**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Assault the enemy positions immediately. **Go to 279**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**

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- Continue moving along your present course. **Go to 173**
- Increase speed and continue moving along your present course. **Go to 183**

147 You observe an enemy force of about ten soldiers with a 7.62mm machine gun at nine o'clock. They are two hundred meters away, moving away from the patrol. They have not spotted your patrol.

I. An enemy patrol is moving away from the patrol.

II. The enemy strength factor is eleven*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 153.**

148 The point man has encountered an area of swamp to his front. The map does not show this area, therefore, you cannot determine its actual size. You decide to continue and instruct the point man to move forward. One by one, the Rangers enter the swamp; moving cautiously in the knee deep water to maximize noise discipline. In places the water is deeper, but not more than waist high. The swamp is not very wide. Soon you are on the far side. You feel certain you are correct in your navigation. The patrol presses on.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Expend thirty minutes.

III. **Go to 55.**

149 You observe an enemy force of about fifteen soldiers with a 7.62mm machine gun at two o'clock. They are one hundred meters away, moving away from the patrol. They have not seen the patrol.

I. An enemy patrol is moving away from the patrol.

II. The enemy strength factor is fifteen*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 153.**

150 The tactical operations center signals you cannot have a time extension for your mission and must maintain your time schedule. You realize other tactical considerations must have priority and will not request another extension. You adjust your time schedule where possible and inform the patrol.

I. **Go to 126.**

151 You observe an enemy force of about six soldiers at eleven o'clock. They are two hundred meters away, moving away from the patrol. They have not seen the patrol.

I. An enemy patrol is moving away from the patrol.

II. The enemy strength factor is seven.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 153.**

152 While continuing to move, the patrol is attacked from behind.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**154**	**156**	**158**

153 You have spotted an enemy patrol moving away from your location. You quickly determine a course of action.

I. Decide your reaction.

- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**
- Lay down and allow the enemy to pass. **Go to 190**

154 The enemy is at five o'clock and at a range of one hundred meters. The enemy has ten soldiers and a 7.62mm machine gun. The patrol seeks cover and begins to return fire.

I. The patrol is being attacked from behind.

II. The enemy strength factor is nine*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll if in swamp.
- Subtract one from the dice roll during darkness.
- Add two to the dice roll if in open or on a trail.
- Shift one column to the right if *Traveling* or *File*.

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IV. Roll one die to determine the enemy's reaction.

Die Roll:	1-3	4-6
Enemy's Action:	Breaks Contact	Continues to Attack
Go to:	**186**	**160**

155 From the point man's position, you observe an area of dead fall. The trees in the area are all fallen. The limbs and branches are completely entwined. The assistant patrol leader arrives at your location.

I. Decide your plan to negotiate the dead fall area.

Decision:	**Go to:**
Bypass It	**215**
Cross It	**285**

156 The enemy is at six o'clock and at a range of one hundred meters. The enemy has ten soldiers and a crew-served machine gun. The patrol seeks cover. Those with a clear field of fire return fire.

I. The patrol is being attacked from behind.

II. The enemy strength factor is ten*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll if in swamp.
- Subtract one from the dice roll during darkness.
- Add two to the dice roll if in open or on a trail.
- Shift one column to the right if *Traveling* or *File*.

IV. Roll one die to determine the enemy's reaction.

Die Roll:	1-3	4-6
Enemy's Action:	Breaks Contact	Continues to Attack
Go to:	**186**	**160**

157 As the patrol returns to the initial rally point, the Rangers re-occupy their positions. The assistant patrol leader checks security while you prepare to coordinate with the friendly forward unit and the tactical operations center for instructions. The enemy force is quickly defeated by the friendly forward unit and withdraws from the area. You are instructed to conduct passage of lines through the friendly forward unit again immediately. You issue a FRAGO before moving out.

I. Expend sixty minutes.

II. **Go to 31**, II.

158 The enemy force is at seven o'clock and at a range of one hundred meters. The enemy has less than ten soldiers and only small arms. The patrol members seeks cover behind the nearest object. Those in position to do so, begin to return fire. You direct their fire.

I. The patrol is being attacked from behind.

II. The enemy strength factor is five.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Subtract one from the dice roll if in swamp.
- Subtract one from the dice roll during darkness.
- Add two to the dice roll if in open or on a trail.

IV. Roll one die to determine the enemy's reaction.

Die Roll:	1-3	4-6
Enemy's Action:	Breaks Contact	Continues to Attack
Go to:	**186**	**160**

159 During movement, you are scanning the area for enemy activity. As the patrol continues to move, you adjust your ruck sack.

I. Roll two dice.

Dice Roll:	2	3-12
Go to:	**161**	**163**

160 You have been attacked from behind by an enemy patrol. You quickly determine a course of action.

I. Decide your reaction:

- Break contact *(squad only)*. **Go to 199**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**

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- Disengage from the enemy by the clock method.
  Go to 226
- Disengage from the enemy by bounds.
  Go to 234

161 Your radio operator informs you the tactical operations center advises they will send a coded message. You halt the patrol. Each Ranger moves to the nearest covered position and assumes a prone firing position behind it, facing out. The assistant patrol leader moves forward, checking security. He arrives at your position in the center of the cigar-shaped perimeter.

I. Change the patrol's configuration to *Security Halt*.

II. Roll a die.

Die Roll:	1	2	3	4	5	6
Go to:	**322**	**327**	**334**	**338**	**342**	**345**

162 Due to the tactical situation, you have decided to request permission to abort your assigned mission. You transmit your request to the tactical operations center.

I. Expend fifteen minutes.

II. Roll two dice.

Dice Roll:	2-11	12
Go to:	III	**194**

III. Roll one die to determine the tactical operations center's instructions.

Die Roll:	1-2	3-6
Go to:	IV	**188**

Modifier: Subtract two from the die roll if one-half of personnel are *Killed* or *Severely Wounded*.

IV. Your assigned mission is aborted.

- Plot a new extraction point.
- Plot a route to the new extraction point.

V. **Go to 126**.

163 During movement, you are scanning the area for enemy activity. You detect no enemy movement or positions to your front. The fire teams have closed the distance between Rangers. The patrol continues to move.

I. Roll two dice.

Die Roll:	2	3	4-5	6	7-12
Go to:	**138**	**128**	**248**	**152**	**117**

Modifiers:

- Add two to the dice roll if in a swamp.
- Subtract the enemy contact level from the dice roll.

164 The patrol is crossing a trail. After half of the main body of the patrol has crossed to the far side, you race across. The assistant patrol leader remains on the near side to supervise the rest of the crossing. The patrol is in a security perimeter on the far side. After the entire patrol has crossed, the security teams also cross to the far side. The entire patrol is consolidated and accounted for by the assistant patrol leader. You instruct the point man to move out. The patrol quickly leaves the danger area behind.

I. Move the patrol across the trail.

II. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

III. **Go to 55**.

165 The patrol is moving across an open area. Aware that you are exposed and have no concealment or cover available, you are alert for any sign of the enemy. You detect no movement or enemy positions to your front. The fire teams maintain dispersion and have opened the distance from other elements. The patrol continues to move.

I. Roll two dice.

Die Roll:	2	3-4	5	6-8	9-12
Go to:	**228**	**128**	**172**	**194**	**117**

Modifier:

- Subtract the enemy contact level from the dice roll.

166 From the point man's location, you observe an area of heavy vegetation. You motion him forward and the patrol continues moving. The jungle limits visibility and thorny vines pull at everyone's equipment as they move. You are certain of your navigation, but look for any sign indicating you are off course. The vegetation thins out again in a few hundred meters.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Expend fifteen minutes.

III. **Go to 55**.

167 While moving along a trail, you are scanning the area for enemy activity. You detect no movement or positions to your front. The patrol continues to move.

I. Roll two dice.

Dice Roll:	2	3-5	6	7	8-9	10	11-12
Go to:	**228**	**138**	**172**	**248**	**194**	**152**	**117**

Modifiers:

- Subtract one from the dice roll if the patrol is on the trail and also in an open area or a village.
- Subtract the enemy contact level from the dice roll.

168 The patrol is in the kill zone of an enemy near ambush. Heavy, accurate fire is inflicting severe losses on the patrol. You have decided on a course of action and issue the instructions to the patrol. As the patrol attempts to escape the trap, the enemy machine guns and anti-personnel mines inflict heavy losses. The enemy force has sealed off their kill zone effectively. As the members of your patrol are hit, you also become a casualty. The bullets tear into your chest. You collapse in agony as you lose consciousness.

I. All Rangers become casualties.

- Determine the seriousness of each Ranger's wounds.
  - Use the Casualty Level Table.
  - Add two to all of the die rolls.

II. If a Reconnaissance patrol, **Go to 544**.

If a Combat patrol, **Go to 545**.

169 While moving through a deserted village, you scan the area for enemy activity. Aware that you are exposed, you are alert for any sign of the enemy. The patrol continues to move through the area.

I. Roll two dice.

Dice Roll:	2	3	4	5-6	7-8	9	10-12
Go to:	**228**	**128**	**172**	**248**	**194**	**152**	**117**

Modifier:

- Subtract the enemy contact level from the dice roll.

170 Having established security at the extraction point, you transmit the proper code word to the tactical operations center over the radio.

I. Change the patrol's configuration to *Perimeter* or *Strongpoint*.

II. Determine the number of minutes until extraction.

Die Roll:	1-3	4	5	6
Minutes:	30	60	90	120

III. Revise the extraction time on the Patrol Record Log.

- Do not check off any of the time until extraction now.

IV. **Go to 192**.

171 As the patrol returns to the initial rally point, the Rangers re-occupy their positions. The assistant patrol leader checks security while you prepare to coordinate with the friendly forward unit and the tactical operations center for instructions. The enemy force is quickly defeated by the friendly forward unit and withdraws from the area. You are instructed to move the patrol to another gap in the wire and conduct passage of lines through the friendly forward unit again as soon as possible.

I. Move the patrol one thousand meters to the left along the friendly forward unit's lines.

- Change the patrol's configuration to *Perimeter*.

II. Expend sixty minutes.

III. **Go to 31**, I.

172 The patrol is moving. You grab the shoulder straps of your rucksack and adjust your load. As you turn to give the hand and arm signal for a pace count, a shot rings out from the front. The Rangers hit the ground and each scrambles for the nearest cover.

I. Roll one die.

Dice Roll:	1-2	3-4	5-6
Go to:	**174**	**176**	**178**

173 The patrol is under fire. You have decided to continue moving under fire. Giving the commands to your subordinates, the patrol resumes movement.

I. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Range to enemy:	0 m-50 m	51 m-500 m	501 m-1000 m	1001 m+
Column**:	J*	G	D	B

* Shift five columns to the right if the patrol is a platoon. Shift five columns to the left if under sniper fire.

** Shift three columns to the left if under indirect fire at all ranges.

Modifier: Subtract one from the dice roll if actions on enemy contact were rehearsed.

(Note: Enemy indirect fire occurs initially at zero meters.)

II. Expend fifteen minutes.

III. If in the kill zone of a near ambush, **Go to 168**.

IV. Move the patrol three hundred meters along your route.

- Add three hundred meters to the range to the enemy .

(Note: Indirect fire range increases to 300 meters.)

V. If the range to the enemy force is greater than one thousand meters, roll one die to attempt to break contact.

Die Roll:	1-2	3-6
Go to:	VI	**307**

VI. Type of Contact:

- The patrol is being attacked in a far ambush. **Go to: 295**
- The patrol is under fire by an enemy sniper. **Go to: 221**

(paragraph continues on the next page)

- The patrol is receiving incoming indirect fire.
  Go to: 219

174 A sniper is at one o'clock and one hundred meters from the patrol's location.

I. The patrol is under fire by an enemy sniper

II. The enemy strength factor is two*.

*The enemy is a sniper.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll during darkness.
- Shift one column left if *Bounding Overwatch.*
- Shift one column to the right if *File.*
- Shift one column to the right if on a trail or in a village.

IV. Expend fifteen minutes.

V. **Go to 180.**

175 The patrol begins to cross the small open area. Aware that you are exposed and have no concealment or cover available, you are alert for any sign of the enemy. The fire teams maintain dispersion and have opened the distance from other elements.

I. Roll one die.

Dice Roll:	1-2	3-5	6
Go to:	**177**	**179**	**181**

Moodier: Add the enemy contact level to the die roll.

176 A sniper is at ten o'clock and two hundred meters from the patrol's location.

I. The patrol is under fire by an enemy sniper

II. The enemy strength factor is two*.

*The enemy is a sniper.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Subtract one from the dice roll during darkness.
- Shift one column to the right if *File.*
- Shift one column right on a trail or in a village.

IV. Expend fifteen minutes.

V. **Go to 180.**

177 The terrain is uneven and navigation is more difficult than expect. The patrol reaches the far side of the small open area without incident. You double check your azimuth as the patrol continues to move along the route.

I. Expend fifteen minutes.

II. **Go to 55.**

178 A sniper is at two o'clock and one hundred meters from the patrol's location.

I. The patrol is under fire by an enemy sniper

II. The enemy strength factor is two*.

*The enemy is a sniper.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the dice roll during darkness.
- Shift one column to the right if *File.*
- Shift one column right on a trail or in a village.

IV. Expend fifteen minutes.

V. **Go to 180.**

179 The patrol safely reaches the far side of the small open area. The lead fire ten continues moving into the woodline. You double check your azimuth as the patrol continues to move along the route.

I. **Go to 55.**

180 The patrol is being fired on by an enemy sniper. You quickly determine a course of action.

I. Decide your reaction.

- Break contact *(squad only).*
  Go to 199
- Hold positions and engage the enemy sniper by direct fire.
  Go to 263
- Hold positions and request fire support.
  Go to 256
- Assault the enemy positions immediately.
  Go to 279

(paragraph continues on the next page)

- Attack the enemy positions by fire and maneuver. **Go to 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**
- Continue moving along your present course. **Go to 173**
- Increase speed and continue moving along your present course. **Go to 183**

181 The patrol begins to cross the small open area. Vegetation is light and movement is easy Aware that you are exposed and have no concealment or cover available, you are alert for any sign of the enemy. Suddenly, the sound of gunfire comes from your front right. An enemy force attacks the patrol from one o'clock. From a range of two hundred meters, the enemy's fire is light and ineffective. You estimate his strength to be three soldiers.

I. The patrol is being attacked in a far ambush.

II. The enemy strength factor is three.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go to:	V	VI

V. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

Modifier: Add one to the die roll during darkness.

VI. **Go to 136.**

182 From the point man's position, you see an unexpected trail to your front. The trail appears to be weathered. You see no sign of any enemy activity or recent traffic. You decide it is a trail not shown on the map. You do not think the patrol is off course, but will be alert for any indications to the contrary. The assistant patrol leader arrives at your location and emplaces the flank security teams. The far side is reconned and secured and the patrol begins crossing the trail.

I. Roll one die to determine the time expended.

Die Roll:	1-2	3-6
Minutes:	15	0

Modifier: Add one from the die roll if crossing danger areas was rehearsed.

II. **Go to 164.**

183 You have decided to continue moving on your route at an increased speed. You use a hand and arm signal to give the command to the rest of the patrol. You raise your closed fist above your head and pump your arm up and down several times to ensure the Rangers around you understand. They relay the hand and arm signal to other members of the patrol. The patrol picks up the pace and continues to move in the same direction. The patrol maintains its formation while picking up the pace.

I. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Range to enemy:	0 m-50 m	51 m-500 m	501 m-1000 m	1001 m+
Column**:	J*	F	D	B

*Shift five columns to the right if a platoon.
Shift five columns to the left if under sniper fire.

**Shift three columns to the left if under indirect fire at all ranges.

Modifier: Subtract one from the dice roll if actions on enemy contact were rehearsed.

(Note: Enemy indirect fire occurs initially at zero meters.)

II. Expend fifteen minutes.

III. If in the kill zone of a near ambush, **Go to 168.**

IV. Move the patrol five hundred meters along the route.

- Add five hundred meters to the range to the enemy.

(Note: Indirect fire range increases to 500 meters.)

V. If the range to the enemy is greater than one thousand meters, roll one die to attempt to break contact.

Die Roll:	1-2	3-6
Go to:	VI	**307**

VI. Type of Contact:

- The patrol is being attacked in a far ambush. **Go to: 295**
- The patrol is under fire by an enemy sniper. **Go to: 221**
- The patrol is receiving incoming indirect fire. **Go to: 219**

184 From the point man's location, you observe an unexpected small building. It appears to be a deserted hut that is run down and in a state of disrepair. You see no movement or enemy activity. Regardless, you will avoid the area. The patrol uses the offset bypass method to work its way around the site. Upon reaching the other side of the area, the patrol resumes moving along the original azimuth. You are certain of your navigation, but will look for any sign indicating the patrol is off course.

(paragraph continues on the next page)

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Expend fifteen minutes.

III. **Go to 55**.

185 You observe an enemy force moving across the front of the patrol.

I. Roll one die.

Die Roll:	1-4	5-6
Go to:	**189**	**191**

186 The patrol has broken contact from the enemy. You quickly continue moving to prevent the enemy from re-establishing contact again.

I. Move the patrol one hundred meters beyond the enemy.

- Change the enemy contact level to one.

II. Erase the enemy positions and strength from the map.

III. **Go to 127**.

187 The patrol wears their SPIES harnesses. You hear the approaching helicopter and use the radio to guide it to your location. You mark the extraction site and then radio corrections to position the helicopter directly overhead. You then instruct them to hold and drop the rope. The patrol quickly moves to the line and hooks up. On your signal, the aircraft lifts the patrol out of the jungle. Each Ranger is suspended from the rope, one above the other. The radio operator is the lowest Ranger and notifies the pilot when the patrol is clear of obstacles. The helicopter heads toward friendly lines. The patrol is returned to friendly territory for debriefing, refit and resupply.

I. **Go to 543**.

188 The tactical operations center instructs you by radio to continue your mission regardless of the current situation. They indicate they understand your status, but the mission is critically important. You quickly prepare to continue the mission.

I. **Go to 126**.

189 The enemy force moving across the front of the patrol consists of only four soldiers. The enemy has only small arms weapons. They are moving left to right perpendicular to your route. They have not seen the patrol yet. The enemy is at ten o'clock and one hundred meters from your location.

I. An enemy patrol is moving across the patrol's front.

II. The enemy strength factor is four.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 193**.

190 During a chance contact, you have decided to lay down and wait for the enemy to pass. The patrol is fully alert and ready to fire if necessary.

I. If the enemy patrol is moving away from the patrol or across the patrol's front, go to III.

II. If the enemy patrol is moving at the patrol, roll one die.

Die Roll:	1-4	5-6
Go to:	**195**	III

Modifiers:

- Add two to the die roll during darkness.
- Add one to the die roll if actions on enemy contact were rehearsed.

III. Expend fifteen minutes.

IV. **Go to 202**.

191 The enemy force moving across the front of the patrol is a squad of six soldiers. The enemy has only small arms weapons. The enemy is moving right to left perpendicular to your route. They have not seen the patrol. The enemy is at eleven o'clock and one hundred meters from your location.

I. An enemy patrol is moving across the patrol's front.

II. The enemy strength factor is six.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 193**.

192 The patrol occupies a security position awaiting extraction. The area is quiet. The Rangers remain alert to prevent an enemy force from surprising the patrol. The radio-telephone operator monitors the radio for any change in the situation.

I. Expend thirty minutes.

II. Roll two dice.

Dice Roll:	2-3	4-12
Go to:	**306**	III

Modifiers:

- Add one to the dice roll if actions at extraction were rehearsed.
- Subtract the enemy contact level from the dice roll.

III. If the extraction time has been reached, **Go to 332**.

- If being extracted by SPIES, **Go to 187**.

If not, **Go to 192**.

193 The enemy patrol moving to your front has not spotted the patrol. You quickly determine a course of action.

(paragraph continues on the next page)

I. Decide your reaction.

- Break contact *(squad only)*.
  Go to 199
- Hold positions and engage the enemy by direct fire.
  Go to 263
- Hold positions and request fire support.
  Go to 256
- Assault the enemy positions immediately.
  Go to 279
- Attack the enemy positions by fire and maneuver.
  Go to 281
- Lay down and allow the enemy to pass.
  Go to 190
- Deploy in a hasty ambush against the enemy.
  Go to 249

194 The whistling of incoming indirect fire is heard by the patrol. All of the Rangers fall to the ground immediately. Once in the prone, they low crawl to any lower ground.

I. The patrol is receiving incoming indirect fire.

II. Change the enemy contact level to two.

III. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**198**	**209**	**217**

195 The enemy fires at the patrol. The patrol begins to return fire. Each Ranger moves to a better individual position.

I. Change the patrol's configuration to *Assault*.

II. **Go to 295**.

196 The patrol is at the embarkation point for boat movement and establishes security. The boat teams move to the camouflaged boats and prepare them by lashing all equipment down. When the boats are ready, you instruct the patrol to low carry them to the water. Once the boats are in the water, the Rangers climb aboard and assume their positions. The patrol paddles as the coxswain steers the boat away from shore.

I. Change the patrol's configuration to *Embarked*.

II. Expend thirty minutes.

III. Roll two dice.

Dice Roll:	2-11	12
Go to:	**213**	**206**

Modifiers:

- Subtract one from the dice roll if small boat operations were rehearsed.
- Add the enemy contact level to the dice roll.

197 You have decided to dispose of the patrol's casualties.

I. Choose a disposition for the casualties.

Method:	**Go to:**
Leave the casualties at present location.	II
Return and recover abandoned casualties. *(Issue a FRAGO and change route.)*	**254**
Bury the casualties.	**276**
Request a med evac for the casualties.	**204**

II. Indicate the casualties' location on the map.

- Note the number of each casualty on the map.
- Indicate which casualties are left on the Patrol Record Log.
- Leave a security force, if desired.

III. Expend fifteen minutes.

IV. **Go to 126**.

198 Artillery rounds impact the patrol's position. Rangers hug the ground as the rounds explode with a deafening thunder. Shrapnel rips the air above the patrol,

I. The patrol is receiving incoming artillery fire.

II. Determine the patrol's casualties.

- Execute an attack by the enemy using column D.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Shift two columns to the right if *Embarked*.
- Shift two columns to the left if *Bounding Overwatch* or *Perimeter*.
- Shift three columns to the left if *Strongpoint*.
- Shift three columns to the right if a platoon.

III. Expend fifteen minutes.

IV. **Go to 219**.

199 The Ranger nearest the enemy force opens fire on the enemy. He empties his magazine and falls back. The next Ranger opens fire to cover his movement. When his magazine is empty, he falls back. This continues until the patrol has broken contact.

I. Expend one ammunition symbol per weapon.

II. Change the enemy contact level to two.

III. Roll one die.

Die Roll:	1-5	6
Go to:	**186**	**295**

200 The patrol is crossing a trail and you are at the crossing point supervising the action. A flank security team calls on the radio. The team leader informs you an enemy vehicle is approaching. You quickly direct your patrol to seek cover and concealment.

I. Roll one die.

Die Roll:	1-4	5-6
Go to:	**333**	**308**

Modifiers:

- Subtract one from the die roll during darkness.
- Subtract one from the die roll if actions on enemy contact was rehearsed.

201 As the patrol returns to the initial rally point, the Rangers re-occupy their positions. The assistant patrol leader checks security while you prepare to coordinate with the friendly forward unit and the tactical operations center for instructions. The enemy force is quickly defeated by the friendly forward unit and withdraws from the area. You are instructed to move to another gap in the wire and conduct passage of lines through the friendly forward unit again as soon as possible.

I. Move the patrol one thousand meters to the right along the friendly forward unit's lines.
   - Change the patrol's configuration to *Perimeter*.

II. Expend sixty minutes.

III. **Go to 31**, I.

202 The patrol maintains its positions and allows the enemy to move out of the area. The enemy force does not detect the patrol. The Rangers remain fully alert until the enemy is clear of the area.

I. If awaiting extraction, **Go to 192**.

If not, **Go to 127**.

203 As the enemy withdraws from the area, you have decided to pursue them for the purpose of maintaining contact. The patrol moves out following the route of the enemy force. The point team observes all techniques of tracking to ensure they stay on the trail. The patrol moves quickly but cautiously after the enemy.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Move the patrol five hundred meters in any direction.

III. Expend fifteen minutes.

IV. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**317**	**302**	**309**

Modifiers:

- Subtract three from the die roll if *Bounding Overwatch*.
- Add one to the die roll if *File*.

204 The tactical operations center has instructed you that a med evac will be conducted to extract your casualties.

I. If in the jungle or a swamp, **Go to 252**.

II. Remove all *Severely Wounded* and *Killed* Rangers, as desired.
   - Equipment may be reorganized.

III. Expend fifteen minutes.

IV. **Go to 126**.

205 The members of the patrol fall back individually to the last rally point established. The senior Ranger present organizes a security perimeter. After waiting the pre-designated period of time, the senior Ranger takes charge. He assesses the situation while waiting for the remaining Rangers to arrive.

I. Change the patrol's configuration to *Dispersed*.

II. Move the patrol back to the last rally point established.

III. Permanently eliminate all *Severely Wounded* and *Killed* Rangers with all of their equipment.

IV. Determine the time expended per one thousand meters to the rally point.

Die Roll:	1-2	3-4	5-6
Minutes:	15	30	60

Modifier: Add two to the die roll if in swamp.

V. Expend the required number of minutes.

VI. **Go to 268**.

206 As the patrol begins to paddle, the boats come under small arms fire. The rounds strike the water near the boats. The fire is ineffective. The boats begin to move faster as the Rangers paddle more rapidly. As the boats move forward, the firing becomes less effective. As the patrol moves out of range, the enemy fire finally ceases completely.

I. Change the enemy contact level to two.

II. Execute an attack by the enemy using column C.

III. **Go to 213**.

207 The patrol maintains its positions allowing the enemy to pass. The enemy force moves out of the area without detecting the patrol. You have requested fire support against the enemy. The Rangers remain fully alert until the enemy is clear of the area. You hear the impact of rounds on the enemy.

(paragraph continues on the next page)

I. Erase the enemy position and strength from the map.

II. If awaiting extraction, **Go to 192**.

If not, **Go to 127**.

208 As the patrol returns to the initial rally point, the Rangers re-occupy their positions. The assistant patrol leader checks security while you prepare to coordinate with the friendly forward unit and the tactical operations center for instructions. The enemy force is quickly defeated by the friendly forward unit and withdraws from the area. You are instructed to wait and conduct passage of lines through the friendly forward unit again.

I. Expend three hours.

II. **Go to 31**, II.

209 Mortar rounds impact the patrol's position. Everyone is down in the prone position and the Rangers hug the ground as the rounds explode. Shrapnel rips through the ground around you.

I. The patrol is receiving incoming mortar fire.

II. Determine the patrol's casualties.

- Execute an attack by the enemy using column C.

Modifiers:

- Subtract one from the die roll if actions on enemy contact were rehearsed.
- Shift two columns to the right if *Embarked*.
- Shift one columns to the left if *Bounding Overwatch* or *Perimeter*.
- Shift two column to the left if *Strongpoint*.
- Shift three columns to the right if a platoon.

III. Expend fifteen minutes.

IV. **Go to 219**.

210 You quickly drop off a hasty ambush against the force pursuing the patrol. You continue moving with the rest of the patrol to lure the enemy into the kill zone.

I. Designate an ambush element of up to one-half of the patrol.

- Record on the Patrol Record Log.

II. Mark the ambush at the patrol's present location.

III. Move the remainder of the patrol five hundred meters on the route.

- Change the patrol's configuration to *Assault*.

IV. Expend fifteen minutes.

V. **Go to 328**.

211 You have halted the patrol short of the intended objective rally point. You scan the area for any signs of enemy activity. The assistant patrol leader arrives at your location. You issue a contingency plan to cover any developments during your absence. You depart from the objective rally point with a security party to recon for the objective rally point.

I. Expend thirty minutes.

II. Roll one die.

Die Roll:	1-5	6
Go to:	**283**	**220**

212 During movement, the patrol freezes in place to avoid being seen. You instantly look at the point man and then in the same direction he is looking.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**214**	**216**	**218**

213 The patrol moves silently through the water. The navigator is following the patrol's progress on his map. The patrol is alert while paddling and the machine gun manned at the front of the boat. You monitor the patrol's actions from the center of the boat.

I. Move the patrol one thousand meters toward the debarkation point or pick up point.

II. Roll a die to determine the number of minutes expended.

Die Roll:	1-4	5-6
Minutes:	15	30

III. Roll two dice.

Dice Roll:	2-11	12
Go to:	IV	**331**

Modifiers:

-Subtract three from the dice roll if in the gulf.

IV. If at the debarkation point, **Go to 30**.

If at the pick up point, **Go to 227**.

If not, Go to I.

214 You observe an enemy force of about ten soldiers moving directly at the patrol. The enemy is at a range of 150 meters at eleven o'clock. The enemy has a machine gun. They have not seen the patrol.

I. An enemy patrol is moving directly at the patrol.

II. The enemy strength factor is twelve*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.

(paragraph continues on the next page)

- Change the enemy contact level to one.

III. **Go to 193**.

215 The patrol follows a ninety degree offset azimuth to avoid the area, then resumes moving. The patrol moves off the planned route by a distance, then moves far enough along the original azimuth to pass the obstacle. After bypassing the obstacle, the patrol follows the opposite azimuth to return to the original route. The patrol resumes normal movement.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	0	15	30

Modifier: Add two to the die roll if night.

III. **Go to 55**.

216 You observe an enemy force of about ten soldiers moving directly at the patrol. The enemy is at a range of one hundred meters at one o'clock. The enemy has a 7.62mm machine gun. They have not seen the patrol.

I. An enemy patrol is moving directly at the patrol.

II. The enemy strength factor is nine*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 193**.

217 Inaccurate rockets impact the patrol's general area. The Rangers seek cover as the rockets explode. Everyone hugs the ground as the rounds explode.

I. The patrol is receiving incoming rocket fire.

II. Determine the patrol's casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Subtract one from the die roll if actions on enemy contact were rehearsed.
- Shift three columns to the right if Embarked.
- Shift one column to the left if Bounding Overwatch or Perimeter.
- Shift one column to the left if Strongpoint.
- Shift three columns to the right if a platoon.

III. Expend fifteen minutes.

IV. **Go to 219**.

218 You observe an enemy force of about ten soldiers moving directly at the patrol. The enemy is at a range of one hundred meters at two o'clock. The enemy has a 7.62mm machine gun. They have not seen the patrol.

I. An enemy patrol is moving directly at the patrol.

II. The enemy strength factor is ten*.

*The enemy force has one machine gun.

- Plot the enemy force on the map.
- Change the enemy contact level to one.

III. **Go to 193**.

219 The patrol is receiving indirect fire.

I. Decide your reaction.

- Hold positions and further develop the situation. **Go to 272**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**
- Continue moving along your present course. **Go to 173**
- Increase speed and continue moving along your present course. **Go to 183**
- Fall back individually to the last rally point. **Go to 205**

220 You determine the objective rally point is unsuitable for use. You move back to the patrol and consult your map. You select a new objective rally point location and issue a FRAGO. You prepare to recon the new objective rally point location.

I. Plot a new objective rally point within one thousand meters of the objective.

II. **Go to 211**.

221 The sniper continues to fire on the patrol. The enemy fire is effective.

I. Decide your reaction.

- Hold positions and engage the enemy by direct fire. **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Assault the enemy positions by fire and maneuver. **Go to 281**

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- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**
- Continue moving along your present course. **Go to 173**
- Increase speed and continue moving along your present course. **Go to 183**

222 You direct the coxswains to turn the boats directly towards the enemy. The coxswains have the Rangers give way with their paddles. The gunners behind the machine guns lashed down in the center of the boats maintain a steady rate of fire. The boats close with the enemy. Bullets hit the water around the boats.

I. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact	Observation Post	Patrol Boat
Column:	F*	J*

* Shift three columns to the right if a platoon.

Modifier: Subtract two from the dice roll if not spotted.

II. Determine enemy losses.

- Execute one attack by the patrol on the enemy force.
  - Only M240B machine guns can be used.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon fired.

III. Expend fifteen minutes.

IV. If the enemy strength is zero (or less), **Go to 225**.

If not, **Go to 347**.

223 Waiting at the rally point, you decide to search the immediate area for the lost Rangers. The patrol maintains its perimeter while you select and brief a recon and security team. The team moves out of the perimeter to search.

I. Expend fifteen minutes.

II. Roll one die for each Ranger, except *Killed* and *Severely Wounded* casualties, lost in falling back to the rally point.

- On a result of one through four, restore the Ranger, his weapon, ammunition and equipment to the patrol.
- On a result of five or six, the Ranger remains lost.

III. Decide whether to continue searching.

Decision:	Yes	No
Go to:	**223**	**126**

224 You have halted the patrol short of the intended patrol base. The assistant patrol leader arrives at your location. You issue a contingency plan and depart with a security party to recon for the patrol base.

I. Expend thirty minutes.

II. Roll one die.

Die Roll:	1-5	6
Go to:	**289**	**233**

225 Having defeated the enemy, the embarked Rangers prepare to get underway again. The coxswains command the crews to give way. The gunners behind the machine guns lashed down in the center of the boats remain alert.

I. **Go to 213**.

226 You shout the command to disengage the patrol by the clock method. Each Ranger relays the instructions. The patrol begins moving in the indicated direction as enemy fire permits.

I. Change the patrol's configuration to *Dispersed*.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	**Column:**
• The patrol is receiving incoming indirect fire.	A
• The patrol is being attacked in a near ambush.	K*
• The patrol is being attacked in a far ambush.	C
• The patrol encounters effective opposition from an enemy force while preparing to move out initially.	G*
• Both patrols have mutually sighted each other.	D
• Enemy and friendly forces are in a firefight.	I*
• All other types of contact.	C

* Shift three columns to the right if a platoon patrol.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract two from the dice roll if within one thousand meters of a target reference point (unless the type of contact is indirect fire).

III. Expend fifteen minutes.

IV. If in the kill zone of a near ambush, **Go to 168**.

V. Move the patrol three hundred meters in any direction away from any enemy force.

- Add three hundred meters to the range to the enemy.

(Note: Indirect fire range increases to 300 meters.)

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VI. Roll one die.

Die Roll:	1-4	5	6
Go to (*Indirect Fire*):	**340**	**340**	VII
Go to (*All Others*):	**340**	VII	VII

VII. Type of Contact:

- The patrol is receiving incoming artillery fire. **Go to: 219**
- The patrol is receiving incoming mortar fire. **Go to: 219**
- The patrol is receiving incoming rocket fire. **Go to: 219**
- The patrol is under fire by an enemy sniper. **Go to: 221**
- All other types of contact. **Go to: 295**

227 The patrol arrives at the pick up point and rests paddles. Contact is made with the boat conducting the pick-up and the patrol awaits its arrival. The patrol completes the link-up with the boat and then loads aboard with its assault boats and equipment. Each boat runs up on the ramp and the Rangers exit the boat from the bow. The boat crews lash the boats down. Once the patrol's equipment is securely aboard, the boat resumes moving. The patrol is returned to friendly territory for debriefing, re-supply and refit.

I. **Go to 543**.

228 During movement, you find the patrol is at the edge of a minefield.

I. The patrol is in a minefield.

II. Change the enemy contact level to one.

III. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column C.

IV. Decide your plan.

Decision:	**Go to:**
Breach minefield	**291**
Bypass minefield	**215**

229 The re-entry rally point is unsuitable for use. You move back to the patrol and consult your map. You select a new re-entry rally point location and issue a FRAGO. You prepare to recon the new re-entry rally point location.

I. Plot a new re-entry rally point within five hundred meters.

II. Expend thirty minutes.

III. **Go to 274**.

230 Lying in wait in a hasty ambush position, you are alert and ready. The Rangers to your right and left are equally ready. The radio operator has given you the handset of the radio. All members of the patrol lay quiet. Squelch is broken twice on the handset. Your hastily emplaced flank security is notifying you the enemy is approaching in the strength expected. Hand and arm signals are passed. You wait for the enemy to be centered and you initiate the ambush.

I. The enemy strength factor is ten. *(If not already plotted.)*

- Plot the enemy force's location fifty meters in front of the patrol's ambush location.

II. Determine enemy casualties.

- Execute an attack by the patrol on the enemy force.

  Modifier: Shift all attacks three columns to the right.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon used.

III. Expend fifteen minutes.

IV. Determine the enemy's strength.

Enemy Strength:	0 (or less)	1 (or more)
Go to:	**326**	**295**

231 As you attempt to slip by an enemy force ahead on the river, each Ranger remains as low as possible in the boat as the patrol continues to paddle. You pass the enemy positions and the soldiers you can see do not appear to be alert. No activity occurs pm shore and the patrol successfully slips by the enemy. As the boats continue along the river, the enemy drops out of sight.

I. Change the enemy contact level to zero.

II. **Go to 213**.

232 You give the fire direction center the request for fire support. You state the target location, direction and description. You indicate the type of adjustment and method of control. You request a type of ammunition and fuse action.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**260**	**265**	**273**

233 You determine the intended location for the patrol base is unsuitable for use. The position does not offer enough concealment and is too close to an open area. You move back to the patrol and consult your map. You select a new patrol base location and issue a FRAGO. You prepare to recon the new patrol base location.

I. Plot a new patrol base location within five hundred meters.

II. **Go to 224**.

234 You direct the patrol to disengage from the enemy by bounds. The sections alternate withdrawing to a new position while the other covers its movement by fire.

I. Change the patrol's configuration to *Assault*.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	Column:
• The patrol is receiving incoming indirect fire.	D*
• The patrol is in the kill zone of a near ambush.	J*
• The patrol encounters effective opposition from an enemy force while preparing to move out.	E
• Enemy and friendly forces are in a firefight.	D
• All other types of contact.	C

* Shift three columns to the right if a platoon patrol.

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract one from the dice roll during darkness.
- Subtract two from the dice roll if within one thousand meters of a target reference point (unless the type of contact is indirect fire or within 150 meters of the enemy).

III. Execute an attack by the patrol on the enemy force.

- Reduce the enemy's strength by the result.
- Expend one ammunition symbol per weapon fired.

IV. Expend thirty minutes.

V. If in the kill zone of a near ambush, **Go to 168**.

VI. Move the patrol five hundred meters in any direction away from any enemy force.

- Add five hundred meters to the range to the enemy.

(Note: Indirect fire range increases to 500 meters.)

VII. If the enemy strength is zero, **Go to 186**.

VIII. Roll one die.

Die Roll:	1-4	5-6
Go to:	**186**	IX

Modifier:

- Subtract one from the die roll if in jungle or swamp terrain.
- Subtract two from the die roll if the range is greater than one thousand meters.

IX. Type of Contact:

- The patrol is receiving incoming artillery fire. **Go to: 219**
- The patrol is receiving incoming mortar fire. **Go to: 219**
- The patrol is receiving incoming rocket fire. **Go to: 219**
- The patrol is under fire by an enemy sniper. **Go to: 221**
- All other types of contact. **Go to: 295**

235 You are informed helicopter gunships will provide support as soon as they can reach your location. You anxiously await their arrival.

I. Roll one die.

Die Roll:	1	2-6
Go to:	**262**	**269**

236 Aware you are being pursued, you have decided to ambush the enemy force. Issuing the FRAGO on the move, you circle back on your own route. Deploying the patrol for the hasty ambush, you hastily emplace flank and rear security.

I. Move the patrol ahead two hundred meters.

- Circle back and halt the patrol perpendicular to your route.
- Change the patrol's configuration to *Assault*.

II. Expend fifteen minutes.

III. **Go to 249**.

237 As you attempt to slip by an enemy force ahead along the river, each Ranger remains as low as possible in the boat as the patrol continues to paddle. When you reach a location near the enemy, they detect your movement. The enemy opens fire. The boats turn immediately toward the opposite shore.

I. Change the enemy contact level to two.

II. Execute an attack by the enemy on the patrol.

Type of Contact	Observation Post	Patrol Boat
Column:	D*	J*

* Shift three columns to the right if a platoon.

III. **Go to 347**.

238 As you are looking in the direction of the enemy force, an enemy soldier identifies your patrol's location. He shouts to the others. The enemy force begins to react.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**240**	**242**	**244**

239 Deciding not to risk becoming engaged, you instruct the patrol to turn away from the enemy. Silently the boats turn around. The patrol will head back along the previously traveled route.

I. Determine if the disengagement is successful.

Die Roll:	1-5	6
Result:	Yes	No
Go to:	**298**	II

Modifier: Add three to the die roll if the patrol has been detected by the enemy

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact	Observation Post	Patrol Boat
Column:	T	U

III. Expend fifteen minutes.

IV. **Go to 347**.

240 An enemy force of about ten men is at 150 meters at one o'clock.

I. Both patrols have sighted each other at the same time.

II. The enemy strength factor is ten.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. **Go to 246**.

241 The patrol assaults through the enemy positions. The Rangers fire with all available weapons. The Rangers close on the enemy positions by rushes. The enemy fire falters as the Rangers assault through the enemy positions. The Rangers set up a perimeter beyond the silent enemy positions.

I. Move the patrol one hundred meters beyond the enemy positions.

- Change the enemy contact level to one.

II. Erase the enemy positions and strength from the map.

III. Change the patrol's configuration to *Perimeter*.

- Redistribute ammunition as desired.

IV. **Go to 126**.

242 An enemy force of six men is at one hundred meters at ten o'clock.

I. Both patrols have sighted each other at the same time.

II. The enemy strength factor is six.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. **Go to 246**.

243 During the small boat movement, you have decided to attempt to slip by the enemy force undetected. Moving silently, the patrol begins to move by the enemy remaining close to the opposite shore. The Rangers stay low in the boats and minimize noise.

I. Expend fifteen minutes.

II. Roll one die.

Die Roll:	1-4	5-6
Go to:	**231**	**237**

244 An enemy force of eight men is at 150 meters at twelve o'clock.

I. Both patrols have sighted each other at the same time.

II. The enemy strength factor is eight.

- Plot the enemy force on the map.
- Change the enemy contact level to two.

III. Expend fifteen minutes.

IV. **Go to 246**.

245 The patrol immediately paddles to shore. The Rangers give way together with their paddles. Upon reaching the shore, the patrol quickly stores paddles, disembarks and secures the boats ashore. The Rangers move to immediately establish a security perimeter. The leaders begin preparing for movement.

I. Plot the patrol's position on land at its present location.

- The patrol may be placed on either bank.
- Change the patrol's configuration to *Perimeter*.
- Change the enemy contact level to one.
- Plot a rally point.

II. Expend thirty minutes.

III. **Go to 53**.

246 You have spotted a moving enemy patrol. You quickly determine a course of action.

I. Decide your reaction*.

- Hold positions and further develop the situation. **Go to 272**
- Hold positions and engage the enemy by direct fire. **Go to 263**

(paragraph continues on the next page)

- Hold positions and request fire support.
  Go to 256
- Assault the enemy positions immediately.
  Go to 279
- Attack the enemy positions by fire and maneuver.
  Go To 281
- Disengage from the enemy by the clock method.
  Go to 226
- Disengage from the enemy by bounds.
  Go to 234

* If the enemy force is not eliminated, the patrol must move to a new location before being extracted.

247 You are informed close air support is being directed to your location. The forward air controller contacts you. You identify yourself and authenticate your identity. You state the target location, direction and description.

I. Roll one die.

Die Roll:	1-3	4-6
Go to:	II	**297**

Modifier: Subtract three from the die roll if *Situation 1*.

II. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**275**	**277**	**290**	**258**	**304**	**294**

Modifier: Subtract four from the die roll if *Situation 1*.

248 The patrol is moving. Suddenly, the hand and arm signal for the patrol to freeze is passed back instantly from the point man. All Rangers in the patrol freeze in place. You look at his location. His position directs your attention to the enemy force he has spotted.

I. The patrol encounters an unexpected enemy patrol.

II. Roll one die.

Die Roll:	1	2-3	4-5	6
Go to:	**212**	**145**	**185**	**238**

249 Issuing commands by hand and arm signal, you emplace the patrol into hasty ambush positions. You direct your subordinate leaders to their positions. Each Ranger moves to his assigned position and prepares for action. You check quickly to ensure flank and rear security are emplaced properly.

I. Change the patrol's configuration to *Assault*.

II. Roll one die.

Die Roll:	1-5	6
Go to:	**230**	**325**

250 You are informed a remotely piloted vehicle is being directed to your location. It is armed with a Hellfire missile. The forward air controller contacts you. You identify yourself and authenticate your identity. You state the target location, direction and description. The forward air controller replies to your request.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**280**	**282**	**284**

Modifiers:

- Subtract two from the die roll if the enemy target is not a vehicle.
- Add four to the die roll if the enemy target includes a vehicle.

251 You contact the friendly forward unit from the re-entry rally point to inform the commander you are preparing to attempt to re-enter lines. After issuing a contingency plan to the assistant patrol leader, you depart with a security team to recon for the re-entry point.

I. Expend fifteen minutes.

II. Roll one die.

Die Roll:	1-5	6
Go to:	**336**	**311**

Modifiers:

- Subtract one from the die roll if re-entry of lines was rehearsed.
- Add one to the die roll during darkness.

252 You are attempting to conduct a med evac in jungle or swamp terrain. A helicopter is unable to land at your location so you request a jungle penetrator from the tactical operations center.

I. Determine the availability of the jungle penetrator.

- Roll one die.

Die Roll:	1	2-6
Go to:	II	III

II. The jungle penetrator is not available.

- You must move the patrol out of the jungle or swamp.
- **Go to 254.**

III. Remove all *Severely Wounded* or *Killed* Rangers as desired.

- Reorganize equipment as necessary.

IV. Expend fifteen minutes.

V. **Go to 126.**

253 You call for naval gunfire support. You give the naval liaison at fire direction center the fire request. He will handle contact with the supporting naval unit. You state the target location, direction and description. You indicate the type of adjustment and method of control. You request a type of ammunition and fuse action. He confirms your request and instructs you to wait.

I. Roll one die.

Die Roll:	1-3	4-6
Go to:	**271**	**288**

254 Due to the tactical situation, you need to issue a FRAGO changing the route. The assistant patrol leader arrives at your location. After finalizing the new route and coordinating fire support with the tactical operations center, you disseminate the FRAGO to all personnel.

I. Change the patrol's plotted routes as desired.

- If the patrol can use any portion of the alternate route, plot a route to the alternate route.
- Plot two additional target reference points along the new route.

II. Expend fifteen minutes.

III. **Go to 126**.

255 The patrol secures the near side of the minefield and prepares to cover the breach team by fire. As the breach team begins crawling through the minefield, you observe both their progress and the far side. The breach team moves cautiously, probing for and marking mines. No attempt to remove any mines is made. A clear path is established and marked. As the breach team reaches the far side, the remainder of the patrol crosses the minefield along the cleared path. The patrol quickly organizes on the far side.

I. Move the patrol 250 meters along the plotted route.

II. Change the patrol's configuration to *Security Halt*.

III. **Go to 127**.

256 Having decided to hold your position and use fire support assets to engage the enemy, you call for fire through the fire direction center.

I. If an enemy patrol is moving away from the patrol or across the patrol's front and has not spotted the patrol, **Go to 207**.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	**Column:**
• The patrol is being attacked from behind.	E
• The patrol is being attacked in a far ambush.	D
• The patrol encounters effective opposition from an enemy force while preparing to move out initially.	E
• Both patrols have mutually sighted each other.	F
• Enemy and friendly forces are in a firefight.	F*
• All other types of enemy contact.	C

* Shift three columns to the right if the patrol is a platoon

Modifiers:

- Subtract one from the dice roll if actions on enemy contact were rehearsed.
- Subtract two from the dice roll if within one thousand meters of target reference point.

III. Determine if the patrol can be supported by indirect fire.

- If within range of naval gunfire support on the AO Yankee map sheets *(Situation 1 only)* **Go to 253**
- If within range of artillery or mortar support on the AO Yankee map sheets *(Situation 2 or 3 only)* **Go to 232**

IV. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**235**	**247**	**250**

Modifier: Subtract two from the die roll if *Situation 1*.

257 Deciding the re-entry rally point is suitable for occupation based on terrain and the enemy situation, you leave a security team and return to the patrol. You move the patrol into the re-entry rally point and form a security perimeter. The assistant patrol leader and you emplace automatic weapons in key locations. You prepare to recon for the re-entry point.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Move the patrol to the plotted the re-entry rally point on the map.

III. Expend fifteen minutes.

IV. Change the patrol's configuration to *Perimeter*.

V. **Go to 251**.

258 The forward air controller responds. A flight of F-16 aircraft with laser-guided munitions are enroute to your position. They will arrive in three minutes. The jets deliver the bombs directly on the enemy positions.

I. Execute an attack by the patrol using column N.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column B (if a squad) or D (if a platoon).

II. Expend fifteen minutes.

(paragraph continues on the next page)

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

259 The patrol secures the near side of the minefield and prepares to cover the breach team. As the breach team begins crawling through the minefield, you observe both their progress and the far side. The breach team moves cautiously, probing for and marking mines. No attempt to remove any mines is made. Suddenly an explosion rocks the earth. The lead man is wounded. The wounded man is given first aid and another man continues probing the path. A clear path is eventually established and marked. As the breach team reaches the far side, the remainder of the patrol crosses the minefield along the cleared path. The wounded Ranger is carried on a combat stretcher. The patrol reorganizes quickly.

I. The point man becomes a *Severely Wounded* casualty.

II. Move the patrol ahead two hundred meters.

- Change the patrol's configuration to *Security Halt*.

III. **Go to 126**.

260 The fire direction center informs you an adjustment round is on the way. The round impacts to the right of the enemy positions. You quickly give a fire correction and put a second round on the target. You give the command to fire for effect. Six round volleys follow one after another.

I. Execute an attack by the patrol using column H.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column D (if a squad) or F (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

261 Following instructions from your mission briefing, you prepare to attempt a link-up with partisans. After selecting a security team and reviewing all recognition signals and contingency plans, you issue a contingency plan to the assistant patrol leader. You then depart the patrol's position with the security team to attempt the link-up at the location designated in the mission briefing.

I. Roll one die.

Die Roll:	1-5	6
Go to:	**330**	**299**

Modifier: Add the enemy contact level to the die roll

262 You are told all assigned helicopter gunships are engaged with other targets at this time. You are told you can expect help in fifteen minutes.

I. Decide your reaction

- Hold positions and wait for gunship support.
  - Expend fifteen minutes. **Go to 286**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go To 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**

263 You open fire on the enemy from your position. All members of the patrol follow your lead. You indicate targets with your tracers. Rangers place effective fire on targets they can identify. The team leaders ensure firing discipline. The initial volume of fire is low but increases as more Rangers obtain positions from which they can fire accurately.

I. If an enemy patrol is moving away from the patrol or across the patrol's front and has not spotted the patrol, Go to III.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	**Column:**
• The patrol is being attacked in a far ambush.	C
• The patrol is being attacked in a near ambush.	J*
• The patrol is under fire by an enemy sniper.	B
• The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.	B
• An enemy patrol is moving directly at the patrol.	C
• All other types of contact.	E

* Shift five columns to the right if a platoon patrol.

Modifier: Subtract one from the die roll if actions on enemy contact were rehearsed.

III. Execute an attack by the patrol on the enemy force.

- Reduce the enemy's strength by the result.
- Expend one ammunition symbol per weapon fired.

IV. Expend fifteen minutes.

V. If the enemy strength zero (or less), **Go to 300**.

VI. Type of Contact:

- The patrol is being attacked in a near ambush. **Go to: 168**

(paragraph continues on the next page)

- The patrol is under fire by an enemy sniper.
  Go to: 221
- All other types of contact.
  Go to: 295

264 Due to the tactical situation, you have decided to reorganize the patrol. You disseminate the information to the patrol. You inspect and spot check to ensure compliance with the intent of your instructions.

I. Reorganize the patrol, as desired.
- Reorganize equipment, weapons and ammunition.
- Reorganize elements.
- Recover any casualties previously left at the location.

II. Expend fifteen minutes.

III. **Go to 126.**

265 The fire direction center informs you an adjustment round is on the way. They call again to warn you that the splash is imminent so you can observe the imact. The round impacts to the left and behind of the enemy positions. You quickly give a fire correction and put a second round on the target. You give the command to fire for effect. Six round volleys follow one after another.

I. Execute an attack by the patrol using column I.
- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column E (if a squad) or G (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300.**

If the enemy strength is greater than zero, **Go to 267.**

266 An enemy patrol boat is spotted rounding the curve ahead. Armed with a heavy machine gun, the patrol boat is searching the opposite shore line.

I. While moving by small boats, the patrol encounters an enemy patrol boat.

II. The enemy strength factor is sixteen*.

*The enemy force has one machine gun.
- Plot the enemy force on the river at the next curve.
- Change the enemy contact level to one.

III. Determine if the patrol has been detected.

Die Roll:	1	2-6
Detected:	Yes	No
Go to:	**270**	**278**

267 You use the radio to report the results of the fire support mission.

I. Type of Contact:
- The patrol is under fire by an enemy sniper.
  Go to: 221
- The patrol meets opposition from an enemy force while preparing to move out initially. **Go to: 195**
- Both patrols have mutually sighted each other.
  Go to: 295
- Enemy and friendly forces are in a firefight.
  Go to: 295
- All other types of contact.
  Go to: 320

268 When you arrive at the rally point, a number of Rangers are in a perimeter. The senior Ranger present has taken charge at the rally point. He has accounted for all personnel and equipment present. He briefs you on the current situation. You must decide whether to search for any missing personnel. You must also decide whether to proceed with the mission or request an abort.

I. Change configuration to *Perimeter*.
- Change the enemy contact level to one.

II. Determine if any Rangers are missing.
- Execute an attack by the enemy using column C.
- This is not actually an attack.
- If key personnel are lost, you may need to reorganize the patrol. Once you complete any searches, reorganize during a security halt.

III. Decide whether or not to search for the missing men.

Decision:	Search	No Search
Go to:	**223**	**126**

269 The helicopter gunships arrive overhead. You identify yourself and your location and state the target's location, direction and description. You indicate the method of control and authenticate your identity. The gunships begin firing on the enemy positions. The rounds impact directly on the target.

I. Execute an attack by the patrol using column J.
- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column E (if a squad) or G (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300.**

If the enemy strength is greater than zero, **Go to 267.**

270 The patrol boat turns toward the patrol and picks up speed. The machine gunner opens fire.

I. Change the enemy contact level to two.

II. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column T*.

*Shift one column to the right if a platoon patrol.

III. Decide your reaction.

- Turn towards the enemy and fire from the boats. **Go to 222**
- Disembark immediately at the nearest shore. **Go to 323**

271 The destroyer off shore fires an adjustment round. The adjustment round impacts to the right and behind of the enemy positions. You quickly give a fire correction and put a second round on the target. You give the command to fire for effect. Rounds slam into the enemy positions one after another.

I. Execute an attack by the patrol using column G.

- Reduce the enemy's strength by the result.
- If the patrol is less than 350 meters from the enemy, the patrol also suffers an attack on column G (if a squad) or I (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

272 You have decided to hold your present position and further develop the situation. The patrol remains in its present location while you assess the situation. You continue to observe the enemy.

I. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	Column:
• The patrol is receiving incoming artillery fire.	G*
• The patrol is receiving incoming mortar fire.	D*
• The patrol is receiving incoming rocket fire.	B*
• The patrol encounters effective opposition from an enemy force while preparing to move out initially.	F*
• The patrol encounters ineffective opposition from an enemy force while moving out initially.	C
• Both patrols have mutually sighted each other.	G

* Shift three columns to the right if a platoon patrol.

Modifier: Subtract one from the dice roll if actions on enemy contact were rehearsed.

II. Expend fifteen minutes.

III. Type of Contact:

- The patrol is receiving incoming artillery fire. **Go to: 219**
- The patrol is receiving incoming mortar fire. **Go to: 219**
- The patrol is receiving incoming rocket fire. **Go to: 219**
- All other types of contact. **Go to: 195**

273 The fire direction center informs an adjustment round is on the way. The round impacts directly on the enemy positions. You give the command to fire for effect. Six round volleys follow one after another.

I. Execute an attack by the patrol using column K.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column E (if a squad) or G (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

274 You have halted the patrol short of the intended re-entry rally point. The flat area is heavily vegetated under the jungle canopy. The assistant patrol leader checks the patrol's security as he moves to your location. You issue a contingency plan to him and depart with a security team to recon the re-entry rally location. The patrol remains in a security halt.

I. Roll one die.

Die Roll:	1	2-6
Go to:	**229**	**257**

275 The forward air controller contacts you. A pair of F/A-18 aircraft with laser-guided munitions are enroute to your position. They will arrive in three minutes. The jets remain high overhead and deliver their bombs directly on the enemy positions.

I. Execute an attack by the patrol using column N.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column A (if a squad) or C (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

276 You have decided to bury your dead. You establish security and detail several Rangers to prepare graves. You note a ten digit grid coordinate for the grave sites to facilitate future retrieval.

I. Indicate the present location as the burial site.

- Record the numbers of buried Rangers on map.
- Indicate which casualties are buried on the Patrol Record Log.

II. Eliminate all *Killed* Rangers.

- Redistribute equipment, ammunition or weapons.

III. Determine the time expended.

Die Roll:	1-3	4-6
Minutes:	15	30

IV. **Go to 126**.

277 The forward air controller responds. He informs you no aircraft are available at this time. They are engaged with other targets. Two Navy F/A-18 aircraft are being diverted from another mission. They will arrive at your location in fifteen minutes.

I. Decide your reaction

- Hold positions and wait for air support.
  - Expend fifteen minutes. **Go to 319**
- Hold positions and engage the enemy by direct fire. **Go to 263**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go To 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**

278 The enemy patrol boat is moving along the river and is closing on your location, but is searching the opposite shore line. The crew has not spotted your patrol against the other bank.

I. Decide your reaction.

- Turn towards the enemy and fire from the boats. **Go to 222**
- Continue paddling and attempt to slip by the enemy. **Go to 243**
- Turn away from the enemy before you are detected. **Go to 239**
- Disembark immediately at the nearest shore. **Go to 245**

279 You have decided to conduct an immediate assault of the enemy positions. You shout the instructions to the patrol. You lead the assault and direct the patrol's fire with your tracers. The Rangers follow your lead by rushing the enemy positions. The patrol advances in short rushes. Two man teams cover each other's advances. Each Ranger fires in his lane while firing at a high rate of fire attempting to gain an advantage in volume of fire.

I. Change the patrol's configuration to *Assault*.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact:	**Column:**
• The patrol is being attacked in a far ambush.	E*
• The patrol is being attacked in a near ambush.	G*
• The patrol is under fire by an enemy sniper	C*
• The patrol encounters effective opposition from an enemy force while preparing to move out initially.	E*
• The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.	D*
• The patrol is being attacked from behind.	H*
• An enemy patrol is moving directly at the patrol.	C
• An enemy patrol is moving away from the patrol.	B
• An enemy patrol is moving across the patrol's front.	C
• Both patrols have mutually sighted each other.	D*
• Enemy and friendly forces are in a firefight.	E*

* Shift two columns to the right if the patrol is a platoon.

Modifier: Subtract one from the dice roll if actions on enemy contact were rehearsed.

III. Determine enemy losses.

- Execute an attack by the patrol on the enemy force.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon used per attack.

IV. Expend fifteen minutes.

V. If under fire by an enemy sniper and the enemy strength is one or greater, **Go to 221**

If in the kill zone of a near ambush or the range to the enemy is less than 150m or the enemy strength is zero, **Go to 241**

If the range is greater than or equal to 150m and the enemy's strength is greater than zero, **Go to 296**

280 The forward air controller contacts you again. A Grey Eagle unmanned aerial vehicle with a laser-guided munition is over your position. The Predator's controller will direct the firing of the missile. The Hellfire missile blasts into the enemy positions.

I. Execute an attack by the patrol using column M.
- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column B (if a squad) or D (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

281 You have decided to attack the enemy positions by fire and maneuver. You shout instructions for one element to lay down a base of suppressive fire while you maneuver the remainder of the patrol into a better position. Reaching the enemy's flank, you begin an assault while the base of fire element shifts their supporting fires to block enemy retreats or reinforcement attempts. Two man teams advance in short rushes and cover each other's advances.

I. Change the patrol's configuration to *Assault*.

II. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Range to Enemy	0m-100m	101m-300m	301m-700m	701m-1500m
Column	E	D	C	B

Modifiers:
- Subtract one from the die roll if actions on enemy contact were rehearsed.
- Shift two columns to the right if a platoon patrol.
- Shift two columns to the left if under sniper fire.

III. Determine enemy losses.
- Execute an attack by the patrol on the enemy.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon fired.

IV. Expend fifteen minutes.

V. Move the patrol 150 meters toward the enemy.
- Halt movement when the range equals zero meters. **Go to 305**.

VI. If the enemy's strength is zero (or less), **Go to 300**.

If under fire by an enemy sniper, **Go to 221**.

If in the kill zone of a near ambush, **Go to 168**.

If any other contact, **Go to 295**.

282 The forward air controller contacts you again. A Grey Eagle unmanned aerial vehicle with a laser guided munition is over your position. The controller will direct the firing of the missile. The Hellfire missile blasts into the enemy positions. The explosion throws debris into the air.

I. Execute an attack by the patrol using column M.
- Reduce the enemy's strength by the result.
  - Any enemy vehicle is destroyed.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column A (if a squad) or D (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

283 Your recon determines the objective rally point is suitable. You return to the patrol and move it to the objective rally point location. The leaders direct their Rangers to their positions in the perimeter. The assistant patrol leader ensures the patrol's security is satisfactory and instructs the Rangers to prepare any necessary weapons, equipment and ammunition for actions at the objective.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Move the patrol to the objective rally point.

III. Change the patrol's configuration to *Perimeter*.

IV. Expend fifteen minutes.

V. Reorganize the patrol by the task organization and ready equipment, weapon or ammunition as desired.

VI. If a zone reconnaissance patrol, **Go to 348**.

If searching for a downed aircraft, **Go to 419**.

If searching for a downed pilot, **Go to 355**.

If an area recon patrol, **Go to 430**.
- Includes a mission to search a high value target area.

If an ambush patrol, **Go to 382**.

If a raid patrol, **Go to 382**.

284 The forward air controller contacts you again. A Reaper unmanned aerial vehicle with a laser guided munition is over your position. The controller will direct the firing of the missile. The Hellfire missile blasts into the enemy vehicle. The explosion throws debris into the air.

I. Execute an attack by the patrol using column N.
- Reduce the enemy's strength by the result.
  - Any enemy vehicle is destroyed.
- If the patrol is less than 150 meters from the enemy,

(paragraph continues on the next page)

the patrol also suffers an attack on column A (if a squad) or D (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

285 You direct the point man to move through the dead fall. He moves out and the patrol follows. Movement is extremely difficult as branches grab at both equipment and weapons. The patrol continues to push on until the fallen trees thin out.

I. Change the patrol's configuration to *File*.

II. Determine the time expended.

Die Roll:	1-3	4-6
Minutes:	30	60

Modifier: Add one to the die roll during darkness.

III. Move the patrol three hundred meters forward along the route.

IV. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

V. **Go To 55**.

286 The helicopter gunships arrive overhead. You identify yourself and state the target location, direction and description. You indicate the method of control. You authenticate your identity and they attack the enemy positions.

I. Determine the patrol's additional casualties.

- Execute an attack by the enemy using column C.

II. Execute an attack by the patrol using column H.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column E (if a squad) or G (if a platoon).

III. Expend fifteen minutes.

IV. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

287 The patrol encounters a previously unknown enemy position. The position is a small river outpost occupied by five soldiers armed with a 7.62mm machine gun.

I. While moving by small boats, the enemy encounters an enemy river observation post.

II. The enemy strength factor is five*.

*The enemy force has one machine gun.

- Plot the enemy force on the river two hundred meters ahead of the patrol or at the next curve.
- Change the enemy contact level to one.

III. Determine if the enemy detects the patrol.

Die Roll:	1-3	4-6
Detected:	Yes	No
Go to:	**292**	**301**

288 A destroyer off shore fires an adjustment round.. The naval liaison informs you it is on the way. The round impacts to the left of the enemy positions. Your fire correction puts a second round on the target and you give the command to fire for effect. Rounds slam into the enemy positions.

I. Execute an attack by the patrol using column I.

- Reduce the enemy's strength by the result.
- If the patrol is less than 350 meters from the enemy, the patrol also suffers an attack on column E (if a squad) or G (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

289 You move the patrol to the patrol base location. The Rangers occupy their positions in the perimeter. They maintain security while you send out a recon and security team. The team reports back with their observations of the area. You place an listening post to cover the route you used into the patrol base. You ensure the priority of work is followed.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

II. Move the patrol to the patrol base's location.

III. Expend thirty minutes.

IV. Change the patrol's configuration to *Perimeter*.

V. If a recon patrol, **Go to 544**.

If a combat patrol, **Go to 545**.

290 The forward air controller responds. A flight of A-10 aircraft are enroute. They arrive in five minutes and make several passes raking the enemy positions with their cannon .

I. Execute an attack by the patrol using column H.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column D (if a squad) or F (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

291 You instruct the point man to breach the minefield. He gives all metallic equipment to another Ranger. Conducting a hasty probe, he leads the patrol through the area.

I. Change the patrol's configuration to *File*.

II. Determine the time expended.

Die Roll:	1-2	3-6
Minutes:	30	60

III. Roll one die.

Die Roll:	1-3	4-6
Go to:	**255**	**259**

292 The enemy spots the patrol and opens fire. The machine gunner places effective fire on the boats.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column S.

Modifier: Shift one column to the right if a platoon.

II. Decide your reaction.

- Turn towards the enemy and fire from the boats. **Go to 222**
- Disembark immediately at the nearest shore. **Go to 323**

293 The assistant patrol leader arrives at your position. From the point man's position, you observe the river you need to cross. It is deep, wide and swift moving.

I. Decide your plan to negotiate the obstacle.

Decision:	**Go to:**
Swim across	**316**
Utilize a one-rope bridge*	**303**
Swim across with poncho rafts	**312**

**Can only be chosen if ropes are carried.*

294 The forward air controller contacts you again. A pair of F-16 aircraft with laser-guided munitions are enroute to your position. They will arrive in three minutes. The jets make direct hits on the enemy positions with their bombs.

I. Execute an attack by the patrol using column M.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column B (if a squad) or D (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

295 You are engaged in a firefight with the enemy force. Each side is engaging the other with all possible weapons. The Rangers around you all fire from behind cover. You are alert for enemy attempts to flank your positions.

I. The patrol is engaged in a firefight.

- Supersedes all other contact types.

II. Change the configuration to *Assault*, if necessary.

- Change the enemy contact level to two, if necessary.

III. Determine your reaction.

- Hold positions and engage the enemy by direct fire **Go to 263**
- Hold positions and request fire support. **Go to 256**
- Assault the enemy positions immediately. **Go to 279**
- Attack the enemy positions by fire and maneuver. **Go to 281**
- Disengage from the enemy by the clock method. **Go to 226**
- Disengage from the enemy by bounds. **Go to 234**

296 You attempted to have the patrol break contact with the enemy force by assaulting immediately through their positions. The distance to the enemy, however, was too great. The enemy's fire has halted the patrol short of the enemy positions. The assault did not reach the enemy positions.

I. Move the patrol one hundred meters towards the enemy force.

II. **Go to 295**.

297 The forward air controller contacts you again. An AC-130U Spooky Gunship is orbiting over your position. You authenticate your identity and state the target location, direction and description. The orbiting gunship unleashes an overwhelming volume of fire on the enemy positions. The 40mm and 105mm rounds impact directly on the enemy. The intense, heavy caliber fire tears into the enemy. The gunship's fire continue to hammer the enemy positions.

I. Execute an attack by the patrol using column R.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column G (if a squad) or I (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, Go to I.

298 The enemy has prevented you from reaching your planned debarkation point. You have decided to move back to another point for debarkation and issue a FRAGO.

I. Select a new debarkation point.

- It must be along the previously traveled route.

II. Move the patrol back to the new debarkation point.

- Expend fifteen minutes per one thousand meters.

III. **Go to 30.**

299 You have waited at the designated location for the partisan link-up the length of time indicated by your briefing. You move back to the patrol with your security element. Upon reaching the patrol's location; you inform the tactical operations center, as well as the patrol, the mission will have to be conducted without the assistance of the local partisans.

I. **Go to 126.**

300 Contact with the enemy has ended and the area is silent. You radio a report while the team leaders check the status and redistribute ammunition. You ensure all key weapons are manned. The patrol's status is relayed to you.

I. Move the patrol to a position fifty meters beyond the enemy positions.

- Change the enemy contact level to one.

II. Erase the enemy positions and strength from the map.

III. Change the patrol's configuration to *Perimeter*.

- Redistribute ammunition as desired.

IV. Decide whether to pursue the enemy.

Decision:	**Go to:**
Yes	**203**
No (or not applicable)	**126.**

301 The enemy remains quiet on the shore line.

I. Decide your reaction.

- Turn towards the enemy and fire from the boats. **Go to 222**
- Continue paddling and attempt to slip by the enemy. **Go to 243**
- Turn away from the enemy before you are detected. **Go to 239**
- Disembark immediately at the nearest shore. **Go to 245**

302 As the patrol pursues the enemy force, the point man catches sight of the fleeing enemy. You are informed and direct the patrol to continue forward. When in the optimum position, you have the patrol open fire on the enemy force.

I. An enemy patrol is moving away from the patrol.

II. The enemy strength factor is three.

- Plot the enemy force on the map one hundred meters ahead of the patrol.

III. Change the patrol's configuration to *Assault*.

- Change the enemy contact level to two.

IV. **Go 263.**

303 After establishing flank security on the river, you order the bridge team to construct a one-rope bridge across the river. A swimmer and a security man take one end of the rope across the river. Once on the far side, they secure the end of the rope to a tree. They then provide far side security. The near side team constructs a transport tightening system, one rope bridge. The remaining members of the patrol provide the manpower to remove the slack from the rope, while the near side team completes construction of the rope bridge. The patrol members fashion lifelines from individual sling ropes and snap links. One at a time, they hook them to the bridge and cross. You ensure a smooth flow across the bridge. The last man tears down the bridge and ties a loop around his waist with the free end of the rope. The far side team pulls him across. The patrol secures all equipment and resumes movement.

I. Change the patrol's configuration to *File*.

II. Move the patrol to the other side of the river.

III. Determine the time expended.

Die Roll:	1-3	4-5	6
Minutes:	15	30	60

Modifier: Subtract one from the die roll if crossing a river with a one rope bridge was rehearsed.

IV. Change the patrol's configuration to *Security Halt*.

V. **Go to 127.**

304 The forward air controller responds. A flight of F-16 aircraft are enroute to your position. They will arrive in three minutes. The jets roar overhead delivering bombs on the enemy positions. Afterwards they use their cannon to work over the enemy positions. They make pass after pass.

I. Execute an attack by the patrol using column I.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column D (if a squad) or F (if a platoon).

II. Expend fifteen minutes.

III. If the enemy strength is zero (or less), **Go to 300.**

If the enemy strength is greater than zero, **Go to 267**

305 You overrun the enemy positions. Enemy bodies litter the area. The area has become silent. The patrol halts at the limit of advance and find cover. Your team leaders are checking the status of personnel and equipment and redistributing ammunition. You ensure all key weapons are manned as the patrol's status is relayed to you.

I. Move the patrol fifty meters beyond the enemy positions.

- Change the enemy contact level to one.

II. Erase the enemy positions and strength from the map.

III. Change the patrol's configuration to *Perimeter*.

- Redistribute ammunition as desired.

IV. Decide whether to pursue the enemy.

Decision:	**Go to:**
Yes	**203**
No (or not applicable)	**126**.

306 While you are awaiting extraction, a team spots an enemy patrol. You instruct the patrol to hold positions and allow the the patrol to pass. The patrol is alert as the enemy force moves by their positions. Every weapon is at the ready.

I. Roll one die.

Die Roll:	1-5	6
Go to:	**202**	**238**

307 You are moving away from enemy contact.

I. If receiving enemy indirect fire, **Go to 55**.

II. Determine if the enemy is pursuing the patrol.

Dice Roll:	2-4	5-12
Pursued:	Yes	No
Go to:	**139**	**55**

Modifiers:

- Add one to the dice roll during darkness.
- Add one to the dice roll if the patrol is in a swamp

308 The enemy vehicle approaches from the flank. The sound of the engine grows louder as it moves closer. The patrol holds its positions and lets the enemy pass.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**310**	**313**	**344**

309 While pursuing the fleeing enemy force, the patrol is moving quickly but carefully.

I. **Go to 138**.

310 The enemy vehicle approaches from the right flank. The patrol remains in position. As the truck passes the patrol, the Rangers remain prone so as to not be seen. A soldier in the back of the truck points and the vehicle halts in front of the patrol. The enemy squad aboard the truck begins to unload. Both sides open fire.

I. The enemy strength factor is ten.

- Plot the enemy force on the trail directly in front of the patrol's location.
- Change the enemy contact level to two.

II. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column C.

III. Change the patrol's configuration to *Assault*.

IV. Execute an attack by the patrol on the enemy force.

- Modify all dice rolls by shifting two columns left.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon used per attack.

V. **Go to 295**.

311 You move forward toward friendly lines with the security element. After reaching the wire in front of the friendly positions, you do not find the guide nor a gap in the wire. You withdraw from the area quickly, putting distance between the wire and your recon force as quickly as possible. You realize the danger in being within small arms of friendly forward lines. You move back to the patrol's location and inform the tactical operations center and the friendly forward unit you were unable to make contact.

I. During darkness, expend all time until daylight.

II. **Go to 251**.

312 You decide to cross the river by having the patrol swim across with poncho rafts. Pairs of Rangers quickly prepare poncho rafts to hold all of their equipment and weapons. Poncho rafts keep their contents fairly dry and provide buoyancy for the swimmers. When all teams are ready, you order the Rangers into the water with their rafts. After swimming to the far shore, the Rangers form a security perimeter and break down their rafts.

I. Change the patrol's configuration to *Dispersed*.

II. Move the patrol to the other side of the river.

III. Determine the time expended.

Die Roll:	1-2	3-4	5	6
Minutes:	15	30	45	60

IV. Change the patrol's configuration to *Security Halt*.

V. **Go to 127**.

313 The vehicle approaches from the left flank and the patrol remains in position. As the truck passes the patrol, a soldier in the cab of the truck suddenly shouts and the vehicle halts in front of the patrol and the enemy soldiers aboard the truck begins to unload. Both sides open fire.

I. The enemy strength factor is three.
- Plot the enemy force on the trail directly in front of the patrol's location.
- Change the enemy contact level to two.

II. Determine the patrol's initial casualties.
- Execute an attack by the enemy using column A.

III. Change the patrol's configuration to *Assault*.

IV. Execute an attack by the patrol on the enemy force.
- Shift two columns to the left for all dice rolls.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon used per attack.

V. **Go to 295**.

314 You conduct planning for the new mission. You prepare and issue a FRAGO covering all necessary changes to the original operation order. You will conduct briefback or reduced force rehearsals where possible. If necessary, you will rehearse some actions during movement after you depart the patrol base. Your FRAGO indicates when the patrol will leave the patrol base for the new mission. The patrol sterilizes the area and prepares to move out.

I. Plan the patrol's task organization for execution of the mission at the objective. *(Refer to page 96 as necessary.)*

II. Plan the patrol's primary route.
- Plot a route from the patrol base to the new objective rally point.
- Plot a route from the objective rally point to the next patrol base or to the extraction/re-entry rally point.
  - Plot actions at the objective later.
- If using small boats, plot a route to the boats and then over water to the pick up point in the gulf.
- Plot three target reference points.

III. Plot an alternate route, if desired.
- Plot a target reference point along the alternate route.

IV. Rehearse Actions at the Objective and two more areas.

V. **Go to 127**.

315 The vehicle approaches from the right flank. The patrol remains in position. As the truck passes the patrol, the vehicle halts suddenly in front of the patrol and the squad aboard the truck opens fire and unloads. The patrol returns fire.

I. The enemy strength factor is eight.
- Plot the enemy force on the trail directly in front of the patrol's location.
- Change the enemy contact level to two.

II. Determine the patrol's initial casualties.
- Execute an attack by the enemy using column C.

III. Change the patrol's configuration to *Assault*.

IV. Execute an attack by the patrol on the enemy force.
- Shift two columns to the left for all dice rolls.
- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon used per attack.

V. **Go to 295**.

316 You decide to cross the river by having the patrol swim to the far shore. The Rangers enter the water with their equipment and begin swimming to the far shore. Upon reaching the far side, the patrol establishes a security perimeter.

I. Change the patrol's configuration to *Dispersed*.

II. Move the patrol to the other side of the river.

III. Determine the patrol's losses.
- Execute an attack by the enemy using column B.
- All casualties are lost immediately with all equipment, weapons and ammunition carried.
  - This is not actually an enemy attack.

IV. Determine the time expended.

Die Roll:	1-3	4-5	6
Minutes:	0	15	30

V. Change the patrol's configuration to *Security Halt*.

VI. **Go to 127**.

317 While moving in pursuit of the fleeing enemy force, the point man halts the patrol and informs you he has lost the enemy's trail. Immediate efforts do not pick the trail back up. You decide to end the chase.

I. Change the enemy contact level to one.

II. **Go to 127**.

318 Occupying a patrol base, you designate an alternate patrol base location and an evacuation plan. You ensure a work plan is followed to accomplish all of the necessary activities in the proper sequence. You will receive a new mission while in the patrol base and, if necessary, a resupply of ammunition and

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other supplies. The assistant patrol leader takes a detail out of the patrol base to a point for resupply. After receiving the ammunition and other supplies, he returns with the detail.

I. Determine the time spent in the patrol base.

Die Roll:	1-2	3-4	5-6
Minutes:	5 hours	6 hours	8 hours

II. Change the enemy contact level to zero.

III. Erase all information concerning the last mission from the map.

- Do not erase any information from the Patrol Record Log.

IV. Add ammunition to each Ranger's load as desired.

V. Determine the patrol's next mission.

AO Map:	Yankee North	Yankee South	Victor North	Victor South	Sierra North	Sierra South
Go to:	**321**	**324**	**329**	**335**	**339**	**343**

319 The forward air controller contacts you. A pair of F/A-18 aircraft with laser-guided munitions are enroute to your position. They will arrive in three minutes. The jets deliver their bombs directly on the enemy positions.

I. Determine the patrol's additional casualties.

- Execute an attack by the enemy using column D.

II. Execute an attack by the patrol using column N.

- Reduce the enemy's strength by the result.
- If the patrol is less than 150 meters from the enemy, the patrol also suffers an attack on column A (if a squad) or C (if a platoon).

III. Expend fifteen minutes.

IV. If the enemy strength is zero (or less), **Go to 300**.

If the enemy strength is greater than zero, **Go to 267**.

320 The fire support mission ends, but the enemy is still firing on your positions and you remain in contact. You are now engaged in a fire fight with the enemy force and can no longer use fire support at this range. You need to lay down a base of fire and begin to maneuver you trailing element to gain a tactical advantage.

I. Change the patrol's configuration to *Assault*.

II. **Go to 295**.

321 You receive a new mission by radio.

I. Location of the Patrol Base	**Go to:**
• B(3)32(3)	**552**
• B(8)30(3)	**549**
• C(5)27(3)	**590**
• H(3)26(8)	**595**
• H(5)26(0)	**557**

322 The message indicates you have been assigned a new mission. (The current mission is aborted.) The Air Force has conducted a GPS precision-guided munitions strike on a possible high value target. Your patrol will conduct a bomb damage assesment of the target area. The target is at F(0)27(8). The patrol is to conduct an immediate ground movement to this location. Upon completion, the patrol is to be extracted by UH60 aircraft from a PZ at J(0)27(5).

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 346**.

323 The patrol is under fire and begins immediately paddling to shore. Upon reaching the shore, the patrol stores paddles, disembarks and secures the boat ashore. The enemy fire becomes less effective. The Rangers immediately establish security and begin preparing for movement. You must abandon the boats as you cannot return to this location. You will need to request an alternate extraction and issue a FRAGO later at a halt or in a patrol base.

I. Determine the patrol's casualties.

- Execute an attack by the enemy.

Type of Contact	Observation Post	Patrol Boat
Column:	D	F

Modifier: Shift three columns to the right if a platoon

II. Locate the patrol on land at its present location.

- Place the patrol on either bank.
- Establish a rally point.
- Change the patrol's configuration to *Perimeter*.

III. Expend fifteen minutes.

IV. **Go to 53**.

324 You receive a new mission by radio.

I. Location of the Patrol Base	**Go to:**
• I(0)28(5)	**566**
• I(3)28(5)	**567**
• K(0)26(0)	**587**
• L(3)26(3)	**547**
• L(3)27(3)	**574**
• L(8)30(5)	**585**

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• L(8)31(8)	**563**
• M(3)30(0)	**582**
• M(3)31(5)	**554**
• N(8)31(3)	**576**
• O(5)29(3)	**579**
• O(8)30(3)	**589**

325 The enemy detects the patrol's positions and opens fire.

I. The enemy strength factor is eight. *(If not already plotted.)*

- Plot the enemy force's location fifty meters in front of the patrol's ambush location.

II. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column C.

II. Change the patrol's configuration to *Assault*.

III. **Go to 295.**

326 The firing stops. No enemy activity can be detected. The patrol quickly secures the far side of the enemy force's location; removing any enemy weapons from the dead as they pass. Search and prisoner teams quickly go to work, but no live enemy are found. All documents and maps are gathered. The patrol prepares to move out of the area when finished.

I. Change the patrol's configuration to *Security Halt*.

II. **Go to 127**.

327 The message indicates your mission is changed. A classified Air Force aircraft is down due to mechanical failures. Your patrol will locate and secure the crash site until a USAF recovery team can reach the area to retrieve the air asset. The patrol is to conduct an immediate ground movement to the crash site at G(5)26(5). Upon completion, the patrol is to be extracted by UH60 aircraft from a pick up zone at F(3)27(8).

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 346**.

328 You continue moving along the route with the patrol. The enemy following the patrol will be drawn into the kill zone of the hasty ambush. The silence to the patrol's rear erupts with the explosions of claymore mines and machine gun fire. The firefight is violent and brief. The element leader informs you by radio the enemy force has been surprised and destroyed. The ambushing element is searching the enemy quickly and will rejoin the main body of the patrol shortly. You hold the patrol in a security halt awaiting the detached element. The element arrives shortly and you prepare to move out.

I. Change the patrol's configuration to *Security Halt*.

II. Eliminate the enemy force.

- Expend one ammunition symbol per weapon in the ambush force.
- Determine if any friendly casualties are suffered.

- Execute an attack by the enemy using column D.
  - Only the ambushing element can suffer losses.

III. Expend thirty minutes.

IV. **Go to 127**.

329 You receive a new mission by radio.

I. Location of the Patrol Base	**Go to:**
• A(3)24(8)	**592**
• B(0)23(5)	**581**
• B(3)20(5)	**551**
• B(5)24(5)	**565**
• C(3)23(5)	**561**
• E(3)14(0)	**570**
• E(5)13(8)	**600**
• H(5)20(8)	**558**
• H(5)23(0) *(squad patrol)*	**584**
• H(5)23(0) *(platoon patrol)*	**578**

330 The partisan is waiting at the designated location. You approach carefully and identify the far recognition signal, a brown vest draped over a tree branch. You reach his position, covered by your security team and begin a conversation to establish his identity. You know you are being covered by a partisan security force. The near recognition signal is exchanged. You gather the partisan's equipment and move back to your security team. You move to rejoin the patrol.

I. Add the partisan with his weapon and two loads of ammunition.

II. Expend fifteen minutes.

III. **Go to 126**.

331 During the small boat movement, the Rangers give way with their paddles under the coxswain's instructions. You are consulting your map when the Ranger next to you draws your attention. He points ahead to an enemy force.

I. Roll one die.

Die Roll:	1-4	5-6
Go to:	**287**	**266**

332 The sound of approaching helicopters fills the air. Using the radio, you guide the helicopters to your location. When they are on final approach, you mark the landing zone with a

(paragraph continues on the next page)

yellow smoke grenade. The helicopters touch down and the patrol scrambles aboard. The patrol withdraws carefully, but quickly. The aircraft lift off and head toward friendly lines. The patrol is returned to friendly territory for debriefing, refit and resupply.

The sound of approaching helicopters fills the air. Using the radio to contact the lead aircraft, you guide the helicopters to your location. When they are on final approach, you mark the landing zone with an infrared strobe. The helicopters touch down and the patrol scrambles aboard. The patrol withdraws carefully, but quickly. The aircraft lift off and head toward friendly lines. The patrol is returned to friendly territory for debriefing, refit and resupply.

I. **Go to 543.**

333 A vehicle approaches from the flank. The patrol holds its positions and lets the enemy pass.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**315**	**337**	**341**

334 The message indicates you have been assigned a new mission. (The current mission is aborted.) An Air Force F-35 aircraft was lost due to enemy ground fire. The pilot ejected successfully and is attempting to escape and evade capture. Your patrol will locate and rescue the pilot. The pilot is currently in a hide position at P(5)27(3). The patrol is to conduct an immediate ground movement to this location and locate the pilot. You will direct the extraction of the pilot. Upon completion, the patrol is to be extracted by UH60 aircraft from a pick-up zone at M(8)29(3).

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 346.**

335 You receive a new mission by radio.

I. Location of the Patrol Base	**Go to:**
• I(3)25(3)	**568**
• I(5)19(5)	**571**
• I(5)21(5)	**588**
• I(8)22(5)	**550**
• J(3)14(8)	**548**
• J(3)17(5)	**556**
• J(3)21(8)	**597**
• J(3)24(5)	**577**
• J(5)16(5)	**564**
• K(3)17(5)	**602**
• K(3)25(0)	**569**
• K(5)18(8)	**583**
• L(3)20(0)	**572**
• L(5)22(5)	**606**
• M(0)22(5)	**601**
• M(3)23(3)	**599**
• P(3)18(5)	**575**

336 You move out with your RTO and a security team to recon for the re-entry point. As you near the wire in front of the friendly forward units, you make visual contact with the guide at the gap in the wire. You move to his location and exchange passwords. You verify it is safe for the patrol to approach. You leave the two man security team at the gap and return to the patrol with the radio-telephone operator. Upon reaching the re-entry rally point, you quickly move the patrol to the gap in the wire. The guide leads the unit through the wire. The assistant patrol leader counts and identifies each Ranger as a member of the patrol as they pass his position. The unit occupies a designated security position while you make final coordination with the forward friendly unit commander. You exchange only information of immediate tactical value. Upon returning to your patrol, you inspect the trucks and drivers then load the Rangers aboard the trucks for transportation back to your unit for debriefing and resupply.

You move out with your RTO and a security team to recon for the re-entry point. As you near the wire in front of the friendly forward units, you use an infrared strobe and night vision devices to make contact with the guide at the gap in the wire. You move to his location and exchange passwords. You verify it is safe for the patrol to approach. You leave the two man security team with the guide at the gap in the wire and return to the patrol with the radio-telephone operator. Upon reaching the re-entry rally point, you quickly move the patrol to the gap in the wire. The guide leads the unit through the winding gap in the wire. The assistant patrol leader counts and identifies each Ranger as a member of the patrol as they pass his position. The unit occupies a designated security position while you make final coordination with the forward friendly unit commander. You exchange only information of immediate tactical value. Upon returning to your patrol, you inspect the trucks and drivers then load the Rangers aboard the trucks for transportation back to your unit for debriefing and resupply.

I. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

- Move the patrol to friendly lines.
- Change the patrol's configuration to *File*.
- Move the patrol through lines and establish a rally point.
- Change the patrol's configuration to *Security Halt*.

II. **Go to 543.**

337 A vehicle approaches along the trail from the right. The patrol seeks cover and remains still. The vehicle passes in front of the patrol's location. The enemy does not spot the patrol's positions and disappears down the trail. The patrol continues crossing the trail.

I. Expend fifteen minutes.

II. **Go to 164.**

338 The message indicates your current mission is aborted. An Air Force J Stars aircraft has identified a large enemy force moving adjacent to your area of operation. B52s are in route to strike these targets. The patrol is to conduct an immediate ground movement to the nearest suitable pick up zone. Upon arrival, the patrol is to be extracted by UH60 aircraft.

I. Select and plot the location of the new extraction point on the map.

II. **Go to 346.**

339 You receive a new mission by radio.

I. **Go to 603.**

340 You have broken contact with the enemy using the clock method. The patrol is quickly arriving at the designated rally point. You have the element leaders conduct a head count and prepare to move out immediately.

I. Change the enemy contact level to one.

II. Erase any enemy positions and strength from the map.

III. Change the patrol's configuration to *Perimeter*.

IV. **Go to 127.**

341 A vehicle approaches along the trail from the left. The patrol seeks cover and remains motionless. The enemy truck passes without the enemy detecting the patrol and disappears down the trail. The flank security team signals all clear to resume crossing. The patrol completes crossing the trail.

I. Expend fifteen minutes.

II. **Go to 164.**

342 The message indicates you have been assigned a new mission. (The current mission is aborted.) The Air Force has conducted a GPS precision-guided munitions strike on a possible high value target. Your patrol will conduct a bomb damage assesment of the target area. The target is at F(0)27(8). The patrol is to conduct an immediate ground movement to this location. Upon completion, the patrol is to be extracted by UH60 aircraft from a PZ at J(0)27(5).

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 346.**

343 You receive a new mission by radio.

I. Location of the Patrol Base	**Go to:**
• I(5)8(3)	**591**
• K(0)9(5)	**605**
• K(5)10(0)	**594**
• M(3)5(0)	**586**

344 A vehicle approaches from the left. The patrol seeks cover and remains motionless. The vehicle passes and the enemy doesn't see the patrol and the vehicle continues down the trail. The flank security team signals the all clear to resume crossing. The patrol completes crossing the trail.

I. Expend fifteen minutes.

II. **Go to 164.**

345 The message indicates a US military operation planned for later has begun off of the map's northern edge. Its execution has been moved up. Your mission will not affected by this operation. As you prepare to move out, you hear several bomb explosions in the distance.

I. **Go to 127.**

346 You quickly conduct planning for the new mission. You prepare and issue a FRAGO covering all necessary changes to the original operation order. You will rehearse some actions during movement. Your FRAGO indicates the patrol will move out immediately for the new mission. The patrol sterilizes the area and prepares to move out.

I. Plan the patrol's task organization for execution of the mission at the objective. *(Refer to page 96 as necessary.)*

II. Plan the patrol's primary route.

- Plot an objective rally point within approximately five hundred meters of the objective.
- Plot a route from the patrol's current location to the new objective rally point.
  - Plot actions at the objective later.
- Plot a route from the objective rally point to the extraction point.
- Plot three additional target reference points on the map.

III. Plot an alternate route, if desired.

- Plot one additional target reference point along the alternate route.

IV. Rehearse Actions at the Objective and two more areas.

V. Expend fifteen minutes.

VI. **Go to 127.**

347 The patrol is under fire and you decide to change your reaction. You order the boats to disembark ashore. The patrol begins paddling immediately to shore. Upon reaching the shore, the patrol quickly stores paddles, disembarks and secures the boat ashore. The enemy fire becomes less effective. The Rangers immediately establish security and begin returning fire while others prepare for movement. You must abandon the boats as you cannot return to this location. You will need to request an alternate extraction and issue a FRAGO later at a halt or in a patrol base.

I. Determine the patrol's casualties.

- Execute an attack by the enemy on the patrol.

Type of Contact	Observation Post	Patrol Boat
Column:	D	F

Modifier: Shift three columns to the right if a platoon

II. Locate the patrol on land at its present location.

- Place the patrol on either bank.
- Establish a rally point.
- Change the patrol's configuration to *Perimeter*.

III. Expend fifteen minutes.

IV. **Go to 53**.

348 From a concealed position in the center of the perimeter, you review your plan to determine if you need to make any changes. Along the edges of the perimeter, the recon and security team leaders double check their teams. You bring the team leaders to your position and confirm their routes. The teams move out to search their individual routes. You accompany one team with the radio-telephone operator. The assistant patrol leader accompanies another. The patrol leaves no equipment at the objective rally point as the patrol will not return to this location.

I. Expend thirty minutes.

II. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go to:	IV	III

III. Expend thirty minutes issuing a FRAGO convering the necessary changes.

IV. The patrol is now reorganized into the numbered recon and security teams recorded on the Patrol Record Log during planning.

- Ignore the printed organization.

V. Select the link up point for the patrol.

- Mark the location of the link up point on the map.
  - The link up point must be within two thousand meters of the objective rally point
- Erase the objective rally point.

VI. If searching for an ammunition cache, **Go to 357**.

If searching for a rocket site, **Go to 360**.

349 You crawl forward through the undergrowth. You can see the bridge. As you crawl up near the trail to view the enemy positions you see the bunkers under the trees near the trail. You can see soldiers in several locations, but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is seven.

- Plot the enemy force at the bridge.

II. **Go to 493**.

350 Your team arrives at the link up point first as expected. You secure the position by strongpointing an area for a perimeter for the entire patrol. As the other teams arrive, you direct them to positions along the perimeter. The team leaders report their observations. None of them located the rocket site or sighted any enemy positions. Each team completed a detailed sketch of the area they covered. You determine the patrol has not accomplished its mission.

I. The zone reconnaissance was not successful.

- The rocket site was not located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. Decide your action.

Action:	**Go to:**
• Continue to Recon	**389**
• Discontinue the Recon	**523**

351 The recon teams crawl up to observe the enemy weapons stockpile and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**420**	**473**	**475**

352 You instruct the support team leader to occupy his positions. He moves his element out of the objective rally point. Reaching the preselected support position, they establish firing position and place limit stakes. The support element leader notifies you when they are in position.

(paragraph continues on the next page)

I. Indicate the support element's positions on the map.

II. Decide which element you will emplace next.

Element:	**Go to:**
• Assault	**438**
• Security	**451**
• None	**428**

353 You blow one long blast on your whistle. The assault element moves quickly back to assault positions.

I. Determine your casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.
- Shift two columns to the right for the attack if the farside of the objective has not been secured.
- Shift two columns to the right for the attack if weapons were not not removed from the enemy on the objective.
- Shift one column to the right for the attack if in contact with the enemy

II. **Go to 474.**

354 The recon teams return to the objective rally point. As they return, they reoccupy their positions on the perimeter. The team leaders report to you with their observations. One of them has located the downed UAV. You radio in the information and prepare to move the patrol to secure the crash site. They repack their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367.**

355 From a concealed location in the center of your position, you review your plan. Along the edges of the perimeter, the team leaders ensure their teams are ready. You will use the fan method to search for the downed pilot. You confirm the sector each team will search with the team leaders. The teams leave the objective rally point to search for the downed pilot. You remain in place with the radio-telephone operator and a security team.

I. Expend thirty minutes.

II. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go to:	IV	III

III. Expend thirty minutes issuing a FRAGO convering the necessary changes.

IV. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**376**	**378**	**387**

356 As you move up carefully, you see several rockets under the trees. You see a small tent at the edge of the clearing. This appears to be the control facility The crews are not in the immediate vicinity of the launch site. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is nine.

- Plot the enemy force at the objective.

II. **Go to 493.**

357 Each of the teams moves quietly along their route. The team you accompany moves through heavy jungle vegetation. At times, visibility is limited to a few meters. As you move, you listen for any manmade sounds. The teams conduct a careful reconnaissance for the ammunition cache.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**365**	**385**	**396**

358 You follow the movement of the teams on the radio. The heavy vegetation limits your visibility beyond a few meters. Moving quietly through the vegetation, the teams conduct a thorough search of their sectors. There security team detects no enemy activity around the objective rally point, but remains alert.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**405**	**421**	**435**

359 The recon teams return to the objective rally point. As they return, they reoccupy their positions on the perimeter. The team leaders report to you with their observations. One of them has located the downed Blackhawk. It is about two hundred meters away from the objective rally point. You radio in the information and prepare to move the patrol to secure the crash site. They repack their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

(paragraph continues on the next page)

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367.**

360 Each of the teams moves quietly along their route. Your team moves through thick jungle growth. Due to the dense underbrush, visibility in some areas is limited to a few meters. The teams listen for any human or metal on metal sounds as they move. Being careful not to be discovered, the teams recon carefully for the rocket site.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**350**	**362**	**410**

361 The teams crawl up to observe the enemy rocket site and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**401**	**417**	**427**

362 Your team arrives at the link up point and links up with another team already in place. You expected to arrive first, but moved slower through the thick vegetation than expected. The other team has strongpointed a position large enough for a perimeter for the entire patrol. You direct your team to their positions along the perimeter. As the recon and security teams arrive at the link up point, the team leaders report their findings to you. One of the teams located the rocket site. There were several rockets in marked containers. The containers were stacked under jungle canopy and guarded by a detail of enemy soldiers. They were alert, but did not detect the team. The team leader took several digital pictures of the site and the containers. Each team leader turns in a detailed sketch of the route they traveled. You analyze the reports and sketches and determine the patrol has accomplished its mission. The patrol secures their equipment and prepares to move out. The assistant patrol leader ensures the area is sterilized.

I. The reconnaissance of the zone was successful.

- The rocket site was located.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523.**

363 As you move forward, you see four stacks of ammunition crates. There is a guard near the crates. You hear a loud conversation in Spanish nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is five.

- Plot the enemy force at the objective.

II. **Go to 493.**

364 Halting the patrol at the release point, you move forward with the radio-telephone operator to check with the surveillance team. They inform you there have been no changes in the objective area and you return to the release point.

I. If an area reconnaissance, **Go to 406.**

- Includes a mission to search a high value target area.

If a riverine ambush, **Go to 369.**

If any other type of ambush, **Go to 383.**

If a raid, **Go to 392.**

365 Your recon and security team arrives at the link up point first as planned. You strongpoint a position large enough for a perimeter for the entire patrol. As the other teams arrive, you direct them to positions on the perimeter. Each two man team ensures their position has cover and concealment and remains fully alert. The team leaders report their findings. One of the other teams located the ammunition dump. It consisted of several pallets of small arms ammunition crates and was guarded by a small detail of enemy soldiers. The enemy did not detect the presence of the patrol. The team leader took several digital pictures of the cache. Each team also completed a detailed sketch of the area they covered. You analyze the reports and sketches and decide the patrol has accomplished its mission. The patrol secures their equipment and prepares to move out. The assistant patrol leader sterilizes the area.

I. The reconnaissance of the zone was successful.

- The ammunition cache was located.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523.**

366 Moving up to view the objective you see enemy soldiers moving back and forth between several locations. There are antennaes and communications wires strung through the trees. You see some operators near the communications equipment but do not see any other guards. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

367 The patrol moves from the objective rally point to the crash site and conducts a security halt. You direct the patrol to positions to secure the immediate area around the aircraft. The teams fan out to establish their positions. You notify the tactical operations center you have secured the crash site. You are instructed to remain in place until a recovery team arrives. After a short wait, a CH47 cargo helicopter appears overhead and a ground team fast ropes down to the crash site. They establish security and relieve you of responsibility for the site. You prepare to move to your extraction site. As you prepare to move out, the ground team begins rigging the aircraft for extraction.

I. Change the configuration to *Perimeter* or *Strongpoint.*

II. Expend thirty minutes.

III. **Go to 523.**

368 Crawling up to view the enemy position you see enemy soldiers moving back and forth between several locations. There are antennaes and communications wires strung through the trees. Several guards are in the area but they are not overly alert. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

369 At the release point near the river, you release the element leaders to place their elements in position for the ambush's execution. You release each element in the specific order you want them in place.

I. Decide which element you will emplace first.

Element:	**Go to:**
• Assault	**446**
• Security	**374**
• Support	**425**

370 The recon teams move forward to observe the suspected enemy mortar position. They then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective. Both teams move carefully to avoid detection.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**375**	**381**	**411**

371 The recon element leader leads one recon team, while you lead the other. Both teams depart the release point and move from vantage point to vantage point around the objective. Each team is careful not to be detected as they crawl forward to observe the objective and then pull back to move to the next position. Neither team moves laterally between vantage points. The recon teams conduct a thorough reconnaissance of the objective.

I. *Target Type*

	Go to:
• Mortar position	**370**
• Weapons stockpile	**351**
• Command post	**404**
• Supply cache	**424**
• Blocking position	**390**
• Commo site	**399**
• Rocket site	**361**
• POL site	**402**
• Ammunition dump	**455**
• Search a high value target area	**380**

372 You move through the vegetation near the trail to view the enemy positions you see two bunkers under trees near the trail. You can see soldiers in several locations, but they are not overly alert. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

373 The recon teams return to the objective rally point one at a time. They reoccupy their positions on the perimeter. The team leaders report to you with their observations. One of them has located the downed unmanned aerial vehicle. You radio in the information and prepare to move the patrol to secure the crash site. They repack their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367.**

374 You instruct the security element leader to position his security teams. He makes a final check of his teams and dispatches them. The teams move into the undergrowth making as little noise as possible. Reaching the objective's flanks on the river they establish security positions. They emplace claymores and conceal their positions. The team leader notifies you when they are in position.

I. Indicate the flank security teams' positions on the map.

II. Expend fifteen minutes.

(paragraph continues on the next page)

III. Decide which element you will emplace next.

Element:	**Go to:**
• Assault	**446**
• Support	**425**
• None	**442**

375 As you crawl up to view the objective from a vantage point, you see six enemy soldiers and two mortar tubes. A small amount of ammunition is stacked near the tubes. There is also a bunker nearby in the trees. You assume it contains additional mortar rounds. The enemy appear to be the mortar crews. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

376 The recon teams return to the objective rally point. One of them has located the downed pilot and carried him back on a combat stretcher. They reoccupy their positions on the perimeter. The team leaders come to your location with their report. The patrol secures their equipment and prepares to move out. The assistant patrol leader ensures the area is sterilized.

I. The pilot is recovered.

- Add the pilot (*P*) to the patrol.
  - The pilot has no weapons or equipment.
  - He is *Severely Wounded* and on a stretcher.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523**.

377 You use the radio to monitor the movement of the teams. The heavy jungle undergrowth limits what you can see from your location. The teams move from the objective rally point out a predetermined distance and then cover their assigned area and return. As they move, they conduct a thorough search of their sectors. The area around the objective rally point remains quiet. The security team remains alert.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**359**	**435**	**464**

378 The recon teams return to the objective rally point. They reoccupy their positions on the perimeter. The team leaders report to you with their observations. They were unable to locate the downed pilot. The patrol continues to occupy the perimeter.

I. The pilot is not recovered.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. Decide your action.

Action:	**Go to:**
• Continue to search	**389**
• Discontinue the search	**523**

379 After returning to the release point, you conduct a reconnaissance of the objective and security positions with the element leaders. The security element leader finalizes the positions for the flank security teams while you and the other recon team leader select several vantage points from which to observe the objective. After examining these positions, you return to the release point. You inform the surveillance team you have completed the leader's recon. Leaving them in position, you return to the objective rally point.

I. **Go to 400**.

380 The teams move up to observe the blast damaged target area and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**433**	**441**	**540**

381 You crawl up to view the objective. You see signs of recent activity, but no mortar tubes. Empty ammunition crates are piled in the trees. Fresh tire tracks lead away from the area. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

382 You prepare for your leader's recon. The force conducting the leader's recon is kept small to maximize stealth in the area of the objective. You check each of the members and issue a contingency plan to the assistant patrol leader. The rest of the patrol continues to prepare to execute the mission.

I. Select the leader's recon.

- Choose the element leaders, the radio-telephone operator, a security team, a two man surveillance team from the assault element and yourself.
- Record on the Patrol Record Log.

II. **Go to 479**.

383 At the release point, you direct the element leaders to place their elements in position for the ambush's execution. You release each element in the order you want them in place.

I. Decide which element you will emplace first.

Element:	**Go to:**
• Assault	**431**
• Security	**459**
• Support	**429**

384 As you move to view the enemy position, you see several enemy soldiers moving back and forth in the area. There are antennaes and communications wires strung through the trees. Several guards are nearby, but they are not alert. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

385 Your recon and security team arrives at the link up point and joins a team already there. You had planned to arrive first, but the other team moved faster than expected. They have established a strongpoint position large enough to serve as a perimeter for the entire patrol. You direct your team to their positions. The two man Ranger teams take up a position with cover and concealment and remain fully alert. As they arrive, the team leaders report their findings. The team the assistant patrol leader accompanied located the ammunition dump. There were several concealed crates of mortar and small arms ammunition. The cache was guarded by a detail of enemy soldiers who were alert, but did not detect the team. The team leader took several digital pictures of the enemy cache. Each team turns in a detailed sketch of the area along their route. Using the reports and sketches, you determine the patrol has accomplished its mission. You have the patrol secure their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The reconnaissance of the zone was successful.

- The ammunition cache was located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523**.

386 You approach the objective carefully and see several stacks of crates. One stack is covered with a tarp. Three soldiers are resting under nearby trees. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

387 The recon teams return to the objective rally point. One of them has located the downed pilot and returned with him. They reoccupy their positions on the perimeter. The team leaders report to you. The patrol secures their equipment and prepares to move out. The assistant patrol leader ensures the area is sterilized.

I. The pilot is recovered.

- Add the pilot (*P*) to the patrol.
  - The pilot has no weapons or equipment.
  - He is not wounded, but can become a casualty.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523**.

388 You crawl up to the objective and see a truck and several crates nearby. There are two guards near the truck. You don't see or hear any other enemy activity. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

389 You instruct the team leaders to conduct another search. You assign new routes to each team leader and they brief their teams. After a quick briefback rehearsal and equipment check, the teams move out.

I. Expend fifteen minutes.

II. If a zone reconnaissance mission, **Go to 348**, V.

If searching for a downed aircraft, **Go to 419**, V.

If searching for a downed pilot, **Go to 355**, IV.

390 The recon teams crawl forward to observe the enemy position and then pull back to move to the next vantage point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**372**	**394**	**397**

391 The enemy detects one of the teams and opens fire. The team breaks contact while the enemy continues to fire. The flank security teams open fire immediately to suppress the enemy. They will also prevent other enemy forces from reinforcing the objective. The teams withdraw to the objective rally point per the operations order. The flank security teams remain in their positions to cover the withdrawal of the recon element.

(paragraph continues on the next page)

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using Column B.

II. **Go to 454.**

392 At the release point, you release the three element leaders to place their elements in position for the raid's execution. You release each element in the specific order you want them in place.

I. Decide which element you will emplace first.

Element:	**Go to:**
• Assault	**438**
• Security	**451**
• Support	**352**

393 Returning to the release point, you conduct a reconnaissance of the objective and assault, support and security positions with the element leaders. The security element leader finalizes the positons for the flank security teams. You move with the assault and support element leader to select positions from which they can engage targets on the objective. After examining these positions, you return to the release point and then the objective rally point.

I. **Go to 400.**

394 As you near the trail to view the enemy positions you see a bunker near the trail. You can see soldiers in the positions, but they are not alert. One or two appear to be sleeping. They are wearing old, worn uniforms. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

395 The teams depart the objective rally point, move a predetermined distance, cover their sector and return. You use the radio to monitor their movement as the heavy vegetation limits your visibility beyond a few meters. The teams are careful not to give away their positions as they search their sectors. There is no enemy activity around the objective rally point, but the security team remains alert.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**354**	**373**	**435**

396 Your recon and security team arrives at the link up point first. The area is covered by thick jungle vegetation and will provide concealment. You place the team members in strongpoint positions to establish a perimeter large enough for the entire patrol. As the other teams arrive, you direct them to positions along the perimeter. The team leaders report they did not locate the ammunition cache. Each team completed detailed sketches of the area they covered. You examine the reports and sketches and determine the patrol has not accomplished its mission.

I. The reconnaissance of the zone was not successful.

- The ammunition cache was not located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. Decide your action.

Action:	**Go to:**
• Continue to Recon	**389**
• Discontinue the Recon	**523**

397 As you crawl up near the trail to view the enemy positions you see foxholes under the trees near the trail. You can see two soldiers in each foxhole. They are alert and armed with RPG-7s. They are wearing new uniforms. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

398 The assistant patrol leader has the patrol prepared for actions at the objective. All equipment, weapons and ammunition are readied. The patrol is reorganized by elements for the mission. Leaving the rear security team at the objective rally point, you move the patrol to the release point. The patrol moves out, organized for actions at the objective.

I. The patrol is now organized by elements as recorded on the Patrol Record Log during planning.

- Ignore the printed organization.

II. Move the patrol forward from the objective rally point.

- Mark the patrol's location at the release point.
- Mark the rear security team's position in the objective rally point.

III. Expend fifteen minutes.

IV. **Go to 364.**

399 The teams move up to observe the enemy communications site and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**366**	**443**	**491**

400 You move from the release point back to the objective rally point. You are challenged short of the patrol's location and reply with the correct password. The members of the leader's recon return to their positions. You analyze the information gained during the leader's recon and determine any effect on your plan.

I. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go to:	**398**	II

II. Expend thirty minutes issuing a FRAGO covering any necessary changes to your plan.

III. **Go to 398**.

401 Moving up to view the objective you see several rockets stacked under the trees. You see a small tent at the edge of the clearing. This appears to be the control facility The crews are not in the immediate vicinity of the launch site. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

402 The teams crawl forward to observe the enemy POL storage site and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**436**	**480**	**482**

403 As you crawl up to view the objective, you see a number of tents and a dozen enemy soldiers working in several locations. Three antennaes are erected near the tents. Communications wire is strung between two trees near the tents. You see five soldiers in the jungle. They are not aware of your presence. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

404 The recon teams move up to observe the enemy command post and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**368**	**384**	**403**

405 The recon and security teams return to the objective rally point from different directions. As they return, they reoccupy their positions on the perimeter. The Rangers providing security relocate as necessary. The team leaders report to you with their observations. One of them has located the downed aircraft. You radio in the information and prepare to move the patrol to secure the crash site. They repack their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367**.

406 At the release point, you have the element leaders place their elements in position for execution of the recon mission and retrieve the surveillance team. You release the elements in the specific order you want them in place.

I. Decide which element you will emplace first.

Element:	**Go to:**
• Recon	**371**
• Security	**448**

407 As you crawl up near the objective you see dozens of ammunition cans stacked on pallets. There is a soldier near the ammunition. You see a wrecked truck nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

408 The teams conduct their reconnaissance of the objective. They move carefully back from their vantage points to avoid detection. The recon teams maintain noise and light discipline as they move around the objective. When they have completed their recons, they withdraw back to the release point.

I. Roll two dice to determine if the enemy detects the patrol.

Dice Roll:	2-11	12
Result:	No	Yes
Go to:	**469**	II

Modifier: Subtract one from the dice roll if searching a high value target.

II. If security teams are in position, **Go to 391**.

If security teams are not in position, **Go to 415**.

409 The enemy reaction force consists of a gun jeep with a 7.62mm machine gun and two soldiers.

I. Roll two dice to determine which flank the enemy approaches.

Die Roll:	1-3	4-6
Direction:	Right	Left

II. The enemy strength factor is four.

- The enemy has one machine gun.
- Plot the force one hundred meters beyond the indicated flank security position.
- If there is no flank security position, plot the enemy force one hundred meters beyond the flank of the assault position.

III. If a security team is on the flank, **Go to 426**.

If not, **Go to 478**.

410 Your recon and security team arrives at the link up point first. You have your team strongpoint a position large enough to serve as a perimeter for the entire patrol. The link up point is thickly vegetated and will conceal the patrol. As the other teams arrive, you direct them to their positions along the perimeter. The Rangers in your team relocate to their positions as needed. The team leaders report their findings. One of the teams located a site with a number of rocket launchers. A dozen rocket containers were stacked nearby. The site is guarded by a small detail of enemy soldiers. The enemy was not alert. The team leader took several digital pictures of the site. During the recon, each team completed a detailed sketch of the area they covered. You analyze the reports and sketches and determine the patrol has accomplished its mission. The patrol secures their equipment and prepares to move out. The assistant patrol leader ensures the area is sterilized.

I. The reconnaissance of the zone was successful.

- The rocket site was located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523**.

411 You crawl up to view the objective and can see the mortar tubes. Ammunition is stacked at the edge of the position, but is not in bunkers. The mortar crews are not in the immediate vicinity of the tubes, but are resting nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the objective.

I. **Go to 408**.

412 The assault element has moved into the position selected during the leaders' recon and you are in the center of their position. The surveillance team has rejoined the assault element. The two man Ranger teams are concealed and ready to fire.

I. Roll two dice to determine if the enemy detects the patrol.

Dice Roll:	2-9	10-12
Result:	No	Yes
Go to:	**440**	II

II. The enemy strength is twenty-one*.

*The enemy force has one machine gun.

- The enemy force is at the objective.
  - If a riverine ambush, plot the enemy on shore.
- Plot the enemy force on the map.

III. Decide your reaction.

- Hold positions and engage the enemy by direct fire **Go to 538**
- Assault the enemy positions immediately. **Go to 513**
- Disengage from the enemy by bounds. **Go to 529**

413 From your vantage point you see four stacks of crates. They are marked as containing small arms ammunition. There is a guard near the stacks of crates. You hear a loud conversation in Spanish nearby. You cannot see the soldiers making the noise. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

414 The enemy force is approaching the flank security team.

I. Decide your reaction.

Reaction:	**Go to:**
• Allow the traffic to pass	**515**
• Execute the ambush	**483**

415 The enemy detects one of the teams and opens fire. The team breaks contact while the enemy continues to fire. The recon teams withdraw to the objective rally point per the operations order. Another enemy force moves into the area and joins the fight. The enemy's fire is effective and continues to increase in volume. Elements continue to fire and move until they break contact.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using Column D.

II. **Go to 495**.

416 Returning to the release point, you conduct a reconnaissance of the kill zone and assault, support and security positions with the element leaders. The security element leader finalizes the positions for the flank security teams. You move with the assault and support element leader to select positions from which they can engage targets in the kill zone. After examining these positions, you return to the release point and then prepare to move back up to the objective rally point.

I. **Go to 400.**

417 As you move up to view the site you see three rocket launchers. You also see two rockets near the launchers. Six empty containers are piled under the trees Three enemy soldiers are near the two rockets. They are busy unpacking the rockets. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

418 Lying in position, the patrol is silent and alert. The enemy mortar position is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**445**	**486**	**537**

419 Concealed in the center of the perimeter, you double check your plan to determine if you need to make any changes. Along the edges of the perimeter, the team leaders ensure their teams are ready. You will use the fan method to search for the downed aircraft. You have the team leaders come to your location and confirm the area each team will search. The teams move out to search for the aircraft. You remain in the objective rally point with the radio-telephone operator and a security team. The security team remains alert for any signs of the enemy.

I. Expend thirty minutes.

II. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go to:	IV	III

III. Expend thirty minutes issuing a FRAGO convering the necessary changes.

IV. The patrol is now organized into the numbered recon and security teams recorded on the Patrol Record Log during planning.

- Ignore the standard printed organization.

V. If searching for a downed UH 60, **Go to 377.**

If searching for a downed UAV, **Go to 395.**

If searching for a downed classified aircraft, **Go to 358.**

420 As you crawl up to the objective you see the crates of weapons and ammunition stacked under the trees. There are several guards in the immediate vicinity of the crates but they are not overly alert. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

421 The recon teams return to the objective rally point. They reoccupy their positions on the perimeter. The team leaders report to you with their observations. One has located the downed aircraft during their return to the objective rally point. You radio in the information and prepare to move the patrol to secure the crash site. They prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367.**

422 Lying in position, the patrol is silent and alert. The surveillance team has rejoined the assault element. The enemy ammunition cache is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**363**	**462**	**521**

423 The enemy force approaching from the right flank is a squad. The flank security team informs you they have small arms and a machine gun. You don't see them, but hear them moving towards you.

I. The enemy strength factor is ten*.

*The enemy force has one machine gun.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

424 The reconnaissance teams move up to observe the enemy supply cache and then pull back to move to the next observation point. They do not move laterally near the objective. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective and pull back to the release point.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**386**	**388**	**439**

425 You instruct the support team leader to occupy his positions. He moves his element out of the release point. Reaching the preselected support position, they establish firing position and place limit stakes. The support element leader notifies you when they are in position.

I. Indicate the support element's positions on the map.

II. Decide which element you will emplace next.

Element:	**Go to:**
• Assault	**446**
• Security	**374**
• None	**442**

426 The flank security team engages the reaction force.

I. Execute an attack by the security force on the enemy.

- Reduce the enemy strength by the result.
- Expend one ammunition symbol per weapon fired.

II. If the enemy strength is zero, **Go to 474**.

III. If the enemy strength was reduced (but not eliminated), the enemy force is considered to be a reduced reaction force.

IV. **Go to 478**.

427 You move up close to the objective and see a single rocket ready for launch. You see two enemy soldiers at the edge of the clearing. There are no other signs of enemy activity in the vicinity of the launch site. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

428 Lying in position, the patrol is silent and alert. The demolition charges in place on the enemy wire are set for command detonation. You have placed the key weapon to your left that you will use to initiate the raid if the demolitions charges misfire.

I. *Target Type*	**Go to:**
• Mortar position	**418**
• Weapons stockpile	**490**
• Command post	**477**
• Supply cache	**531**
• Commo site	**539**
• Rocket site	**510**
• POL site	**514**
• Ammunition cache	**422**
• Bridge	**527**

429 You instruct the support team leader to occupy his positions. He moves out with his element. Reaching the support position, they establish firing positions and place limit stakes. The support leader notifies you when they are in position.

I. Indicate the support element's positions on the map.

II. Decide which element you will emplace next.

Element:	**Go to:**
• Assault	**431**
• Security	**459**
• None	**456**

430 You prepare for your leader's recon. You keep the force conducting the leader's recon small to maximize stealth in the area of the objective. You check each of the members and issue a contingency plan to the assistant patrol leader. The rest of the patrol continues to prepare to execute the mission.

I. Select the leader's recon.

- Choose the element leaders, the radio-telephone operator, a security team, the two man surveillance team and yourself.
- Record on the Patrol Record Log.

II. **Go to 479**.

431 You instruct the assault element leader to move into position. You move with the element as it leaves the release point. Reaching the assault position, you check to see that the element leader has his element positioned properly. The surveillance team rejoins the assault element. Each Ranger carefully and quietly prepares his position establishing firing position from which they can engage targets and placing limit stakes.

I. Is the security element already in place?

Result:	No	Yes
Go to:	**412**	II

II. Decide which element you will emplace next.

Element	**Go to:**
• Security	**459**
• Support	**429**
• None	**456**

432 The enemy force approaching from the left flank is an enemy squad. They have small arms and a machine gun. You don't see them, but hear them moving towards you.

I. The enemy strength factor is nine*.

*The enemy force has one machine gun.

- Plot the enemy force in the kill zone.

II. **Go to 414**.

433 As you crawl up to the objective you see a large bunker destroyed by the bomb blast. There are no signs of the enemy in the area. You see a destroyed car in the trees. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position. Once you are certain the area is clear, you examine the destroyed positions for the priority intelligence requirements.

I. **Go to 408.**

434 You hear engine noise down the trail to your right. The security team informs you a single truck is approaching from the right flank. You don't see it, but hear it getting closer.

I. The enemy strength factor is six.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

435 The recon teams return to your location. As they return, they move back to their positions on the perimeter. Each team leader reports to you with the team's observations. None of the teams were able to locate the aircraft. The patrol occupies the perimeter and the area remains quiet.

I. The aircraft is not located.

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. Decide your action.

Action:	**Go to:**
• Continue to search	**389**
• Discontinue the search	**523**

436 As you crawl up to view the objective you see barrels stacked near a tent. There are a few soldiers in the immediate area. You see a truck parked nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

437 An enemy boat fires on the assault element.

I. Determine the patrol's casualties.

- Execute an attack by the enemy using column E.

II. Execute an attack by the assault element on the enemy.

- If the assault position is not between the enemy and the support position, the machine guns, M203s, Javelins and AT-4s in the support element may also fire.

Modifier: Shift one column to the right for all attacks of the machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

III. Expend fifteen minutes.

IV. If the enemy strength factor is zero, **Go to 517.**

V. Decide your action.

Action:	**Go to:**
• Continue the attack	**437**
• Disengage by bounds	**529**

438 You instruct the assault element leader to move to the assault position. You move with the element as they depart the release point. Reaching the assault position, each Ranger occupies his position. The surveillance team rejoins the assault element. The patrol inches forward to good assault positions, being extremely careful not to be detected. They establish firing position from which they can engage targets on the objective. The demolition teams places explosive charges on the wire around the enemy positions in front of the assault position.

I. Is the security element already in place?

Result:	No	Yes
Go to:	**412**	II

II. Determine which element to place next.

Element	**Go to:**
• Security	**451**
• Support	**352**
• None	**428**

439 You approach the objective carefully and see stacks of crates covered with tarps. The crates have markings, but they are partially covered and you cannot read them. An old truck is near one of the stacks. There are no guards in the immediate area. You hear a conversation in Spanish nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

440 Each Ranger in the assault element occupies his position. You check to the right and left. Everything is ready. The objective is quiet.

I. Determine the mission type.

Mission:	Riverine Ambush	Other Type of Ambush	Raid
Go to:	**446**, II	**431**, II	**438**, II

441 You move up to view the enemy positions damaged by the bomb blast. There are enemy bodies and a destroyed truck nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position. Once you are certain the area is clear, you examine the destroyed positions for the priority intelligence requirements.

I. **Go to 408.**

442 Lying in position along the river, the patrol is silent and alert. You have the radio telephone operator to your left and a Ranger with an AT-4 to your right. You watch the river to your front and the far bank.

I. Expend fifteen minutes.

II. Roll two dice to determine if river traffic approaches.

Dice Roll:	2-11	12
Result:	No	Yes
Go to:	III	IV

Modifier: Add the enemy contact level to the dice roll.

III. Decide your next action.

Action:	**Go to:**
• Continue to occupy the ambush and wait.	**442**
• Withdraw to the objective rally point.	**496**

IV. If no security team is in place on that flank, **Go to 437.**

V. Roll one die.

Die Roll:	1- 2	3-4	5-6
Go to:	**452**	**492**	**506**

443 Crawling up to view the objective you see a small tent and several antennaes erected nearby. Communications wire is strung between the trees near the tent. You see three radio operators near several pieces of communications equipment in the tent. You don't see any other enemy activity. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the objective.

I. **Go to 408.**

444 You hear engine noise down the trail to your right. The security team informs you two trucks are approaching from the right flank. You don't see them, but hear them moving towards you.

I. The enemy strength factor is ten*.

*The enemy force has one machine gun.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

445 As you move forward, you can see the mortar tubes. Ammunition is stacked at the edge of the position, but is not in bunkers. Four enemy soldiers are working near the tubes. Three others are talking a few meters away. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is eight.

- Plot the enemy force at the objective.

II. **Go to 493.**

446 You instruct the assault element leader to move to the assault position along the river bank. You move with the element as it leaves the release point. Reaching the assault position, you verify the assault element is positioned properly. The surveillance team rejoins the assault element. Each Ranger carefully and quietly prepares his position. They establish firing position from which they can engage targets on the river and place limit stakes.

I. Is the security element already in place?

Result:	No	Yes
Go to:	**412**	II

II. Decide which element you will emplace next.

Element	**Go to:**
• Security	**374**
• Support	**425**
• None	**442**

447 You hear engine noise down the trail to your right. The security team informs you two trucks are approaching from the right flank. There a few soldiers armed only with small arms in the back of each truck. You don't see them yet, but hear them getting closer.

I. The enemy strength factor is eight.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

448 You instruct the security element leader to position his security teams on the flanks of the objective. He makes a final check of his teams and dispatches them. The teams move into the undergrowth making as little noise as possible. Reaching the objective's flanks they establish security positions. They emplace claymores. The team leader notifies you when they are in position.

I. Indicate the flank security teams' positions on the map.

II. Expend fifteen minutes.

III. Decide which element you will emplace next.

Element:	**Go to:**
• Recon	**371**

449 An enemy reaction force approaches.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**409**	**481**	**489**

450 The radio-telephone operator hands you the handset. The left flank security team informs you an enemy force is approaching from their direction.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**457**	**487**	**519**

451 You instruct the security element leader to place his security teams into position on the flanks. He makes a final check of his teams and dispatches them. The teams move into the undergrowth making as little noise as possible. Reaching the objective's flanks on the trail they establish security positions. They emplace claymores. The team leader notifies you when they are in position.

I. Indicate the flank security teams' positions on the map.

II. Expend fifteen minutes.

III. Decide which element you will emplace next.

Element:	**Go to:**
• Assault	**438**
• Support	**352**
• None	**428**

452 The radio-telephone operator hands you the handset. The right flank security team informs you a patrol boat is approaching from their direction. You don't see it, but hear the noise of the motor as it moves towards your location.

I. The enemy strength factor is sixteen*.

*The enemy force has one machine gun.

- Plot the enemy force in the kill zone.

II. **Go to 504.**

453 As you move near the objective, you see the command post. As you crawl up to view the enemy position you see enemy soldiers moving back and forth between several locations. There are antennaes and communications wires strung through the trees. Several guards are in the area but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is eleven.

- Plot the enemy force at the objective.

II. **Go to 493.**

454 The recon and surveillance teams have broken contact with the enemy and have returned to the objective rally point. After covering their withdrawal, the flank security teams detonate their claymore mines to ensure the enemy is driven back and then also withdraw from their positions.

I. The reconnaissance of the objective is successful.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

Modifiers:

- Subtract one from the die roll if night and readied night sights are carried by the recon element.
- Subtract one from the die roll if day and readied binos are carried by the recon element.

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523.**

455 The teams crawl up to observe the enemy ammunition dump and then pull back to move to the next observation point. Moving around the enemy positions, they conduct a thorough reconnaissance of the objective.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**407**	**413**	**466**

456 Lying in position, the patrol is silent and alert. You have the claymore to your front set for command detonation. To your left is the key weapon that will initiate the ambush if the claymore misfires. You watch the trail to your front.

I. Expend fifteen minutes.

II. Roll two dice to determine if traffic approaches along the trail.

Dice Roll:	2-11	12
Result:	No	Yes
Go to:	III	IV

Modifier: Add the enemy contact level to the dice roll.

III. Decide your next action.

Action:	**Go to:**
• Continue to occupy the ambush and wait.	**456**
• Withdraw to the objective rally point.	**496**

IV. If no security team is in place on that flank, **Go to 478.**

V. Roll one die.

Die Roll:	1	2	3	4	5	6
Go to:	**450**	**461**	**463**	**465**	**472**	**498**

457 You hear engine noise down the trail to your left. The security team informs you a small truck is approaching from the left flank. There are two soldiers in the open bed. You don't see it, but hear it getting closer.

I. The enemy strength factor is four.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

458 As you crawl up quietly, you can see the fuel storage site. As you crawl up to view the objective you see eight barrels stacked and covered with tarps. There are a small number guards in the immediate area. You hear a truck engine running nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is five.

- Plot the enemy force at the objective.

II. **Go to 493.**

459 You instruct the security element leader to position his security teams on the flanks. He makes a final check of his teams and dispatches them. The teams move into the undergrowth making as little noise as possible. Reaching the objective's flanks on the trail they establish security positions. They emplace claymores. The team leader notifies you when they are in position.

I. Indicate the flank security teams' positions on the map.

II. Expend fifteen minutes.

III. Decide which element you will emplace next.

Element:	Go to:
• Assault	**431**
• Support	**429**
• None	**456**

460 You alert the patrol you will execute the ambush. You inform the security teams and support element by radio and pass hand and arm signals along the assault line. When the river traffic is in the middle of the kill zone, you execute the ambush. The claymores explode in front of your position. The entire assault line opens fire. The support element also engages the enemy from their position. An AT-4 fires. The tracers from the machine guns show their fire is hitting its target.

I. Execute the ambush.

- Execute a friendly attack on the force in the kill zone.
  - Rangers in the assault element and machine guns, Javelins, AT-4s and M203s in the support element may fire.
  - If the assault position is between the kill zone and the support element, these weapons cannot fire.

Modifiers:

- Add two to all dice rolls for the assault element.
- Shift two columns to the right for the dice rolls for machine guns in the support element.

- Erase the enemy force from the map.
- Expend one ammunition symbol per weapon fired.

II. **Go to 517.**

461 You hear engine noise and the distinctive sound of tracks down the trail to your right. The radio-telephone operator hands you the handset. The right flank security team informs you a single T55 tank is approaching from their direction. You don't see it, but hear it moving towards your location.

I. The enemy strength factor is twelve*.

* Only Javelins and AT4s are effective against the enemy.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

462 You carefully crawl forward and can see several piles of loose ammunition under the trees. There are no soldiers in sight. You also see an abandoned bunker nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is three.

- Plot the enemy force at the objective.

II. **Go to 493.**

463 You hear engine noise and the distinctive sound of tracks down the trail to your left. The radio-telephone operator hands you the handset. The left flank security team informs you a column of at least ten T55 tanks is approaching from their direction. You don't see them, but hear them moving closer.

I. The enemy strength factor is 120*.

* Only Javelins and AT4s are effective against the enemy.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

464 The recon teams come back to the objective rally point one at a time. They reoccupy their positions on the perimeter. The team leaders report to you with their observations. One of them has located the downed Blackhawk. It is located three hundred meters away from the patrol's position. You radio in the information and prepare to move the patrol to secure the crash site. They repack their equipment and prepare to move out. The assistant patrol leader ensures the area is sterilized.

I. The aircraft is located.

(paragraph continues on the next page)

II. Roll one die to determine the time expended.

Die Roll:	1	2-4	5	6
Minutes:	45	60	90	120

III. Unready any equipment, weapons and ammunition.

IV. **Go to 367.**

465 The radio-telephone operator hands you the handset. You quickly place it to your ear. The right flank security team informs you an enemy force is approaching from their direction.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**434**	**444**	**447**

466 You move up to a vantage point near the objective and see several piles of loose ammunition under the trees. There are no soldiers in sight. You also see an abandoned bunker nearby. There is some scattered equipment by the bunker, but no activity. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position. You do not move laterally near the objective.

I. **Go to 408.**

467 The enemy force approaching from the right flank is a team of four soldiers. The flank security team informs you the enemy only have small arms. You don't see them yet, but hear them moving towards you.

I. The enemy strength factor is four.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

468 You instruct the demolition team leader to execute the demolition charges. The leader checks to make certain everyone is clear and shouts "Fire in the Hole" three times. All Rangers take cover. The team leader fires the demo charges; destroying all key equipment.

I. All enemy equipment is destroyed.

II. If already withdrawn to assault positions, go to IV.

III. Determine your casualties.

Execute an attack by the enemy using column E.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.
- Shift five columns to the right for the dice roll if a platoon patrol.

IV. **Go to 474.**

469 The recon teams return to the release point upon completion of the reconnaissance of the objective. The surveillance team remained in position during the leaders' recon and completed a detailed sketch of the objective at that time. After both teams have returned to the release point, you move the recon element back to the objective rally point. The security teams cover this movement and then withdraw to link up with the patrol. The patrol secures their equipment and prepares to move out. The assistant patrol leader ensures the area is sterilized.

I. The reconnaissance of the objective is successful.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

Modifiers:

- Subtract one from the die roll if night and readied night sights are carried by the recon element.
- Subtract one from the die roll if day and readied binos are carried by the recon element.

III. Unready any equipment, weapons and ammunition.

IV. **Go to 523.**

470 The enemy force approaching from the left flank is a team of three soldiers. The flank security team informs you the enemy only has small arms. You don't see them yet, but hear them moving towards you.

I. The enemy strength factor is three.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

471 You reach a vantage point where you can see the supply cache. As you crawl up to view the objective you see crates stacked and covered with tarps. An old truck is near on of the stacks. There are no guards in the immediate area. You hear a conversation in Spanish nearby. You cannot see them, but estimate it to be two soldiers. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is four.

- Plot the enemy force at the objective.

II. **Go to 493.**

472 The radio-telephone operator hands you the handset. You place it to your ear. The right flank security team informs you an enemy force is approaching from their direction.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**423**	**467**	**503**

473 Observing the objective you see stacks of crates of weapons under the trees. There are bunkers near the crates but they do not appear to be manned. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

474 You shout the next action to be conducted.

I. Determine which action is to be performed next.

Action:	**Go to:**
• Search the enemy personnel	**532**
• Withdraw to assault positions	**353**
• Assault across and remove enemy weapons	**508**
• Withdraw to the objective rally point	**534**
• Install demolition charges	**502**
• Evacuate all wounded from the objective	**485**
• Execute the demolition charges	**468**
• Secure the farside of the objective	**500**
• Search for priorty intelligence requirements*	**520**

* *Raid missions only.*

475 Moving up to the objective you see a tent filled with stacks of crates under the trees. There are no enemy soldiers near the crates, but at least a squad is visible about one hundred yards beyond the tent. They are not alert and several appear to be sleeping. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408.**

476 You relay the decision to allow the river traffic to pass to the security teams and support element by radio and by hand and arm signal along the assault line. Each Ranger remains alert, but stays concealed. The enemy passes.

I. Roll two dice to determine if the enemy detects the patrol.

Dice Roll:	2-11	12
Result:	No	Yes
Go To:	II	IV

II. Erase the enemy force from the map.

III. **Go to 442.**

IV. Decide your reaction.

Reaction:	**Go to:**
• Execute the ambush	**460**
• Disengage from the enemy by bounds.	**529**

477 Lying in position, the patrol is silent and alert. The enemy command post is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**453**	**518**	**542**

478 An enemy force fires on the assault element.

I. Determine the patrol's casualties.

• Execute an attack by the enemy on the assault force.

Type of Enemy Force:	Column:
Counterattack	E
Reaction Force *or an Ambush with no security*	F
Reduced Reaction Force*	C

*Reduced as a result of combat with flank security.

II. Execute an attack by the assault element on the enemy.

- If the assault position is not between the enemy and the support position, the machine guns, M203s, Javelins and AT-4s may also engage the enemy.

Modifier: Shift one column to the right for all fire by the machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

III. Expend fifteen minutes.

IV. If the enemy strength factor is zero, **Go to 474.**

V. Decide your action.

Action:	**Go to:**
• Continue the attack	**538**, I
• Disengage by bounds	**529**

479 You lead the leader's recon of the objective area. The small force moves toward the objective. You halt short of the actual objective and establish a release point. Leaving the element leaders at the release point, you move forward with the radio-telephone operator and the surveillance team to pinpoint the actual objective. Being careful not to compromise your presence, you locate the objective and place the surveillance team in a concealed vantage point that allows them to observe the area.

I. Mark a release point between the objective rally point and the objective.

- *(Optional)* Use the Actions at the Objective form on the back of the Patrolling Tactics booklet.

II. Expend thirty minutes.

III. If an area reconnaissance mission, **Go to 379.**

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- Includes a mission to search a high value target area.

If an ambush mission, **Go to 416**.

If a raid mission, **Go to 393**.

480 As you crawl up to view the objective you see a few barrels under the trees. You also see a number of empty barrels. You hear a truck nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

481 The enemy reaction force consists of three soldiers.

I. Roll two dice to determine which flank the enemy approaches.

Die Roll:	1-3	4-6
Direction:	Right	Left

II. The enemy strength factor is three.

- Plot the force one hundred meters beyond the flank security position.
- If there is no flank security position, plot the enemy force one hundred meters beyond the flank of the assault position.

III. If a security team is on the flank, **Go to 426**.

If not, **Go to 478**.

482 Crawling up to the objective you see barrels stacked and covered with tarps. There are a small number guards in the immediate area. You hear a truck engine running nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

483 You alert the patrol you will execute the ambush. You inform the security teams and support element by radio and pass hand and arm signals along the assault line. When the traffic is in the middle of the kill zone, you detonate the claymores. They explode in front of your position. The entire assault line opens fire immediately. The support element also engages the enemy from their position. The tracers from the machine guns show their fire is hitting their target.

I. Execute the ambush.

- Execute a friendly attack on the force in the kill zone.
  - Rangers in the assault element and machine guns, M203s, Javelins and AT-4s in the support element may fire.
  - If the assault position is between the kill zone and the support element, the support weapons cannot fire.

Modifiers:

- Add two to all dice rolls for the assault element.
- Shift two columns to the right for the dice rolls for machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

II. If the enemy strength factor is zero, **Go to 541**.

III. **Go to 525**.

484 Crawling forward, you can see several stacks of crates of weapons and ammunition under the trees. There are also bunkers near the crates but they do not appear to be manned. You don't see any enemy forces or movment in the area. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is three.

- Plot the enemy force at the objective.

II. **Go to 493**.

485 You are evacuating all wounded and any friendly killed from the objective area. First aid teams apply first aid.

I. Decide the method of evacuation.

Method:	Go to:
• Stretcher	II
• Medevac	IV

II. The patrol's speed is lowered to *Very Slow*.

III. Go to VI.

IV. Expend fifteen minutes.

V. Remove all *Killed* or *Severely Wounded* Rangers.

VI. Roll two dice to determine if a counterattack occurs.

Die Roll:	2-11	12
Result:	No	Yes
Go to:	**474**	**449**

Modifier: Add two to the dice roll if you are conducting a medevac

486 Moving near the objective, you see six enemy soldiers and two mortar tubes. A small amount of ammunition is stacked near the tubes. There is also a bunker nearby in the trees. You assume it contains additional mortar rounds. The enemy appear to be the mortar crews. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the objective.

II. **Go to 493**.

487 You hear engine noise down the trail to your left. The flank security team informs you a single truck is approaching from the left flank. There are three soldiers in the open bed. You don't see it, but hear it moving towards you.

I. The enemy strength factor is five.

- Plot the enemy force in the kill zone.

II. **Go to 414**.

488 As you move forward, you see several stacks of crates. One stack is covered with a tarp. Three guards are resting under nearby trees. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is five.

- Plot the enemy force at the objective.

II. **Go to 493**.

489 The enemy reaction force consists of a converted civilian pick up truck carrying seven soldiers armed with a 7.62 mm machine gun and small arms.

I. Roll two dice to determine which flank the enemy approaches.

Die Roll:	1-3	4-6
Direction:	Right	Left

II. The enemy strength factor is nine.

- The enemy has one machine gun.
- Plot the force one hundred meters beyond the flank security position.
- If there is no flank security position, plot the enemy force one hundred meters beyond the flank of the assault position.

III. If a security team is on the flank, **Go to 426**.

If a security team is not in position, **Go to 478**.

490 Lying in position, the patrol is silent and alert. The surveillance team has rejoined the assault element and is in position. The enemy weapons stockpile is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**484**	**499**	**509**

491 As you crawl up to view the objective you see enemy soldiers near a small, weathered tent. There are two antennaes near the tent. The only enemy soldiers you see are resting nearby. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position.

I. **Go to 408**.

492 The radio-telephone operator hands you the handset. The left flank security team informs you a small boat is approaching from their direction. You don't see it, but hear the noise of the motor as it moves towards your location.

I. The enemy strength factor is three.

- Plot the enemy force in the kill zone.

II. **Go to 504**.

493 All elements are in position and you can see the objective.

I. Roll two dice to determine if the enemy detects the patrol.

Dice Roll:	2-11	12
Result:	No	Yes
Go to:	**530**	II

II. If security teams are in position, **Go to 526**.

If security teams are not in position, **Go to 507**.

494 Moving near the objective, you can see a dozen barrels stacked near a tent. There are a few soldiers in the immediate area. You see a truck parked nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the objective.

II. **Go to 493**.

495 The patrol attempts to break contact with the enemy and return to the objective rally point. While withdrawing from the objective, the patrol continues to receive enemy fire.

I. Determine the patrol's casualties.

- Execute an attack by the enemy using column C.

II. Roll one die to determine if the reconnaissance of the objective was successful.

Die Roll:	1-4	5-6
Result:	Yes	No

III. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

Modifiers:

- Subtract one from the die roll if night and readied night sights are carried by the recon element.
- Subtract one from the die roll if day and readied binos are carried by the recon element.

IV. Unready any equipment, weapons and ammo.

V. **Go to 523**.

496 You have decided to withdraw from the objective. You signal the assault element leader to withdraw. The support element then withdraws after overwatching the assault element's movement. The security teams are the last to move from their positions.

I. Move the patrol back to the objective rally point.

- Erase all security, support and assault positions.

II. Expend fifteen minutes.

III. Reorganize the patrol for movement.

- Erase notes concerning organization for actions at the objective from the Patrol Record Log.
- Unready equipment, weapons or ammunition, as desired.

IV. **Go to 523**.

497 You crawl forward and can see enemy soldiers near a small, weathered tent. There are two antennaes near the tent. The only enemy soldiers you see are resting nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the objective.

II. **Go to 493**.

498 The radio-telephone operator hands you the handset. The left flank security team informs you an enemy force is approaching from their direction.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**432**	**470**	**512**

499 As you crawl forward, you see a tent filled with stacks of crates. There are no enemy soldiers near the crates, but at least a squad is visible about one hundred yards beyond the tent. They are not alert and several appear to be sleeping. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is twelve.

- Plot the enemy force at the objective.

II. **Go to 493**.

500 Your assault element crosses to the far side of the objective. Each two-Ranger team uses individual rushes to assault through the objective. Reaching the limit of advance, they establish hasty defensive positions. The team leaders check their teams' positions, supervise redistribution of ammunition and account for personnel and equipment.

I. Determine your casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.
- Shift two columns to the right during the attack if the weapons were not not removed from the enemy.
- Shift one column to the left during the attack if machine guns fire from the support element.

II. **Go to 474**.

501 You crawl forward and see a single rocket launcher and two enemy soldiers at the edge of the clearing. There are no other signs of enemy activity in the vicinity of the launch site. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is three.

- Plot the enemy force at the objective.

II. **Go to 493**.

502 You instruct your demolition teams to install the prepared charges. They move to all key equipment and affix the demo charges. They run the wire back to the assault positions.

I. Determine your casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.
- Shift two columns to the right during the attack if the farside of the objective has not been secured.
- Shift two columns to the right during the attack if the weapons were not not removed from the enemy.

II. Roll two dice

Dice Roll:	2-11	12
Go to:	**474**	**449**

503 The enemy force approaching from the right flank is a squad of six soldiers. They only have small arms. You don't see them, but hear them moving towards you.

I. The enemy strength factor is six.

- Plot the enemy force in the kill zone.

II. **Go to 414**.

504 The enemy force is approaching the flank security team.

I. Decide your reaction.

Reaction:	**Go to:**
• Allow the traffic to pass	**476**
• Execute the ambush	**460**

505 You carefully crawl forward. You can see a truck and several crates nearby. There are two guards near the truck. You don't see or hear any other enemy activity. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is three.

- Plot the enemy force at the objective.

II. **Go to 493.**

506 The radio-telephone operator hands you the handset. The left flank security team informs you three small boats are approaching from their direction. You don't see or hear them.

I. The enemy strength factor is ten.

- Plot the enemy force in the kill zone.

II. **Go to 504.**

507 The enemy detects the patrol and opens fire. The enemy fire continues to grow in strength. The assault element returns fire. The enemy is reinforcing its forces at the objective. The patrol attempts to gain control of the situation.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column G.

II. **Go to 530**, II.

508 The Rangers in the assault element leave their positions and begin crossing the objective in short rushes. As they pass any enemy dead or wounded, they quickly remove any weapons and throw them away from the enemy casualties.

I. Determine your casualties.

- Execute an attack by the enemy using column B.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.

II. **Go to 474.**

509 Crawling forward, you see the weapons stockpile. As you crawl up to view the objective you see the crates of weapons and ammunition stacked under the trees. There are several guards in the immediate vicinity of the crates but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the objective.

II. **Go to 493.**

510 Lying in position, the patrol is silent and alert. The surveillance team has rejoined the assault element and is in position. The enemy rocket site is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**356**	**501**	**524**

511 As you carefully crawl forward, you can see the bridge. As you crawl up near the trail to view the enemy positions you see foxholes under the trees near the trail. You can see soldiers in the foxholes, but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is five.

- Plot the enemy force at the bridge.

II. **Go to 493.**

512 The enemy force approaching from the left flank is a team of five soldiers. They only have small arms. You don't see them, but hear them moving towards you.

I. The enemy strength factor is five.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

513 The patrol immediately begins to assault the enemy positions. The Rangers move by short rushes of three to five steps and maintain as high a volume of fire as possible.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column E.

II. Execute an attack by the patrol on the enemy force.

- Only Rangers in the assault element and the machine guns, M203s, Javelins and AT-4s in the support element may fire.
  - If the assault position is between the kill zone and the support element, the weapons cannot fire.

Modifiers:

- Add one to the dice roll of the assault element.
- Shift one column to the right for the dice roll per machine gun in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

III. If the enemy strength factor is zero, **Go to 474.**

If the enemy strength is one or greater, **Go to 525.**

514 Lying in position, the patrol is silent and alert. The enemy POL site is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**458**	**494**	**516**

515 You relay your decision to allow the traffic to pass to the security teams and support element by radio and by hand and arm signal along the assault line. Each Ranger remains alert, but stays concealed. The patrol allows the enemy to pass.

I. Roll two dice to determine if the enemy detects the patrol.

Dice Roll:	2-11	12
Result:	No	Yes
Go To:	II	IV

II. Erase the enemy force from the map.

III. **Go to 456.**

IV. Decide your reaction.

Reaction:	**Go to:**
• Execute the ambush	**483**, I
• Disengage from the enemy by bounds.	**529**

516 Moving forward near the objective, you see a few barrels under the trees. There are also a number of empty barrels. You don't see any other enemy activity, but hear a truck nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is four.

- Plot the enemy force at the objective.

II. **Go to 493.**

517 You have achieved and maintained a high volume of fire on the enemy force in front of you. All enemy activity on the river has ceased. You determine the enemy has been eliminated and decide to withdraw from the objective. You fire a starcluster.

I. **Go to 534.**

518 Moving forward, you see the enemy command post. As you crawl up to view the enemy position you see enemy soldiers moving back and forth between several locations. There are antennaes and communications wires strung through the trees. Several guards are in the area, but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is nine.

- Plot the enemy force at the objective.

II. **Go to 493.**

519 You hear engine noise down the trail to your left. The security team informs you three trucks are approaching from the left flank. You don't see them, but hear them moving towards you.

I. The enemy strength factor is eighteen.

- Plot the enemy force in the kill zone.

II. **Go to 414.**

520 The patrol's search and POW teams search enemy personnel and equipment for priority intelligence requirements.

I. Roll two dice to determine if a counterattack occurs.

Dice Roll:	2-11	12
Result:	No	Yes
Go to:	II	**535**

II. Roll one die to determine if the priority intelligence requirements are located.

Die Roll:	1-4	5-6
Result:	Yes	No
Go to:	**474**	III

III. Decide your action.

Action:	**Go to:**
• Continue to Search	**520**
• Discontinue the Search	**474**

521 Near the objective, you see dozens of ammunition cans stacked on pallets. There is a soldier near the ammunition. You see a wrecked truck nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is four.

- Plot the enemy force at the objective.

II. **Go to 493.**

522 You move toward the objective. You see a small tent and several antennaes. Communications wire is strung between the trees. You see a number of radio operators near the communications equipment in the tent. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is eight.

- Plot the enemy force at the objective.

II. **Go to 493.**

523 You move the patrol out of the objective area. After moving at least one thousand meters or a terrain feature away from the objective rally point, you halt the patrol and conduct a security halt. The assistant patrol leader positions the patrol to provide security. The patrol remains alert. You call the subordinate leaders in to disseminate information from the objective. The designated Ranger compiles a sketch from all of the information gathered and sketches submitted. The locations where all digital pictures were taken are indicated. He prepares several copies of this sketch for the leaders. Once the subordinate leaders are fully briefed, they return to their units and dissemi-

(paragraph continues on the next page)

nate all information to the rest of the patrol. When everyone is ready, you signal the lead element to move out.

I. The patrol is now reorganized by the standard organization printed on the Patrol Record Log.

- Erase the task organization recorded during planning.

II. Change the configuration to *Traveling*, *Traveling Overwatch*, *Bounding Overwatch* or *File*.

III. Move the patrol one thousand meters or one terrain feature along the route from the objective rally point.

- Do not determine a distance moved using the paragraphs of this booklet; just move the patrol to its new location.

IV. Change the configuration to *Perimeter* or *Strongpoint*.

V. Expend thirty minutes disseminating information.

VI. **Go to 126**.

524 You crawl carefully forward. You can see three rocket launchers and two rockets near them. Six empty containers are piled under the trees Three enemy soldiers with weapons slung over their backs are standing near the rocket launchers. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the objective.

II. **Go to 493**.

525 The patrol is engaged in a firefight with the enemy forces in the objective area.

I. Decide your reaction.

Reaction:	Continue to Fire	Assault	Withdraw
Go to:	**538**	**513**	**529**

526 The enemy detects the patrol and opens fire. The support element and flank security teams open fire immediately to suppress the enemy and prevent reinforcements from reaching the area. The assault element opens fire and the patrol quickly gains control of the situation. The enemy fire lessens.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column B.

II. **Go to 530**, II.

527 Lying in position, the patrol is silent and alert. The surveillance team has rejoined the assault element. You can see the bridge is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**349**	**511**	**528**

528 You crawl forward and see the bridge. As you crawl up near the trail to view the enemy positions you see a bunker under the trees. You can see soldiers in the bunker and on the trail near the bridge, but they are not overly alert. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is six.

- Plot the enemy force at the bridge.

II. **Go to 493**.

529 The patrol fires at the enemy forces while withdrawing by bounds. The least engaged element withdraws to a covering position to allow the other element to withdraw. Elements continue to alternate moving until contact is broken.

I. Determine the patrol's initial casualties.

- Execute an attack by the enemy using column D.

II. **Go to 536**.

530 You survey the assault line and check on the support and security elements by radio. Everything is readied for the raid. The enemy is unaware of your presence. You detonate the demo charges to initiate the raid. The assault element opens fire. The patrol puts a heavy volume of fire on the objective. You decide to assault the objective and fire a starcluster.

I. Expend fifteen minutes.

II. Execute the raid by opening fire on the enemy force.

- Execute an attack by the patrol on the enemy force.
  - All Rangers in the assault element and the machine guns, M203s, Javelins and AT-4s in the support element may fire.
  - If the assault position is between the objective and the support element, the support element weapons cannot fire.

Modifiers:

- Add two to dice rolls for the assault element's fire.
- Shift two columns to the right for the attacks by the machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

III. If the enemy strength factor is zero, **Go to 541**.

IV. **Go to 525**.

531 Lying in position, the patrol is silent and alert. The enemy supply cache is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**471**	**488**	**505**

532 You order your search and prisoner teams to fall out and conduct searches of all enemy personnel and vehicles.

I. Determine your casualties.

- Execute an attack by the enemy using column A.

Modifiers:

- Add one to the dice roll if actions at the objective were not rehearsed.
- Shift two columns to the right during the attack if the farside of the objective has not been secured.
- Shift two columns to the right during the attack if the weapons were not not removed from the enemy on the objective.

II. Roll two dice.

Dice Roll:	2-11	12
Go to:	**474**	**449**

533 You crawl up to the objective and can see enemy soldiers moving back and forth between several antennaes. You do not see any guards, but do see some operators near the communications equipment. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is five.

- Plot the enemy force at the objective.

II. **Go to 493**.

534 You have decided to withdraw to the objective rally point. You blow three bursts on your whistle. The assault element withdraws. The support element withdraws after overwatching the assault element's movement. After both have moved, the security teams fall back to the objective rally point. Once there, the patrol secures their equipment and prepares to move out.

I. Move the patrol back to the objective rally point.

- Erase all security, support and assault positions.

II. Expend fifteen minutes.

III. Reorganize the patrol for movement.

- Erase the notes concerning organization for actions at the objective from the Patrol Record Log.
- Unready equipment, weapons or ammunition, as desired.

IV. **Go to 523**.

535 An enemy force counterattacks. The enemy force is an enemy squad with a 7.62mm machine gun.

I. The enemy strength factor is eight*.

*The enemy has one machine gun.

- Plot the force one hundred meters beyond the assault element's limit of advance.

II. Determine the patrol's casualties.

- Execute an attack by the enemy using column C.

Modifier: Shift two columns to the right if the far side of the objective has not been secured.

III. Execute an attack by the assault element on the enemy.

- If the assault element is not between the enemy and the support position, the machine guns, M203s, Javelins and AT-4s in the support element may also fire.

Modifier: Shift one column to the right for all fire by the machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

IV. Expend fifteen minutes.

V. If the enemy strength factor is zero, **Go to 474**.

VI. Decide your action.

Action:	**Go to:**
• Continue the attack	**538**, I
• Disengage by bounds	**529**

536 You have decided to disengage from the enemy and withdraw to the objective rally point. The assault element withdraws by bounds. The support element withdraws after supporting the assault element's movement. After both have moved, the security teams fall back to the objective rally point. The patrol secures their equipment and prepares to move out.

I. Move the patrol back to the objective rally point.

- Erase all security, support and assault positions.

II. Expend fifteen minutes.

III. Reorganize the patrol for movement.

- Erase notes concerning organization for actions at the objective from the Patrol Record Log.
- Unready equipment, weapons or ammunition, as desired.

IV. **Go to 523**.

537 You crawl forward and can see the mortar tubes. Ammunition is stacked at the edge of the position, but is not in bunkers. The mortar crews are not in the immediate vicinity of the tubes but are resting nearby. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is seven.

- Plot the enemy force at the objective.

II. **Go to 493**.

538 You signal the patrol to commence firing immediately. The patrol's initial volume of fire is relatively high. The enemy fire is light initially, but grows quickly.

I. Determine the patrol's casualties.

- Execute an attack by the enemy using column C.

II. Execute an attack by the patrol on the enemy force.

- Only Rangers in the assault element and machine guns, M203s, Javelins and AT-4s in the support element may fire.
  - If the assault position is between the kill zone and the support element, the support element's weapons may not fire.

Modifier: Shift one column to the right for all fires by the machine guns in the support element.

- Reduce the enemy strength factor by the results.
- Expend one ammunition symbol per weapon fired.

III. If the enemy strength factor is zero, **Go to 541**.

If the enemy strength is one or greater, **Go to 525**.

539 Lying in position, the patrol is silent and alert. The enemy commo site is to your front.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**533**	**497**	**522**

540 You crawl up near the objective where you see a small building damaged by the bomb blast. There is an enemy body next to the building. You also see a destroyed pick up truck by the building. You crawl up and back to view the target from several vantage points. The other recon team does the same from the other side of the enemy position. Once you are certain the area is clear, you examine the destroyed positions for the priority intelligence requirements.

I. **Go to 408**.

541 You have achieved and maintained a high volume of fire on the enemy. All enemy activity on the objective appears to have ceased. You decide to begin actions on the objective. You fire a starcluster.

I. Determine which action is to be performed first.

Action:	**Go to:**
• Search the enemy personnel	**532**
• Withdraw to assault positions	**353**
• Assault across and remove enemy weapons	**508**
• Withdraw to the objective rally point	**534**
• Install demolition charges	**502**
• Evacuate all wounded from the objective	**485**
• Execute the demolition charges	**468**
• Secure the farside of the objective	**500**
• Search for priorty intelligence requirements*	**520**

* *Raid missions only.*

542 As you carefully crawl forward, you can see several tents and a dozen enemy soldiers working in several locations. Three antennaes are erected near the tens. Communications wire is strung between two trees. No guards are visible, but you see five soldiers in the jungle. They are conducting personal hygiene activities and are not aware of your presence. The patrol continues to inch forward to their assault positions.

I. The enemy strength factor is seven.

- Plot the enemy force at the objective.

II. **Go to 493**.

543 Back in friendly territory, the patrol moves to the location specified in the operations order for debriefing. The battalion intelligence and/or operations staff debriefs the patrol concerning the mission. The entire patrol attends and participates in the debriefing. All meaningful information gathered during the patrol is reported. Any worthwhile negative information, such as the absence of enemy activity in an area, is also reported. The information is reported in specific detail and includes the location, time, strength, activity, disposition, uniforms and equipment of any enemy forces; the exact size, description, weight, color and markings of any enemy equipment and any map corrections. All sketches and photos are turned in as is any captured enemy personnel, equipment or documents. The patrol turns in the dog tags of any patrol members killed in action and reports the ten digit grid coordinates of any Rangers left or buried during the mission. The mission debriefing ends only when all information has been reported.

I. If a Recon patrol, **Go to 544**.

If a Combat patrol, **Go to 545**.

Paragraphs 544-609

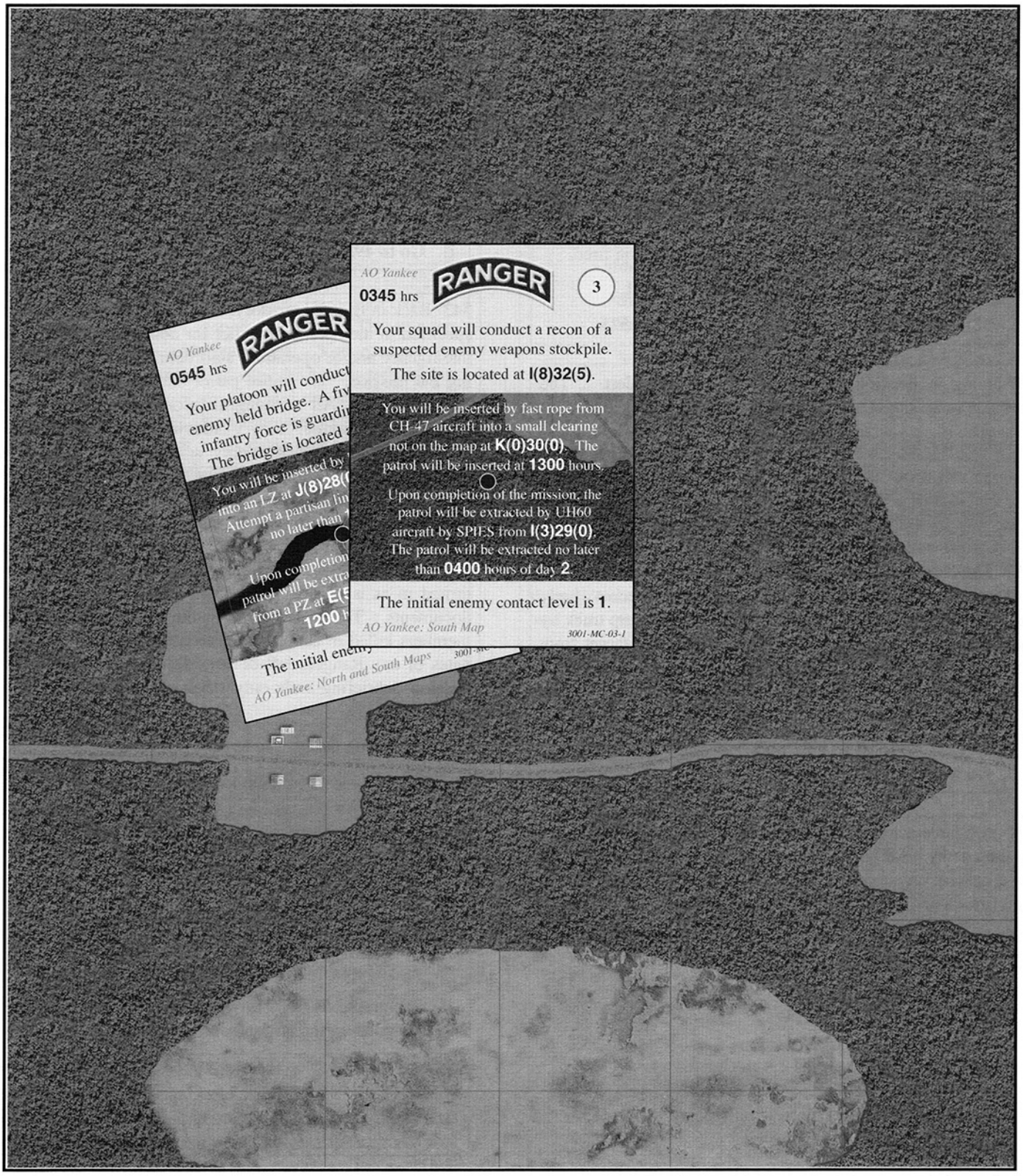
I. Paragraphs 544-546 are used to evaluate the player's performance as patrol leader.

- These paragraphs are found on pages 87-88.

II. Paragraphs 547-609 provide the subsequent missions assigned during an extended patrol.

- These missions are assigned when the patrol is in a patrol base.
- These paragraphs are found on pages 90-95.

PATROL EVALUATION



544 Reconnaissance Patrol Evaluation

After occupying the patrol base or completing the post mission debriefing, evaluate your performance as the patrol leader.

I. Determine if the patrol's mission was accomplished.

- If the objective was successfully reconned, score 100 points or…
- If the downed aircraft was located, score 100 points or…
- If the downed pilot was located, score 100 points.
- If not, score 50 points.

II. Subtract points for each friendly casualty:

- 7 points per Ranger left on the map.
  - Does not apply to any Rangers occupying a patrol base.
- 5 points per *Killed* Ranger.
- 3 points per *Severely Wounded* Ranger.
- 1 point per *Lightly Wounded* Ranger.

III. Subtract points for any of the following that apply:

- 10 points if the patrol did not execute its mission by the designated (or extended) time.
- 10 points if the patrol is still on the map (unless in a patrol base) at the end (or extended) time.
- 10 points if the patrol fired any weapons within one thousand meters of the objective.

Optional

The additional criteria below are for a player seeking an additional challenge.

Subtract points for any of the following that apply:

- 10 points if the patrol moved on a trail at any point.
- 10 points if the patrol moved on any previously traveled segment of its route again.*
- 10 points if any segment of the patrol's route exceeded two thousand meters without being divided into shorter legs.*
- 10 points if the patrol did not have an alternate route with target reference points plotted.*

  * Does not apply to any portion of a route where the patrol moved by small boat.
- 10 points if the patrol crossed a linear danger area or open area within two thousand meters of the objective unless during actions at the objective.
- 10 points if the patrol crossed the same linear danger area or open area again within two thousand meters of the earlier crossing.
- 10 points if the patrol initiated combat with the enemy enroute to the objective.
- 10 points if the patrol ran out of small arms ammunition before receiving a resupply.
- 10 points if the recon teams executed the mission at the objective before the security teams were in position on the flanks. (*Area recon only.*)
- 10 points if the security teams were in position on the flanks without readied AT-4s or Javelins.
- 10 points if fire support assets were not targeted to isolate the objective as necessary.
- 10 points if you used friendly fire or air support against an enemy and caused friendly casualties.
- 10 points if a machine gun team did not accompany the patrol.
- 10 points if any of the patrol's weapons, ammunition or equipment was left behind at any point because you did not think they would be needed.
- 10 points if binos (daylight)/night vision devices(night) and cameras were left unreadied during actions at the objective.
- 5 points if you left any Ranger alone at any time.
- 5 points if you exceeded the control span of three to five Rangers in any team or element without using subordinate leaders.

IV. **Go to 546.**

545 Combat Patrol Evaluation

After occupying the patrol base or completing the post mission debriefing, evaluate your performance as the patrol leader for the mission.

I. Determine if the patrol's mission was accomplished.

- If the ambush was successfully executed, score 100 points or…
  - Subtract 20 points if the correct type of target was not ambushed unless during the last third of the time the patrol was to be in position.
- If the raid was successfully executed, score 100 points.
  - Subtract 10 points if any priority intelligence requirements were not verified.
- If not, score 50 points.

II. Subtract points for each friendly casualty:

- 7 points per Ranger left on the map.
  - Does not apply to any Rangers occupying a patrol base.
- 5 points per *Killed* Ranger.

(paragraph continues on the next page)

- 3 points per *Severely Wounded* Ranger.
- 1 point per *Lightly Wounded* Ranger.

III. Subtract points for any of the following that apply:

- 10 points if the patrol did not execute its mission by the designated (or extended) time.
- 10 points if the patrol is still on the map (unless in a patrol base) at the end (or extended) time.
- 10 points if you used friendly fire or air support against an enemy and caused friendly casualties.

Optional

The additional criteria below are for a player seeking an additional challenge.

Subtract points for any of the following that apply:

- 10 points if the patrol moved on a trail at any point.
- 10 points if the patrol moved on any previously traveled segment of its route again.*
- 10 points if any segment of the patrol's route exceeded two thousand meters without being divided into shorter legs.*
- 10 points if the patrol did not have an alternate route with target reference points plotted.*

  * Does not apply to any portion of a route where the patrol moved by small boat.

- 10 points if the patrol crossed a linear danger area or open area within two thousand meters of the objective unless during actions at the objective.
- 10 points if the patrol crossed the same linear danger area or open area again within two thousand meters of the earlier crossing.
- 10 points if the patrol initiated combat with the enemy enroute to the objective.
- 10 points if the patrol ran out of small arms ammunition before receiving a resupply.
- 10 points if you did not initiate the ambush or raid with a mass casualty producing device.
- 10 points if the assault team executed the mission at the objective before the security teams were in position on the flanks.
- 10 points if the security teams were in position on the flanks without readied AT-4s or Javelins.
- 10 points if you did not clear weapons from the enemy before securing the far side of the objective.
- 10 points if you did not secure the far side of the objective before performing searches, installing demolitions or treating or evacuating casualties.
- 10 points if fire support assets were not targeted to isolate the objective as necessary.
- 10 points if you did not accompany the assault element during actions at the objective.
- 10 points if a machine gun team did not accompany the patrol.
- 10 points if binos (daylight)/night vision devices(night) and cameras were left unreadied during actions at the objective.
- 10 points if any of the patrol's weapons, ammunition or equipment was left behind at any point because you did not think they would be needed.
- 5 points if you left any Ranger alone at any time.
- 5 points if you exceeded the control span of three to five Rangers in any team or element without using subordinate leaders.

IV. **Go to 546.**

546 Victory Level Determination

Use the final point total to determine if you won or lost.

I. Determine the level of victory.

Point Level:	*Victory Level:*
100-91	Decisive Victory
90-81	Superior Victory
80-66	Victory
65-51	Marginal Victory
50-41	Marginal Defeat
40-31	Defeat
30-16	Superior Defeat
15-0	Decisive Defeat

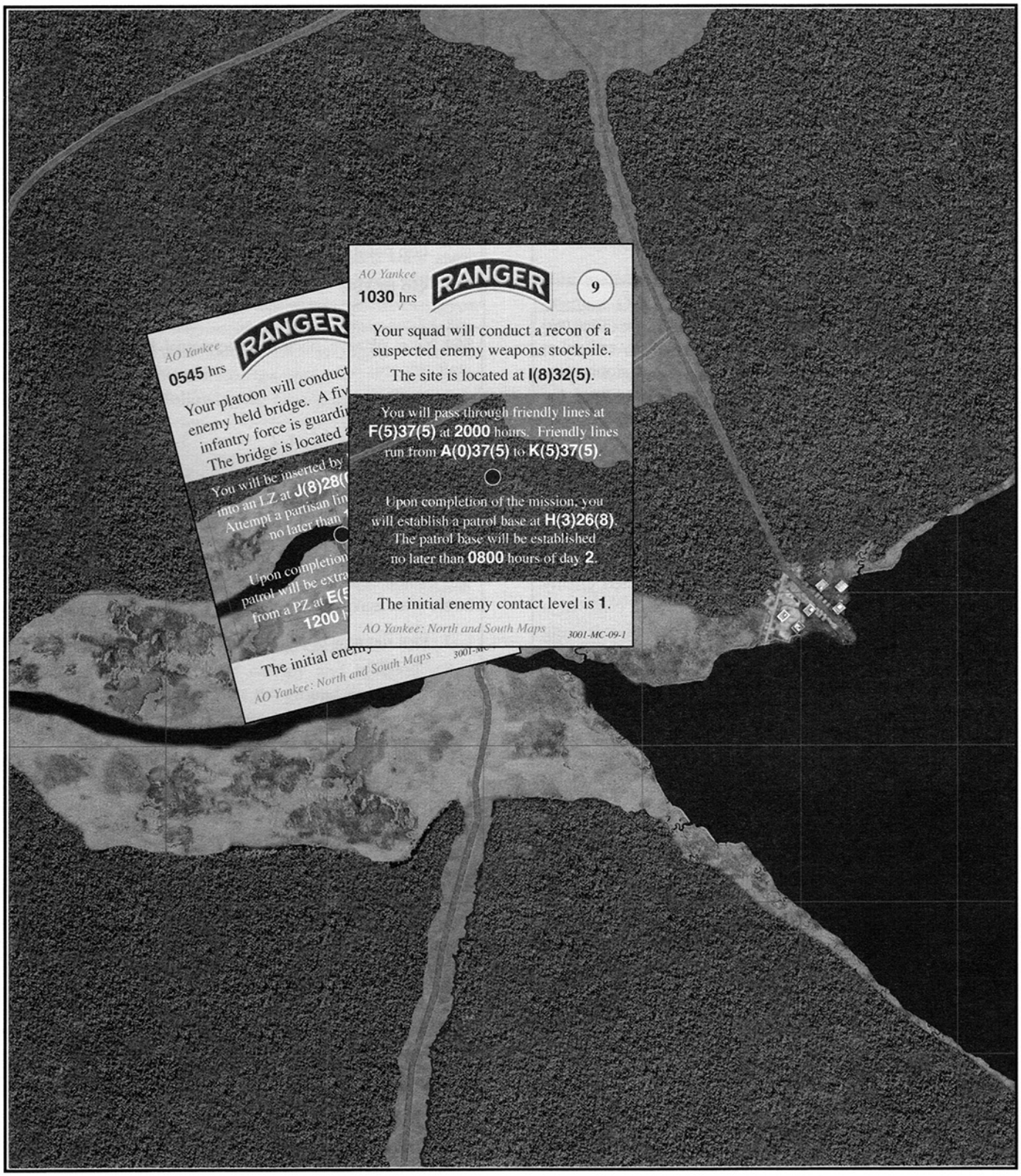
II. If the patrol is in a patrol base and is conducting an extended patrol, **Go to 318.**

- Record the point total of this mission.
- Average the point totals of the individual missions at the end of the last mission to determine the overall level of victory.
  - If any single mission is a defeat of any level, the entire extended patrol is a defeat regardless of the average point total.
  - You must score a victory in each individual mission of an extended patrol to avoid defeat for the entire game.

III. End of the Game.

- Your patrol will be ready for another Ranger mission after resupply and rest.

EXTENDED PATROLLING



547 Your squad will conduct a recon of a suspected enemy mortar position. The position is located at I(3)32(8). You will establish a patrol base at L(8)31(8) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

548 Your platoon will establish a riverine ambush along the river. The ambush will be located at N(0)18(0) and will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at M(0)22(5) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

549 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon reorganizes the patrol base and the platoon leader becomes the patrol leader.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**559**	**596**	**608**

550 Your squad will conduct a recon of a suspected enemy POL site. The site is located at F(5)15(5). You will establish a patrol base at J(5)16(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

551 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon reorganizes the patrol base and the platoon leader becomes the patrol leader. Your platoon will establish an anti-vehicular ambush along the trail at D(0)16(8). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at F(5)16(0) no later than four hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

552 Your platoon will establish an anti-armor ambush along the trail at J(5)34(0). The ambush will be in place no later than four hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at L(3)27(3) no later than fourteen hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

553 Your platoon will conduct a raid on an enemy command post. The command post is located at E(3)20(5). Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at G(3)16(3) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

554 Your platoon occupies the patrol base and you analyze your new mission.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**560**	**562**	**609**

555 Your platoon will conduct a raid on an enemy commo site. The site is located at N(0)25(5). Upon completion, you will establish a patrol base at P(3)18(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

556 Your platoon will conduct a raid on an enemy mortar site. The site is located at G(8)11(8). Upon completion, you will establish a patrol base at I(5)8(3) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

557 Your platoon will conduct a raid on an enemy rocket site. The site is located at F(5)27(5). Upon completion, you will establish a patrol base at B(3)32(3) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

558 Your squad will conduct a recon of a suspected enemy command post. The command post is located at H(3)11(5). Upon completion, you will establish a patrol base at K(0)9(5) no later than twelve hours after leaving the previous patrol base. While in the patrol base, the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

559 Your platoon will establish an anti-personnel ambush along the trail at F(0)30(5). The ambush will be in place no later than four hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at D(0)31(3) no later than fourteen hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

560 Your platoon will establish an anti-personnel ambush along the trail at L(3)29(3). The ambush will be in place no later than four hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at N(8)31(3) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

561 Your squad will conduct a recon of a suspected enemy supply cache. The cache is located at G(8)12(3). You will establish a patrol base at K(3)17(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

562 Your platoon will establish an anti-personnel ambush along the trail at K(5)29(5). The ambush will be in place no later than four hours after leaving the previous patrol base. The ambush will remain in place for four hours unless executed earlier. Upon completion, you will be extracted by UH60 Blackhawk helicopters from the pick-up zone at J(8) 28(0) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

563 Your squad will conduct a recon of a suspected enemy POL site. The site is located at I(5)31(5). Upon completion, the patrol will be extracted by UH60 aircraft by SPIES from J(0)29(5) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

564 Your squad will conduct a recon of a suspected enemy weapons stockpile. The site is located at P(3)23(8). Upon completion, the patrol will be extracted by UH60 aircraft from a pick-up zone at J(8)27(3) no later than eighteen hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

565 Your squad will conduct a recon of a suspected enemy commo site. The site is located at E(5)24(5). You will establish a patrol base at B(3)20(5) no later than eight hours after leaving the previous patrol base. While in the patrol base, the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

566 Your squad will conduct a zone recon of a suspected enemy ammunition cache. The cache is believed to be located in the vicinity of H(5)32(8). You will establish a patrol base at L(8)30(5) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

567 Your platoon will establish an anti-personnel ambush along the trail at J(5)33(8). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from the pick-up zone at J(8)28(0) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

568 Your squad will conduct a recon of a suspected enemy ammunition dump. The site is located at M(5)28(5). You will establish a patrol base at M(3)23(3) no later than twelve hours after leaving the previous patrol base. While in the patrol base,

(paragraph continues on the next page)

the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

569 Your squad will conduct a recon of a suspected enemy rocket site. The site is located at F(8)24(8). Upon completion, you will establish a patrol base at J(3)21(8) no later than twelve hours after leaving the previous patrol base. While in the patrol base, the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

570 Your platoon will establish a riverine ambush along the river at J(5)6(0). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at H(3)11(8) no later than eight hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

571 Your platoon occupies the patrol base and you analyze your new mission.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**555**	**604**	**607**

572 Your platoon will conduct a raid on an enemy mortar site. The site is located at F(5)23(8). Upon completion, you will establish a patrol base at A(3)24(8) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

573 Your platoon will conduct a raid on an enemy command post. The command post is located at F(8)24(5). Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at J(8)27(3) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

574 Your platoon will conduct a raid on an enemy commo site. The site is located at M(5)28(5). Upon completion, you will be extracted by UH60 aircraft from the pick-up zone at J(8)28(0) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

575 Your platoon will establish a riverine ambush along the river at M(8)17(5). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at J(8)27(3) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

576 Your platoon will establish an anti-vehicular ambush along the trail at J(5)33(8). The ambush will be in place no later than three hours after the patrol leaves the previous patrol base. The ambush will remain in place for four hours unless executed earlier. Upon completion, you will be extracted by UH60 Blackhawk helicopters from the pick-up zone at G(0)31(5) no later than nine hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

577 Your platoon will establish a riverine ambush along the river at N(3)25(5). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at J(8)27(3) no later than six hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

578 Your platoon will conduct a raid on an enemy fuel (POL) site. The site is located at F(5)16(5). Upon completion of the raid, you will establish a patrol base at K(5)18(8). The new patrol base will be established no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

579 Your platoon will establish an anti-personnel ambush along the trail at F(0)30(0). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at M(3)31(5) no later than eighteen hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

580 Your platoon will establish an anti-armor ambush along the trail at D(8)18(0). The ambush will be in place no later than twelve hours after leaving the previous patrol base and will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at J(3)14(8) no later than fourteen hours after leaving the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

581 Your squad will conduct a recon of a suspected enemy rocket site. The site is located at D(0)19(5). You will establish a patrol base at C(3)23(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

582 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon leader becomes the patrol leader and reorganizes the patrol base. Your platoon will conduct a raid on an enemy supply cache. The cache is located at F(5)27(8). Upon completion, you will be extracted by UH60 aircraft from the pick-up zone at J(3)28(0) no later than fourteen hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

583 Your platoon will establish an anti-personnel ambush along the trail at F(0)26(5). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at J(3)24(5) no later than six hours after leaving the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

584 Your squad will conduct a zone recon of a suspected enemy rocket site. The site is believed to be located in the vicinity of O(3)25(0). You will establish a patrol base at L(5)22(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

585 Your squad will conduct a recon of a suspected enemy supply cache. The cache is located at M(8)28(5). Upon completion, the patrol will re-enter friendly lines at G(3)37(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the passage point on the map.

- Plot a re-entry rally point outside of small arms range of the passage point.

II. **Go to 314.**

586 Your squad will conduct a recon of a suspected enemy commo site. The site is located at J(5)6(5). You will establish a patrol base at K(5)10(0) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

587 Your platoon will conduct a raid on an enemy command post. The command post is located at L(0)34(5). Upon completion, you will establish a patrol base at O(5)29(3) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

588 Your platoon occupies the patrol base and you analyze your new mission.

I. Roll one die.

Die Roll:	1-2	3-4	5-6
Go to:	**573**	**593**	**598**

589 Your platoon will conduct a raid on an enemy commo site. The site is located at O(0)26(5). Upon completion, you will establish a patrol base at I(5)21(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

590 Your squad will conduct a recon of a suspected enemy mortar position. The position is located at I(5)33(8). Upon completion, you will establish a patrol base at M(3)30(0) no later than twelve hours after leaving the previous patrol base. While in the patrol base, the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

591 Your platoon will establish a riverine ambush along the river. The ambush will be located at D(5)3(3) and will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at B(3)11(8) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

592 Your platoon will establish an anti-personnel ambush along the trail at C(0)15(8). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at I(5)19(5) no later than twelve hours after leaving the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

593 Your platoon will establish an anti-vehicular ambush along the trail at C(5)16(3). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will establish a patrol base at E(3)14(0) no later than four hours after the patrol leaves the ambush site.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

594 Your squad will conduct a recon of a suspected enemy ammunition dump. The site is located at H(3)11(5). Upon completion, the patrol will be extracted by UH60 aircraft from a pick-up zone at C(0)6(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

595 Your squad will conduct a recon of a suspected enemy commo site. The site is located at E(8)27(5). You will establish a patrol base at B(8)30(3) no later than six hours after leaving the previous patrol base. While in the patrol base, the other two squads of your platoon will link up with your patrol.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

596 Your platoon will conduct a raid on an enemy ammunition dump. The site is located at F(0)28(3). Upon completion, you will establish a patrol base I(3)28(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

597 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon leader becomes the patrol leader and reorganizes the patrol base.

I. Roll one die.

Dice Roll:	1-3	4-6
Go to:	**553**	**580**

598 Your platoon will establish an anti-vehicular ambush along the trail at O(8)32(5). The ambush will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for four hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at N(3)28(0) no later than eight hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

599 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon reorganizes the patrol base and the platoon leader becomes the patrol leader. Your platoon will establish a riverine ambush along the river at L(8)7(5). The ambush will be in place no later than eighteen hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at H(3)11(8) no later than six hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

600 Your squad will conduct a recon of a suspected enemy ammunition dump. The site is located at A(8)14(8). Upon completion, the patrol will be extracted by UH60 aircraft by SPIES from E(5)14(8) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

601 Your platoon will establish an anti-vehicular ambush along the trail at J(3)30(3). The ambush will be in place no later than twelve hours after leaving the previous patrol base. The ambush will remain in place for four hours unless executed earlier. Upon completion, you will be extracted by UH60 Blackhawk helicopters from the pick-up zone at J(8) 28(0). The patrol will be extracted no later than nine hours after leaving the ambush site.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

602 Your squad will conduct a recon of a suspected enemy blocking position. The enemy position is located at M(5)28(8). Upon completion, the patrol will re-enter friendly lines at G(5)37(5) no later than twenty-four hours after leaving the previous patrol base.

I. Plot the new objective and the passage point on the map.

- Plot a re-entry rally point outside of small arms range of the passage point.

II. **Go to 314.**

603 Your platoon will conduct a raid on an enemy supply cache. The cache is located at A(8)23(3). Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at E(3)27(3) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

604 Your platoon will conduct a raid on an enemy command post. The command post is located at M(5)28(5). Upon completion, you will be extracted by UH60 Blackhawk helicopters from a pick-up zone at J(8)28(0). The patrol will be extracted no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

605 After your squad established the patrol base, the other two squads in your platoon and the platoon headquarters arrived at your location for the pre-arranged link up. The platoon leader becomes the patrol leader and reorganizes the patrol base. Your platoon will conduct a raid on the enemy command post located at H(3)11(5). Upon completion, you will be extracted by UH60 aircraft from a pick-up zone at C(3)6(5) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

606 Your squad will conduct a recon of a suspected enemy blocking position. The enemy position is located at E(3)19(0). You will establish a patrol base at E(5)13(8) no later than eight hours after leaving the previous patrol base.

I. Plot the new objective and the patrol base location on the map.

II. **Go to 314.**

607 Your platoon will conduct a raid on an enemy rocket site. The site is located at K(5)25(3). Upon completion, you will be extracted by UH60 Blackhawk helicopters from a pick-up zone at F(8)24(8). The patrol will be extracted no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

608 Your platoon will establish an anti-personnel ambush. The ambush will be located at F(0)30(3) and will be in place no later than eight hours after leaving the previous patrol base. The ambush will remain in place for six hours unless executed earlier. Upon completion, the patrol will re-enter friendly lines at G(0)37(5) no later than twenty-four hours after leaving the previous patrol base.

I. Plot the new objective and the passage point on the map.

- Plot a re-entry rally point outside of small arms range of the passage point.

II. **Go to 314.**

609 Your platoon will conduct a raid on an enemy mortar site. The site is located at I(3)32(5). Upon completion, you will be extracted by UH60 Blackhawk aircraft from a pick-up zone at J(8)28(0) no later than twelve hours after leaving the previous patrol base.

I. Plot the new objective and the location of the extraction point on the map.

II. **Go to 314.**

Task Organization

Standard Patrol Organization

A squad patrol is comprised of a patrol leader and two four man fire teams. The squad leader is the patrol leader while the senior team leader serves as the assistant patrol leader. A squad patrol can be augmented by a machine gun team.

A platoon patrol is comprised of three identical squads and a platoon headquarters. The platoon headquarters consists of the platoon leader or patrol leader, the platoon sergeant or assistant patrol leader, a radiotelephone operator and two machine gun teams.

Task Organizing the Patrol

The patrol leader uses separate organizations for movement and for execution of the mission at the objective. He uses the unit's standard organization for movement, but task organizes for actions at the objective. This means the patrol will move as a squad or platoon, but form different elements and teams at the objective. No man is left alone for any task.

Recon Patrols

To task organize for a recon patrol, the patrol leader first determines the type of recon he has been assigned: area or zone.

Area Recon: This is a recon of a single objective. Area recon patrols have a recon element and a security element.

- The recon element consists of two (or more) recon teams that will conduct a recon of the objective. A two-man surveillance team is designated from the recon teams to maintain surveillance of the objective during the leaders' recon and during the emplacement of the patrol.
- The security element usually consists of three two-man security teams. These teams will cover both flanks and the rear of the objective to protect the patrol during the recon.

Use the following abbreviations to record the Rangers' assignment for actions at the objective.

- *R* Recon Element
- *RFS* Right Flank Security Team
- *LFS* Left Flank Security Team
- *RST* Rear Security Team
- *ST* Surveillance Team *(formed from the recon element)*

Zone Recon: This is a recon of a larger area. A number of two- or three-man recon teams search part of the zone. Each team is responsible for both recon and its own security while moving through the assigned zone. Squad patrols should use three three-man teams. Add any machine gun team to one of the teams.

Fan Method: The patrol leader can have the teams fan out from objective rally point and return with the intelligence they have collected. The teams end up back at the same point. A security team remains in the objective rally point. This is known as the fan method.

Box Method: He may choose to have the patrol split up and recon the zone enroute to a rendezvous point. He can have two elements move along the edges of the zone and another move diagonally through this area. This is known as the box method.

Converging Routes Method: He can also have the teams move along designated routes and link up on the other side of the zone. This is known as the converging routes method.

For simplicity, **Ranger** has the patrol use the fan method to search for a downed aircraft/pilot and one of the other methods to recon a zone.

Use the following abbreviations to record the Rangers' assignment for actions at the objective.

- *R&S* Recon and Security Team
- *RST* Rear Security Team *(fan method only)*

Combat Patrols

To plan the assault, the patrol leader must analyze his mission, the size and nature of the objective area, the enemy situation at the objective and the enemy's ability to react to the assault. Combat patrols have three elements:

- The assault element conducts the actual assault of the objective and consists of most of the soldiers in the patrol. This element provides the special teams used to complete the mission after the assault. A two-man surveillance team is designated from this element to maintain surveillance of the objective during the leaders' recon and during the emplacement of the patrol. The patrol leader should accompany the assault element.
- The support element consists of the machine gun teams and other Rangers armed with key weapons and will support the assault element by direct fire from another position. The assistant patrol leader should accompany this element
- The security element consists of two (or more) two or three man security teams that will protect the patrol during actions at the objective.

The assault element will assault the objective during the attack and withdraw in time to avoid being counterattacked. Several special teams will be formed from the assault element. These include:

- Search and prisoner teams search dead and wounded enemy soldiers, collect and return any enemy prisoners and equipment,
- Demolition teams place and detonate demolition charges to destroy enemy installations *(applies to raid patrols only)*, weapons and equipment and…
- Aid and litter teams provide immediate first aid and evacuate wounded personnel.

For simplicity in **Ranger**, the player does not designate these teams.

Use the following abbreviations to record the Rangers' assignment for actions at the objective.

- *A* Assault Element
- *S* Support Element
- *RFS* Right Flank Security Team
- *LFS* Left Flank Security Team
- *RST* Rear Security Team
- *ST* Surveillance Team *(formed from the assault element)*

Tactical Events Booklet Notes

Refer to these notes during play as necessary.

- The variety of missions included in **RANGER** and the **AO Sierra/AO Victor Expansion Kit** is designed to allow a player to replay the game over and over without playing the same mission twice.
  - They do not represent a single comprehensive patrol plan.
  - A number of missions use many of the same drop, landing and pick up zones.
- Refer to page 96 for notes on task organizing the patrol during planning prior to a mission or in a patrol base.
- If at any point in the game all members of the patrol are *Severely Wounded* or *Killed*, the game is over.
  - The game ends in a decisive defeat.
- Halt movement at the point on the map where the patrol enters a different type of terrain.
  - Immediately **Go to 55** and determine the distance moved in the new type of terrain.
- If an event does not indicate the expenditure of time, the time for the event was included in a previous paragraph.
- To recover casualties or (*optional*) weapons left on the map, return to the location recorded on the map, conduct a security halt and choose to reorganize the patrol (or recover casualties).
- Conduct a security halt during movement to perform any of the following activities:
  - Recon for the objective rally point, the patrol base, or the re-entry rally point.
  - Reorganize the patrol, to include recover casualties or weapons.
  - Issue a FRAGO to change your route or planning.
  - Cross a trail or river.
  - Request a time extension, a mission abort or extraction.
  - Dispose of casualties.
  - Prepare for a small boat movement.
  - Attempt a pre-planned link up with partisans.
- For an emergency extraction by SPIES, conduct a security halt.
  - Choose Request Mission Abort and then, if granted, Request Extraction.
  - The patrol must carry SPIES harnesses.
- Actions at the objective are always rehearsed, but modifiers are included in a number of events in case the player ignores this requirement.
- Use line 35 on the Patrol Record Log to represent either a partisan or a downed pilot.
- Don't erase the mission from the maps until evaluation.
- Record the factors of small arms ammunition remaining to each Ranger on the Patrol Record Log.
  - Do not mark off the individual bullet icons.
- Remember not to use fire support against an enemy closer to the patrol than 150 meters unless the circumstances are dire.
- Machine guns and snipers are only eliminated with specific dice rolls.
  - This will usually require at least two dice rolls as the lower number required to eliminate the enemy asset will not always inflict the casualties needed to reduce the enemy strength to zero.
- If forced off your plotted route by tactical events, issue a FRAGO to move back to your route or to your plotted alternate route.
- The player can choose to end the game in a patrol base.
  - He can also choose to receive, plan and execute the next mission in the extended patrol.
  - If the patrol moves to an alternate location for the patrol base, use the location from the mission card or extended patrolling paragraph when determining the new mission paragraph.
  - Keep track of the new mission's paragraph number in case you have to refer back.

Optional *One Time Pad* Movement Rule:

To avoid repetition during movement, photocopy page 15 and cross off the paragraphs in paragraphs 56, 58, 59, 61, 62, 63, 65, 66, 67 and 68 as they occur.

- If a die roll indicates a paragraph that is already crossed off, select a different paragraph for the same type of terrain as if the die roll had been different.
- Once all paragraphs of any type of terrain have been used once, start this procedure again with another photocopy of page 15.

Optional "*What Are You Doing, Ranger?*" Rule:

You may find yourself in a confused circumstance due to making an error or referring to the wrong paragraph. If you are unable to back track and correct the problem, simply reset yourself at the current (or closest) point on your route and restart the movement procedure.

- Immediately **Go to 55** and resume movement.
- For reference purposes, consider yourself to be a student at Ranger School not a Ranger patrol leader in combat. You will have also just enjoyed fifteen minutes or so of intense discussion and professional development with today's Ranger Instructor.

RANGER

Using the AO Victor / AO Sierra Expansion Kit



The missions in **RANGER** take place in AO Yankee represented by the two maps included with the game.

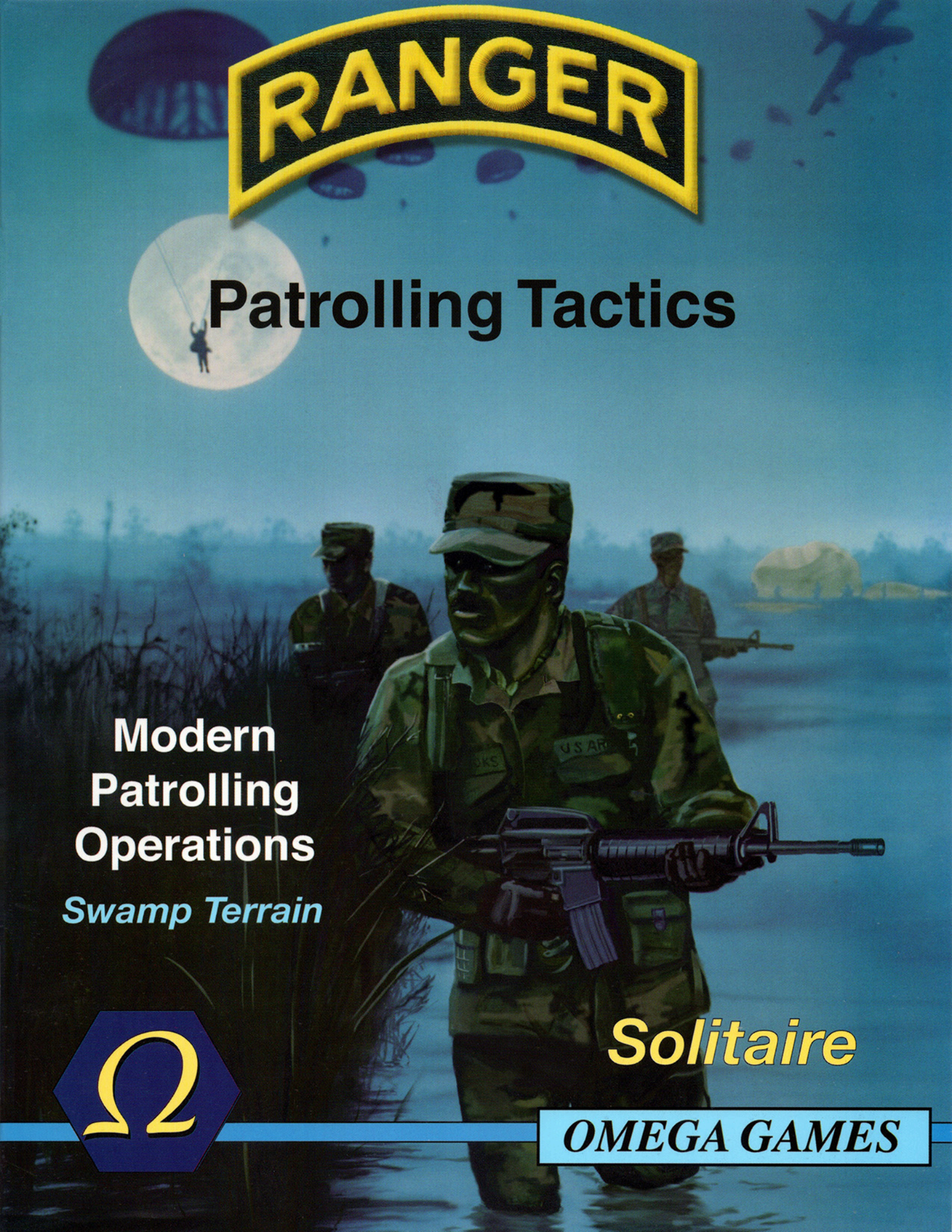
- The game includes twenty-four color mission cards each representing a separate mission.

An optional **AO Sierra/AO Victor Expansion Kit** is available separately from **OMEGA GAMES**.

- AO Victor adds two additional map sections to cover the area of operation to the west of AO Yankee.
- AO Sierra adds two additional map sections that cover the area of operation to the west of AO Victor.
- This expansion kit adds forty-eight additional mission cards for a total of seventy-two different missions.
- Some of the extended patrolling missions in the expansion kit involve all six map sections.

Add the **AO Sierra/AO Victor Expansion Kit** to the game by mixing the mission cards with those from **RANGER**.

- The additional maps and missions are incorporated into the paragraphs of the Tactical Events Booklet.
- Each mission card indicates the map sheets used to play that individual mission.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Modern
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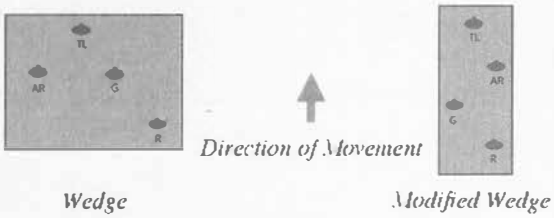
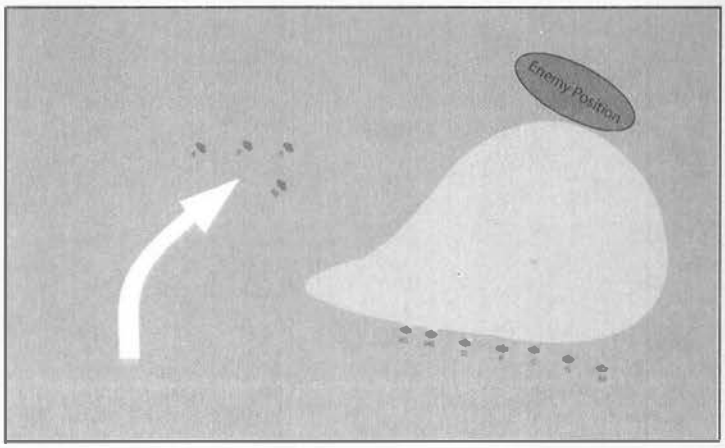
Swamp Terrain
Solitaire
OMEGA GAMES

Tactical Summary

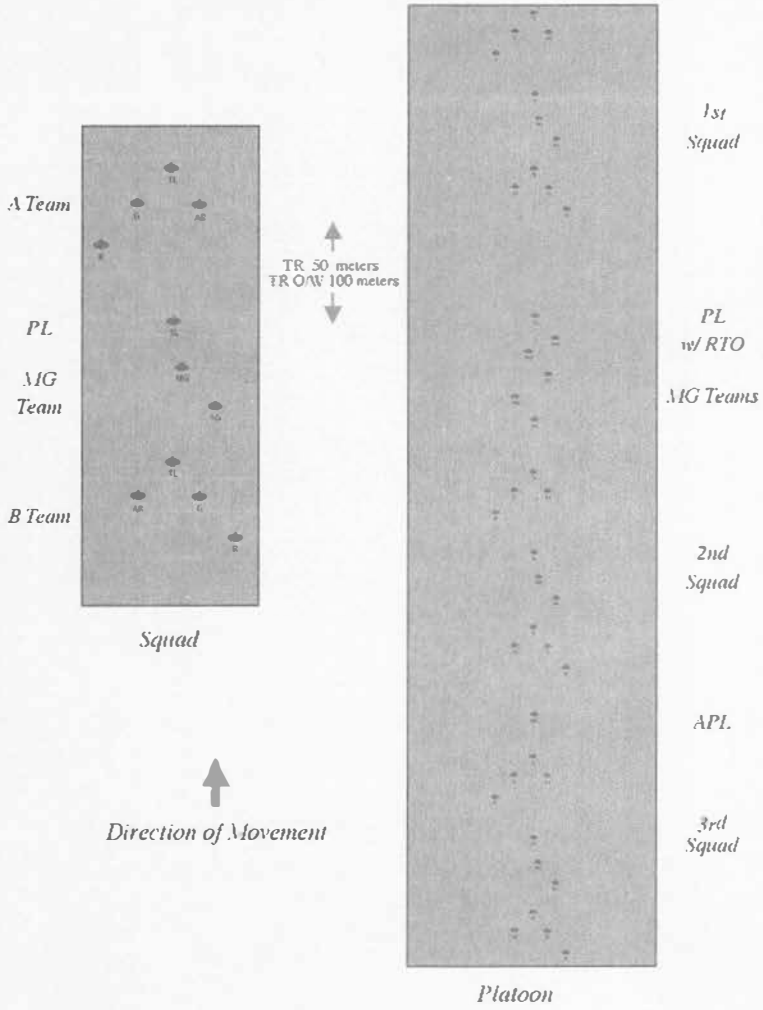
Fire Team Formations

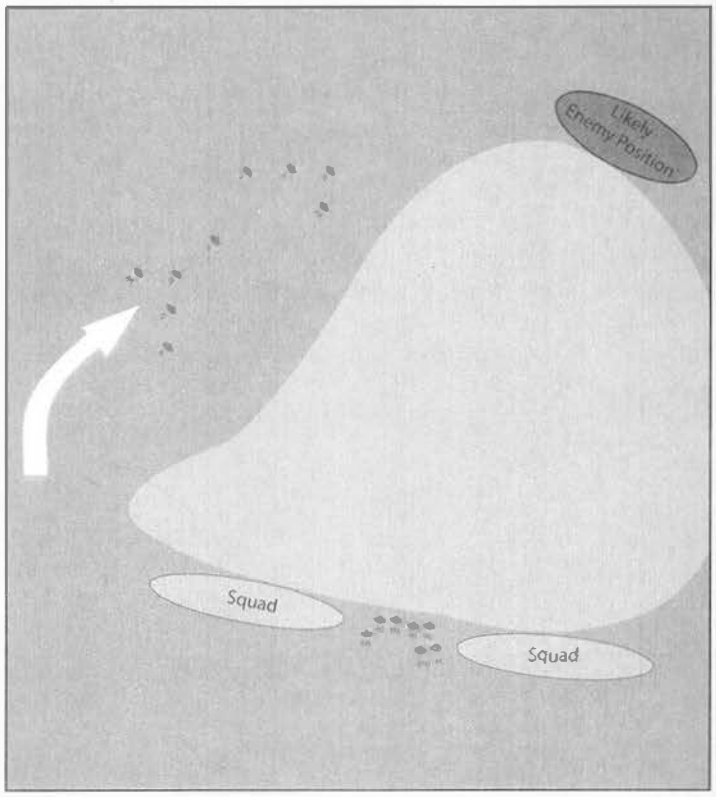


Bounding Overwatch



Traveling / Traveling Overwatch

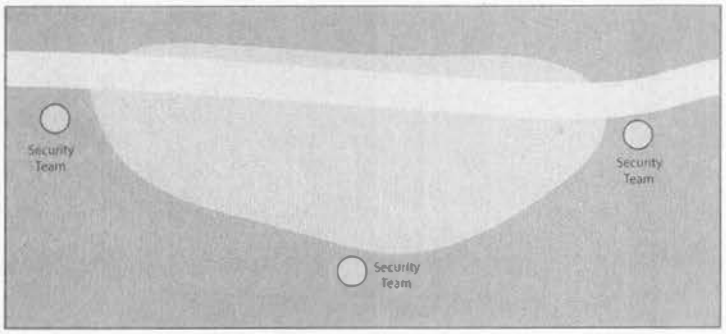




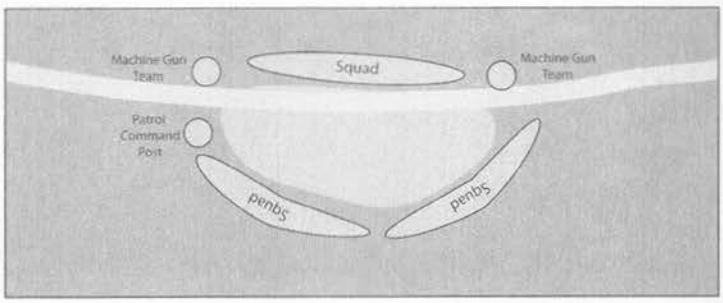
File Formations

The patrol's elements move in modifed wedges one behind another to form a single file with Rangers alternating to the left and right.

Strongpoint



Perimeter



PATROLLING TACTICS

Version 1.0

This is version 1.0 of **Ranger**'s tactics booklet. Registered owners will be informed of all updates.

Registering Your Purchase

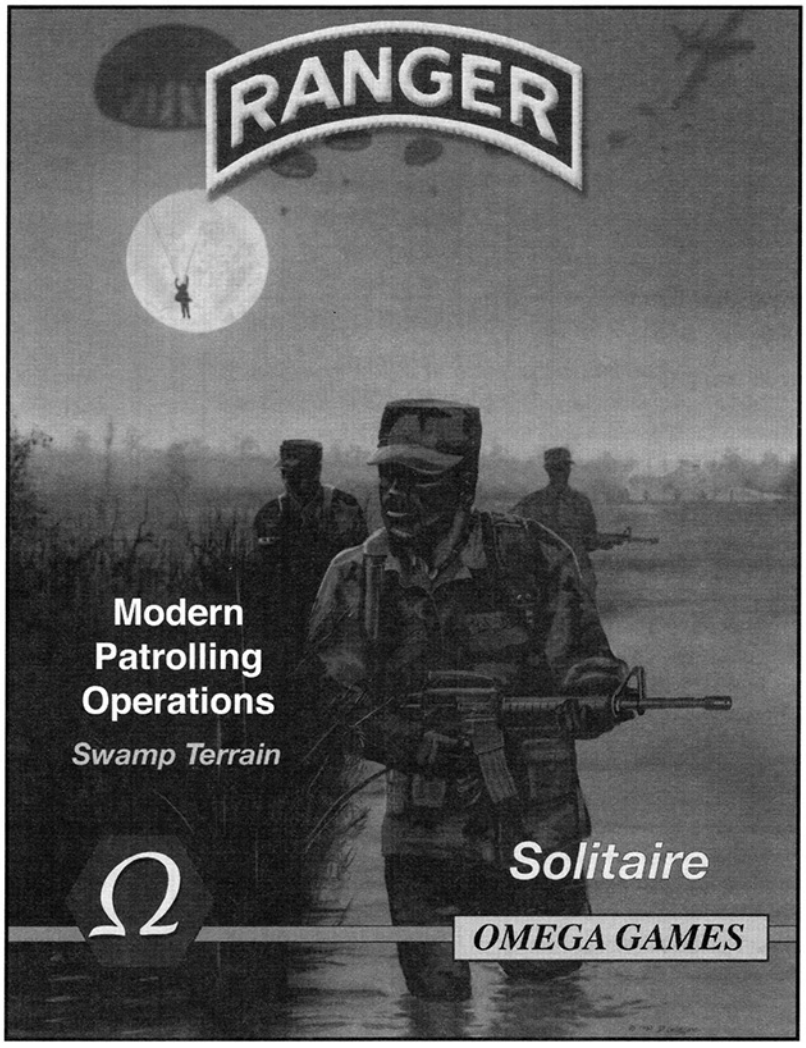
Please register your ownership of this game with **OMEGA GAMES**. We will keep you informed directly of all developments concerning the game and game system. If you request, we will also send advance information on all of our new releases. Please complete and mail the enclosed card or register by e-mail.

Learning to Play

This booklet provides an overview of patrolling tactics. It is not necessary to memorize these tactics to play the game as the Tactical Events Booklet is self-explanatory.

Is This Your First Wargame?

Board wargames are table top simulations of historical or hypothetical military actions from the past, present or future. **Ranger** is not as complex as most wargames. The Tactical Events Booklet guides you through the game. If you need additional help playing this game, please contact us by mail or e-mail.



Game Design: Bill Gibbs

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Phone (813) 661-3804 * Fax (813) 681-7446
e-Mail: OMEGAGAMES@aol.com
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I. Introduction

Small units conduct patrol operations forward of friendly positions. Larger units employ patrols to augment their battle plans. Patrols provide security, gain timely information, harass the enemy and destroy or capture enemy personnel and equipment. They are especially valuable prior to offensives and during defensive situations. The success of patrolling operations depends upon extensive planning, stealthy movement and, when necessary, violence of action.

A patrol is assigned a specific mission directed against a precisely defined objective. This mission can be reconnaissance or combat. A patrol can be any size, but is usually a squad or platoon. When possible, an integral small unit is assigned the patrolling mission. This maximizes the patrol's effectiveness by utilizing all of the small unit's prior training and cohesiveness.

There are five principles of patrolling.

- The patrol must have a simple but thorough plan that is understood by all of its members.
- The patrol leader is responsible for conducting a reconnaissance to confirm the information in the mission briefing.
- The patrol must maintain security throughout the operation.
- The patrol leader must communicate a clear concept of the operation to the entire patrol. This allows the patrol members to concentrate their firepower when necessary to overwhelm the enemy.
- Each patrol member must overcome his discomfort or fear and use common sense to act soundly without supervision.

Patrolling is inherently difficult as the patrol operates alone in enemy territory. If the unit becomes decisively engaged, there are no units on its left or right flank to provide support. The patrol might also be beyond the range of its own supporting artillery or mortar units. Even air support might not be available. Due to this isolation, a patrol must be prepared to face any adverse situation without assistance.

The individual in command of the operation is termed the patrol leader. His leadership is the most essential element of the patrol's combat effectiveness. He provides purpose, direction and motivation for the patrol. He decides when and how the patrol maneuvers, fires and seeks protection. The patrol leader must be technically and tactically proficient in the skills required by his position. He always sets the example for his men, shares all hardships and adheres to all standards he sets for the patrol. He knows himself and constantly seeks self-improvement. He seeks responsibility, must make sound and timely decisions and is accountable for all of his actions. He keeps his men informed and strives to develop a sense of responsibility in them, training them as a team. He looks out for the welfare of his men and employs them within their capabilities. He ensures his patrol understands and accomplishes all assigned tasks.

The patrol leader immediately establishes and communicates a chain of command for the patrol. His second in command is the assistant patrol leader. He requests a status report of men and equipment from all subordinate leaders. He uses the chain of command to keep the members of the patrol informed of new information and changes to the mission. He allows the subordinate leaders the time they need to perform these tasks.

Every member of the patrol must be fully briefed on all plans. Any member of the patrol might find himself the senior surviving Ranger at any time. They must be prepared to take charge on short notice. Due to this amount of responsibility shouldered by each soldier, patrolling is a demanding task.

Although patrols are assigned one primary mission, they might also be given one or more secondary missions. As an example, a combat patrol can be tasked to gather priority intelligence requirements during its mission.

Types of Patrols

There are two major types of patrols:

- Reconnaissance and…
- Combat.

Each type of patrol has its own unique aspects.

Combat Intelligence

All patrols collect and report information. This is one of their most important functions. All enemy activity is quickly and accurately reported. The patrol reports:

- The time the enemy was observed,
- The size and location of the enemy force,
- Its observed activity and…
- All information on the enemy's unit, uniforms and equipment.

The patrol prepares clear sketches of the its objective including any enemy installations or positions. These sketches also include all terrain or obstacles of military importance.

Any captured documents and enemy equipment are collected by the patrol leader after the patrol returns to its unit. He ensures they are marked with the time and location they were captured and turns them in to higher headquarters during the post-patrol debriefing.

Recon Patrols

Recon patrols attempt to stealthily perform a timely, accurate reconnaissance of an objective. They provide commanders

with required intelligence about the assigned target and also report any valuable negative information. The patrol can also be asked to determine specific, critical information termed priority intelligence requirements. The information gained by a recon patrol might be used in planning for future operations or to confirm or deny information gained previously. Recon patrols attempt to avoid contact with the enemy during their mission. If the enemy is aware of the patrol's presence, the information gained is less likely to be useful.

The fundamentals of a reconnaissance patrol are:

- Gain all required information. The higher headquarters assigning the patrol mission indicates the assigned objective to include any priority intelligence requirements. The mission is not accomplished unless all priority intelligence requirements are fulfilled.
- Avoid detection by the enemy. The patrol must not let the enemy know it is in the area of the objective.
- Employ security measures. The patrol must return to friendly lines with the information it has gathered. They must not be surprised by the enemy and need to break contact if the enemy does engage the patrol.

Area recons and zone recons are two types of recon patrols. An area recon is used to search around a specific location. A zone recon is used to search a larger zone designated in the patrol's mission. In both cases, the patrol determines and reports all assigned priority intelligence requirements, all information on the objective and any enemy activity in the area.

Combat Patrols

Combat patrols have a mission to destroy or capture enemy personnel and equipment. They provide security for larger friendly units. Raids and ambushes are two types of combat patrols.

Raids are attacks on an enemy position or installation followed by a planned withdrawal. They are directed against lightly defended targets in the enemy rear area. These targets can include: installations, facilities or key points in the enemy defenses. The attack is executed at a specified time. The patrol:

- Surprises the enemy,
- Assaults the objective,
- Destroys equipment and installations in accordance with their mission and…
- Withdraws from the objective and then the area.

The patrol does not become decisively engaged with the enemy.

Squads do not conduct raids.

Ambushes are surprise attacks from concealed positions. Ambush patrols establish a kill zone in which they are able to isolate and destroy an enemy force. They target moving or temporarily halted enemy forces at a predetermined location to harass and interdict enemy movements. They are established on well-traveled routes or natural lines of drift (ridges, valleys, rivers, etc.) along which the enemy is likely to travel. They must be in position by the indicated time and remain in place for a specified period. The patrol withdraws with all weapons and equipment once the ambush is executed or if no enemy force moves through the kill zone by the designated time limit.

All combat patrols use surprise as a combat multiplier. In other words, the small force inflicts damage and losses on an enemy force in excess of normal expectations due to having achieved surprise. Combat patrols also gather information during their entire mission and can be assigned priority intelligence requirements.

Patrol Organization

A squad patrol is comprised of a patrol leader (PL) and two four man fire teams. The squad leader is the patrol leader while the senior team leader serves as the assistant patrol leader. Each fire team has a fire team leader (TL), a grenadier (G), an automatic rifleman (AR) and a rifleman (R). Each grenadier is armed with an M203 dual purpose weapon. The M203 is an M4 assault rifle with a 40mm grenade launcher mounted under the barrel. Each automatic rifleman is armed with an M248 squad automatic weapon. All other squad members are armed with a standard M4.

Squad Patrol



TL G AR R Sqd Ldr TL G AR R

A Team *B Team*

A squad patrol can be augmented by a machine gun team. The gunner (MG) carries an M240B machine gun. The crew is completed by an assistant gunner (AG) armed with an M4. If the unit is a Ranger unit, the team will also include an ammunition bearer (B). Light infantry platoons have two man machine gun teams, but Ranger platoons feature three man teams.

Machine Gun Team



MG AG *B*

A platoon patrol is comprised of three identical squads and a platoon headquarters. The platoon headquarters consists of the platoon leader or patrol leader (PL), the platoon sergeant or assistant patrol leader (APL), a radio-telephone operator (RTO) and two machine gun teams. These are the machine gun teams used to augment squad patrols. A Ranger unit platoon has a weapons squad consisting of three three-man machine gun teams.

Platoon Patrol

Platoon Headquarters



PL RTO APL

Machine Gun Team *Machine Gun Team*



MG AG MG AG

First Squad



A Team Sqd Ldr B Team

Second Squad



A Team Sqd Ldr B Team

Third Squad



A Team Sqd Ldr B Team

Modern Ranger Operations

The modern battlefield features a number of supporting weapons and assets that can aid the patrol considerably. Orbiting satellites or high-flying unmanned aerial vehicles can provide valuable intelligence updates on the enemy situation in the area just prior to and during the operation. Precision ordnance delivered from aircraft, including low-flying unmanned aerial vehicles, or supporting artillery can provide vital support during combat while minimizing the risk to the patrol. Commanders obviously should not overfly the patrol's operation in an attempt to observe the operation or provide command and control. The presence of low-flying aircraft will alert the enemy to the patrol's presence.

Patrols routinely operate at night. With current technology, a small unit can operate during darkness in almost the same manner as during daylight. Patrol members will be equipped with AN-PVS-7D night observation devices or NODS. These can be worn if the patrol wears patrol caps, but can also be helmet mounted. Leaders will use AN/PVS-14 night vision devices for better observation and have laser or infra-red pointer attachments on their weapons to identify targets for patrol members prior to the attack. The infra-red light on the target is visible through the patrol's night observation devices.

Ranger Units

Although any infantry unit can be assigned a patrolling mission; in the US Army, such missions are the specialty of Ranger units. American Ranger units draw their heritage from the Ranger companies Major Robert Rogers organized and led during the French and Indian War. Rogers was the first to incorporate the methods and techniques of the American frontiersman into a military unit capable of using these skills to perform special missions. A variety of Ranger units were organized during the Revolutionary and Civil Wars. Ranger battalions performed special missions during World War II and specifically organized Ranger companies provided invaluable reconnaissance and combat capabilities during the Korean War and the Vietnam War.

Today's Ranger units include the 75th Infantry (Ranger) Regiment's three battalions and divisional long-range surveillance units. These units provide the Army with a capability to perform special operations and extended patrolling operations in enemy rear areas. They are comprised of individuals with the highest standards, qualifications and training available and have a variety of special weapons and equipment. Specialty personnel such as forward observers, Air Force combat control parties, medics or demolition experts might be attached to a patrol for certain missions with special requirements.

A Ranger patrol can also consist of men selected, organized, equipped and rehearsed for a single specific mission of particular importance or extended duration. The patrol might be disbanded after the operation. This mission can be a strategically planned operation or a long-range recon or raid used to harass and interdict a target deep behind enemy lines. The 1970 raid on the Son Tay prisoner of war camp in North Vietnam is an excellent example of this type of operation.

Partisans

Patrols might, under certain circumstances, be able to count upon the assistance of local partisans. Friendly partisans can be extremely valuable as guides and informants. They will assist the patrol in navigation and security. Partisan link ups are coordinated by higher headquarters.

The patrol must link up with the partisans through a pre-arranged rendezvous procedure. Linking up with partisans can be very risky. Neither party can afford to completely trust the other. Both far and near recognition signals must be properly exchanged or either side might open fire on the other. Far recognition signals are usually visual. They will not stand out to anyone not looking for them. Near recognition signals are usually verbal and will often be part of a normal sounding exchange between strangers meeting for the first time.

Do not allow partisans access to any information that can be used against friendly forces. There is no guarantee of their actual or long term loyalties. Upon extraction, the partisans may either accompany the patrol or be left in the area of operations. If the patrol moves away from a partisan, it uses an alternate azimuth initially to conceal the actual route.

II. Planning

Planning for a patrol begins when the patrol leader receives the mission briefing from headquarters. Although patrols can be initiated at company or platoon levels, they are usually coordinated by the battalion Intelligence Officer and Operations Officer. The Intelligence Officer develops the missions for recon patrols while the Operations Officer directs combat patrols. The Operations Officer will also designate an area for rehearsals. The Supply Officer will provide all special equipment needed for the mission. Battalions are the smallest units with a staff to plan and properly implement a patrolling plan.

The patrol leader will receive an operations order detailing the enemy and friendly situation, the patrol's mission, the concept of the operation, sub-unit missions, coordinating instructions, supply, command and signal instructions. The coordinating instructions indicate the area where planning and patrol preparations are to take place, the time and location for all coordination and drawing special equipment and ammunition, and the time and place for test firing weapons.

The patrol leader is responsible for the detailed planning of the patrol's operation. His plan must completely address the patrol's actions at the objective. He also must plan for all of the patrol's other actions during the mission. There must be contingency plans for unexpected developments; each of which must be planned in advance. All of these are rehearsed as much as possible.

The assistant patrol leader assists the patrol leader in planning for the mission, ensuring the patrol follows the time schedule stated in the warning order. He supervises the requesting and drawing of the supplies, ammunition, special equipment and weapons the patrol needs for the mission. He conducts coordination as assigned and organizes the test firing of all weapons. He also monitors the patrol's security, discipline and welfare.

Coordination

The patrol leader is also responsible for all coordination with the:

- Intelligence Officer,
- Operations Officer,
- Supporting and…
- Adjacent units.

He conducts fire support coordination with the fire support officer and the air liaison officer. If the patrol will pass through friendly lines, he also coordinates with the friendly forward unit. If they will be transported, he coordinates with the aviation unit or support unit providing the trucks. He reviews checklists prior to coordinating to ensure he covers all required points.

Tentative Planning

The patrol leader first develops a tentative plan.

- He formulates his estimate of the situation and uses it in creating this plan.
- He analyzes his mission including all implied tasks.
- He considers the commander's intent, the enemy and friendly situations, his mission-essential tasks and his patrol's limitations.
- He also considers the impact of both the terrain and weather on operations.

When analyzing the enemy situation, he reviews the enemy's composition, strength and disposition. He examines the information on the enemy's recent activities and reinforcement capabilities. Finally he considers the enemy's possible and expected courses of action. He must prepare for what could happen as much as what is expected to happen.

He analyzes the terrain for obstacles, cover and concealment. Cover is protection from fire; concealment protection from observation. He looks for any positions that offer good observation and fields of fire. He checks the approaches to and the area around the objective. He identifies and analyzes possible avenues of approach. He looks at these from both friendly and enemy vantage points. He also identifies and analyzes the key terrain in the area of operations. Finally, he considers the impact of any civilians in the area on the mission.

Time, especially daylight, will often be a limited resource. The patrol leader works backwards within the framework of his mission to set a realistic time schedule. He does not use more than one-third of the available planning period. He leaves at least two-thirds of the time for his subordinate leaders to prepare their units for the mission.

He develops several courses of action. Each must be feasible and tactically sound. He analyzes and compares these courses and decides on the one most likely to accomplish the mission. He also determines if the patrol needs to begin moving to its departure point at any point during planning. If the available planning time is short or the distance to be traveled is great, the patrol may have to complete its planning and preparations while being transported.

Organizing the Patrol

The patrol leader organizes the patrol to accomplish the mission. He will probably use separate organizations for movement and for the execution of the mission at the objective. He will usually use the unit's organization for movement but task organize for actions at the objective. This means the patrol will move as a squad or platoon, but form different elements and teams at the objective. He ensures no man will be left alone for any task.

Recon patrols have a recon element and a security element.

- The recon element consists of two (or more) two or three man recon teams that will conduct a recon of the objective.
- The security element consists of two (or more) two or three man security teams that will protect the patrol during the recon.

Combat patrols have an assault element, a support element and a security element.

- The assault element consists of most of the soldiers in the patrol. This element conducts the actual assault of the objective and provides the special teams used to complete the mission after the assault.
- The support element consists of the machine gun teams and other Rangers armed with key weapons who will support the attack by direct fire.
- The security element consists of two (or more) two or three man security teams that will protect the patrol during actions at the objective.

Depending on the mission, several special teams will be formed from the assault element. These include:

- Surveillance teams,
- Search and prisoner teams,
- Demolition teams and...
- Aid and litter teams.

All patrols also have at least one enroute recorder to keep written notes and sketches of all enemy activity and positions. The patrol does not leave any personnel, critical weapons or equipment behind under the assumption the mission will go as planned. The patrol leader ensures heavy and bulky equipment is distributed evenly throughout the patrol. He also provides security for the patrol during the entire mission.

Planning a Recon Patrol

In planning a recon patrol, the patrol leader begins by determining the type of recon he must conduct. If the objective is a single location, he will conduct an area recon. He will need to plan for two (or more) recon teams to conduct the reconnaissance of the target. Each recon team will consist of two men. He will also need to place security teams around the objective to protect the recon teams. Again, each security team will consist of two men. Teams will cover both flanks and the rear of the objective.

If the patrol must recon a larger area, the patrol leader must plan for a zone recon. This involves assigning a number of two or three man recon teams an area to search. The patrol leader can have the teams fan out from a central point and return with the intelligence they have collected. The teams end up back at the same point. This is known as the fan method. He may also choose to have the patrol split up and recon the zone enroute to a rendezvous point. He can have two elements move along the edges of the zone and another move diagonally through this area. This is known as the box method. He can also have the teams move along designated routes and link up on the other side of the zone. This is known as the converging routes method. Once the recon teams link up again, the patrol leader assesses whether or not they have accomplished the mission.

Planning a Combat Patrol

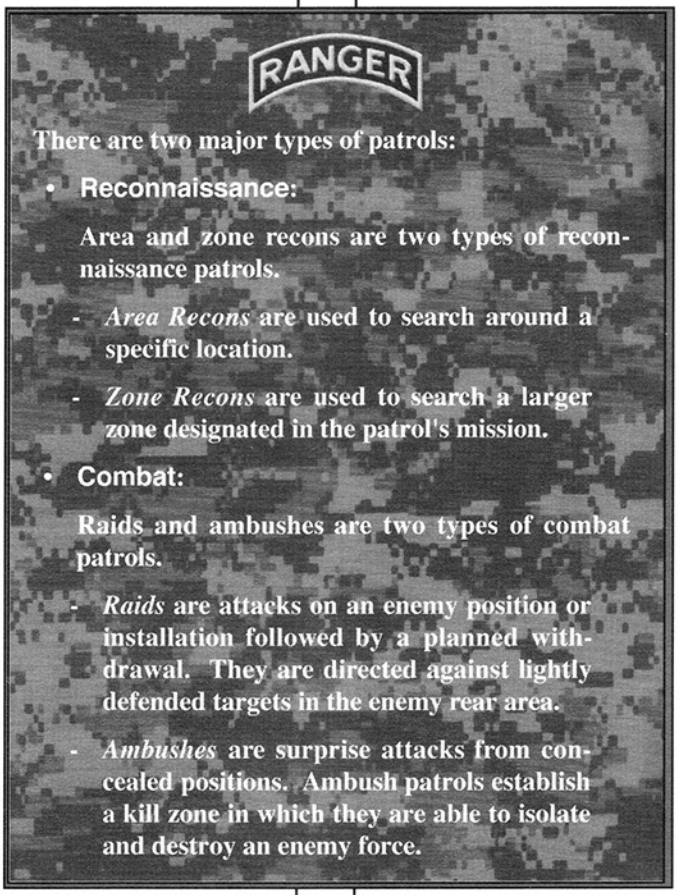
In planning a combat patrol, the patrol leader plans to assault the objective with one element. He has another element support this assault by direct fire. He also uses any available indirect fire support to seal the objective area and prevent enemy reinforcements from reaching the area. He does this by analyzing enemy avenues of approach and placing pre-planned fires along these likely avenues. These targets are at least one thousand meters from the objective.

The patrol will assault the objective during the attack. They will search dead and wounded enemy soldiers, collect prisoners and equipment, place and detonate demolition charges and withdraw in time to avoid being counterattacked. To plan the assault, the patrol leader must analyze his mission, the size and nature of the objective area, the enemy situation at the objective and the enemy's ability to react to the assault. His plan will cover the objective with sufficient fire to accomplish the mission and establish how the patrol will withdraw from the area. He also plans reactions if they encounter unexpected enemy forces during the mission.

Ambush Patrol Considerations

An ambush mission will usually be a point ambush with a single kill zone. This kill zone is covered by the fire of the patrol. A larger patrol can also be assigned an area ambush. The patrol targets multiple, related kill zones in an area and splits its forces between them.

Kill zones can be linear or L shaped. In a linear ambush, the assault and support elements occupy positions parallel to the



enemy's route. Both elements fire into the flank of the moving enemy force. In an L shaped ambush, the assault element occupies positions parallel to the enemy's route while the support element's position lies at a right angle to the assault element. The assault element fires into the enemy's flank while the support element engages them from the front or rear. The L shaped ambush is often used at curves in a road or trail. Both elements should remain on the same side of the road or trail. There are several other types of ambushes such as the Z, T, V, triangle, box and the baited trap. These are used less often.

The patrol leader must develop a sound plan that covers the entire kill zone. He makes use of any natural obstacles to keep the enemy in the kill zone. He will also use claymore mines and key weapons to ensure the enemy is unable to escape from the kill zone during the attack.

Raid Patrol Considerations

Planning a raid is similar to planning a platoon ambush. The assault element might have to breach an obstacle such as a wire perimeter around the enemy position being raided. They will probably also have more extensive demolition work to perform on the objective.

The fundamentals of a raid are:

- Surprise and speed. The patrol infiltrates the area without being detected and surprises the enemy.
- Coordinated fires. The patrol seals off the objective with synchronized direct and indirect fire.
- Violence of action. The patrol overwhelms the enemy with fire and maneuver.
- Planned withdrawal. The patrol leader withdraws the patrol from the objective in an organized manner. The patrol maintains security throughout the withdrawal and movement from the area.

The Objective Rally Point

In most missions the patrol will return to the objective rally point after execution of the mission. There they quickly repack all equipment and reorganize for movement. In some cases, returning to the objective rally point is not the best solution. If the patrol's route from the objective would cause them to recross the objective, the patrol carries all of their equipment with them from the objective rally point. After execution of the mission, the patrol continues on from the objective. Once on the far side, they regroup and move out of the area.

Warning Order

The patrol leader issues a warning order as soon as possible. This provides the patrol the maximum amount of time to prepare for the mission. The warning order includes enough information to allow the members of the patrol to begin preparing for the mission. This order follows a specific format.

- Situation - Covers both the enemy and friendly situations including the locations and identification of any known units and all activities and intentions. Any attachments or detachments are indicated.
- Mission - States clearly who, what, where, when and why for the patrol.
- Chain of command.
- Organization.
- Uniform.
- Weapons and ammunition.
- Equipment.
- Time schedule - Includes the time and location for the operations order, inspections and rehearsals.
- Special instructions needed to prepare for the mission.

These instructions direct the patrol to conduct all remaining coordination, test fires, the drawing and issuing of ammunition and special equipment. The patrol leader assigns many of the preparation tasks to subordinate leaders. He delegates these tasks to ensure all are completed in the time available. The patrol uses the time until the operations order to prepare for the mission. Designated patrol members also help the patrol leader complete a terrain model and sketches for the operations order. The leaders supervise and manage time throughout planning to ensure the time schedule is followed.

Leader's Recon

The patrol leader makes a personal reconnaissance of the area of operations. He will not always be able to observe or fly over the area. In these cases, a map reconnaissance might be the best solution. The reports of others and satellite or aerial images can prove very valuable in filling out the picture of the target. The patrol leader uses this reconnaissance to confirm or adjust his tentative plan.

Continued Planning

After his reconnaissance, the patrol leader completes his planning. Preparation for the mission continue during this period. He incorporates all information he has gathered and any changes to the situation from his mission briefing. He might or might not change his tentative plan, but he will add detail. He follows the principles of patrolling. There are a variety of specific techniques that can be used to perform actions during patrols. The patrol leader uses the unit's standard operating procedures and his experience and preferences to determine the techniques the patrol will use. As an example, the patrol must provide security at the objective. The patrol leader determines the specific number of teams and their assigned locations. He incorporates these techniques into his planning. He finalizes his concept of the operation and fire support plan and assigns specific tasks to the elements and teams.

Route Planning

In planning routes to and from the objective, the patrol leader uses terrain that will reduce the prospect of the patrol encountering any enemy forces. He studies the map again. He will use the terrain he identified earlier as offering good cover and concealment to help avoid enemy detection. He uses prominent terrain features to establish boundaries for the patrol's operation. This might be difficult as there are fewer identifiable terrain features in flat, coastal, swampy areas. He avoids known enemy locations and any key terrain he believes the enemy is likely to occupy. He does not move along natural lines of drift. The patrol should avoid danger areas if possible. The patrol is more likely to be spotted and engaged on a trail or in the open than in jungle or swampy terrain. Enemy units are less likely to occupy positions in terrain that is wet or difficult to traverse. Villages, obstacles and areas of dead fall should be bypassed if possible. Occupied villages ensure the patrol will be spotted; dead fall areas, in which all trees are fallen, inhibit movement greatly.

The patrol leader does not select a single long, straight route to and from the objective. Instead, he uses routes that consist of several straight segments, or legs. The use of legs breaks up navigation and minimizes the effects of any errors. Each leg should not be too short or too long, but their actual length depends on the terrain. Use terrain features as checkpoints where possible. Such terrain features are scarce in flat, jungle or swampy terrain, so the patrol will have to rely on their navigation skills with a compass and pace count. Global positioning system receivers will aid the patrol in knowing their exact location. With all of this in mind, the patrol leader keeps each leg of the routes under two thousand meters if possible.

Fire Support Plan

An integral part of planning a patrol's route is the development of the fire support plan. The patrol leader plans for this critical support early in his planning process and revises it as necessary throughout the mission. He utilizes all available assets and plans to observe and adjust pre-planned fires as appropriate. Some targets will be planned for diversion, to seal the objective or to aid in the withdrawal of the patrol.

The patrol leader personally coordinates with the fire support officer to establish coverage of the patrol's movements. Aerial support such as AC130 gunships, helicopter gunships, tactical air support with laser and global positioning system guided smart munitions or unmanned aerial vehicles might also be available. In some cases, the patrol will also have naval gunfire support. Air support can be planned or immediate. Immediate air support responds to emergency calls for close air support.

Target reference points (TRPs) are plotted and recorded with the fire support officer to aid in calling indirect fire in the event it is needed. The objective and its approaches are primary targets with additional target reference points plotted along the route. If fire support is needed, the artillery and mortar units' response time is greatly reduced if the target is within a short distance of a target reference point. The patrol completes two copies of the fire support target overlay with all required information for the supporting units and the patrol. This map overlay details the patrol's routes and all preplanned targets. Target numbers are assigned to these targets during coordination. If the patrol will be transported by air or moved by trucks, the patrol leader also plans for fire support along these movement routes.

Alternate Route

An alternate route with its own target reference points is also planned. The patrol will use one route to the objective and a separate route back to friendly territory. A third route can serve as the alternate for both of these routes. If the patrol needs to deviate from its primary route, the patrol leader will utilize the pre-planned alternate route if possible. If an alternate route with its target reference points was not plotted or cannot be utilized, the patrol loses some of the advantage of coordinated fire support.

Equipment

The patrol leader must determine the equipment needed to accomplish the patrol's assigned mission. The patrol will wear the unit's standard uniform for patrolling and carry their standard equipment. They will carry rations for several days and have at least double the basic load of ammunition. Resupply might not be readily available. The patrol will also draw and carry certain weapons and items of special equipment. The patrol leader distributes this extra equipment evenly among the men of the patrol. This equipment includes:

- Special weapons and ammunition,
- Radios and signal equipment,
- Binoculars and cameras,
- Night observation devices and...
- Ropes.

Each Ranger carries a rucksack to aid in transporting his equipment. Most special equipment is carried in the rucksack and not ready for immediate use. This equipment, to include additional ammunition, is readied for use at a security halt or during actions at the objective.

A platoon patrol's primary radio is carried by the radio-telephone operator. One man carries a squad patrol's radio in his rucksack as an additional duty. This also applies to a platoon patrol's second radio. These radios are AN/PRC-119 SINCGARS radios which have many capabilities that enable the patrol to be more effective. They are capable of voice and digital communications. They can operate on a single frequency or in frequency-hopping mode. These radios are used to contact higher headquarters and adjacent units. Each patrol has, as standard equipment, several smaller AN/PRC-126 ICOM squad radios. They are used for short range internal communication. These radios allow key personnel to exchange information and signals when separated.

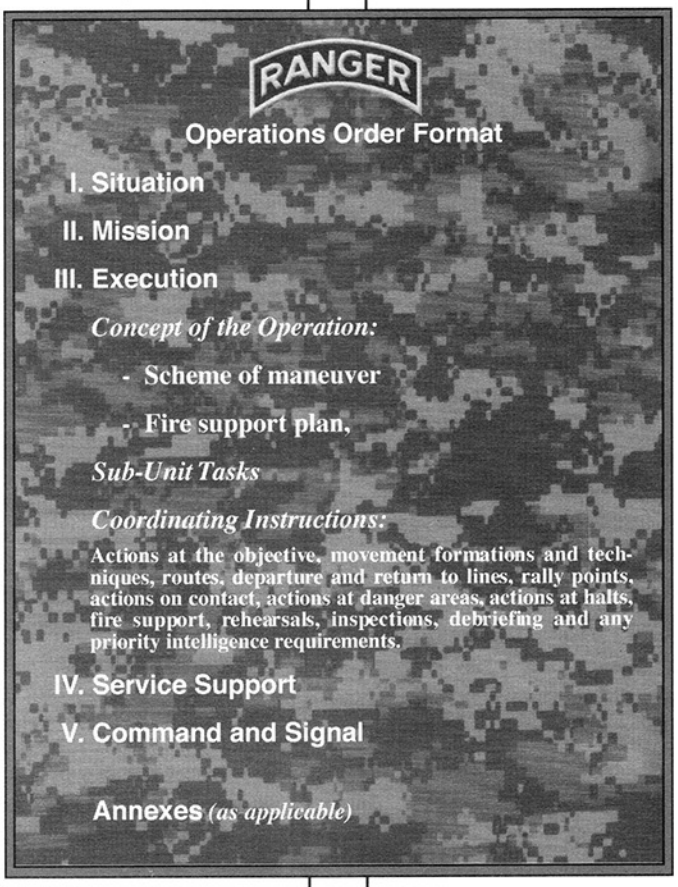
The Javelin medium anti-tank weapon is the patrol's anti-vehicular weapon. This powerful anti-tank weapon is a highly lethal, man-portable, true fire and forget weapon. When fired, the missile arcs up into the sky and plunges on the target, striking it where its armor is the thinnest. The soft launch of the missile also allows firing from a covered position. This makes it difficult for the enemy to determine the location from which the missile was fired. The Javelin also has a direct fire mode for use when the target is under cover. It has a range in excess of 2,500 meters.

The command launch unit of this system is the weapon. The tube containing the missile is considered to be a round of ammunition. One command launch unit is carried per squad, but more than one round of ammunition can be carried. Even without a missile, the launch unit is an excellent observation device that functions in all conditions.

Operations Order

Prior to commencing the patrol, the entire operation is outlined in an extensive operations order. The patrol leader uses maps, chalkboards, aerial or satellite imagery, sketches and terrain models to illustrate his plans during this order. This comprehensive plan is developed and issued by the patrol leader to outline the patrol's actions from inspections to debriefing. Although unit standard operating procedures regarding uniform, equipment and common patrolling tasks might apply to many areas of the order, all others will be fully covered. The operations order addresses:

- The enemy and friendly situation, weather, terrain and any attachments or detachments.
- The mission - States who, what, where, when and why the action is to be accomplished.
- Execution of the mission to include:
  - The concept of the operation detailing both the scheme of maneuver and the fire support plan,
  - Sub-unit tasks and...
  - Coordinating instructions.
- Service support to include:
  - Logistical support,
  - Materiel supply,
  - Any changes to weapons, ammunition and special equipment since the warning order was issued,
  - Transportation,
  - Medical support and...
  - Prisoner procedures.
- Command and signal including:
  - Details of the location of key personnel during the mission,
  - All communications instructions including the password and running password and...
  - All hand and arm signals to be used during the patrol.
- Any applicable annexes to cover special aspects of the patrol.



Coordinating instructions are very detailed and cover:

- Actions at the objective,
- Time of departure and return,
- Movement formations and techniques,
- Routes including any alternate routes,
  - The patrol leader moves to the terrain model and describes the routes to and from the objective.
  - He covers each leg in detail tying in the pre-planned fire support and target reference points.
  - He also covers the alternate route and its fire support plan.
  - He includes any preliminary movement to the forward unit or marshaling site.
- Departure from and return to lines including detailed procedures for passage of lines or insertion,
- Rally points for regrouping along the route and actions at this points,
- Actions on chance contact with enemy forces,
- Actions at danger areas such as roads, open areas, rivers and minefields,

- Actions at halts during movement,
- Fire support plan including target reference points,
- Rehearsals of all of the above actions,
- Inspections prior to departure,
- Debriefing upon return to friendly lines and…
- Any priority intelligence requirements to be obtained during the mission.

The annexes cover any:

- Insertion by aircraft,
- Patrol base activities,
- River or stream crossing,
- Aerial re-supply,
- Small boat operations,
- Link-ups with other patrols or…
- Transportation by trucks.

The operations order is attended by every patrol member.

Inspections and Rehearsals

After the operations order, the patrol leader conducts inspections and rehearsals. A detailed and systematic initial inspection checks patrol members' preparations and readiness. Leaders inspect and question every member of the patrol. They inspect all weapons, ammunition and equipment. The patrol makes on the spot corrections where possible. Leaders make notes of any discrepancies that remain. After this inspection, the patrol makes any corrections necessary.

The patrol then moves to the designated rehearsal area. This area is as similar to that of the operation as possible. The patrol leader conducts rehearsals to:

- Practice essential tasks,
- Look for weaknesses and problems,
- Improve the coordination of elements of the patrol and…
- Reinforce patrol members' understanding of the patrol's plan.

All of the patrol's actions are prioritized and rehearsed in the order determined by the patrol leader. At a minimum; actions at the objective, actions on enemy contact and actions at danger areas are rehearsed. If the mission is to be executed at night, daylight and night rehearsals are conducted if possible. Each action is discussed and then rehearsed to the patrol leader's satisfaction. Rehearsals continue as time permits. If time limits do not allow full rehearsals, conduct at least brief back rehearsals where the patrol talks through its actions.

The patrol has a full dress, final inspection where all deficiencies from the initial inspection are checked. The Rangers apply all camouflage prior to this inspection. Afterwards, they sterilize the planning area as a counter-intelligence step. They leave no information or indication of their actions in the planning area. The patrol then moves to the marshaling site for insertion or the forward friendly unit for infiltration.

RANGER

Operations Order Annexes

Annexes cover any complex or critical aspects of the operation in greater detail. Annexes include:

- ***Air Movement***

  Covers transport or insertion of the patrol by aircraft.
- ***Patrol Base***

  Covers the patrol's activities during the occupation of a patrol base during the mission.
- ***River or Stream Crossing***

  Covers crossing a water obstacle during the mission.
- ***Aerial Re-Supply***
- ***Small Boat Operations***

  Covers transport or movement of the patrol by boats.
- ***Link-Up***
- ***Truck Movement***

  Covers transport of the patrol by trucks.

Fragmentary Orders

A fragmentary order (FRAGO) is an abbreviated version of the operations order. They are often issued on a daily basis. The patrol leader also issues a fragmentary order during the mission to change or modify planning.

As a minimum, a fragmentary order covers:

- The updated situation,
- The new or restated mission,
- Any new tasks for subordinate units and…
- Any new or modified coordinating instructions.

Only those areas of planning that change are covered. The rest of the operations order remains in effect.

Contingency Plans

The patrol leader issues a contingency plan to the assistant patrol leader or next senior Ranger any time he leaves the patrol or element's location. He informs the subordinate:

- Where is going,
- Who he is taking with him,
- How long he will be gone,
- What to do if he doesn't return by the set time and…
- What each element will do if the enemy attacks either while they are separated.

III. Insertion/Infiltration

The patrol must move forward of friendly positions to begin operations. The patrol can either infiltrate through enemy positions by ground movement or be inserted into enemy territory. A patrol can be inserted by parachute, airmobile landing, fast roping or helocasting from helicopters or by small boat movement. Insertion or infiltration should be undetected.

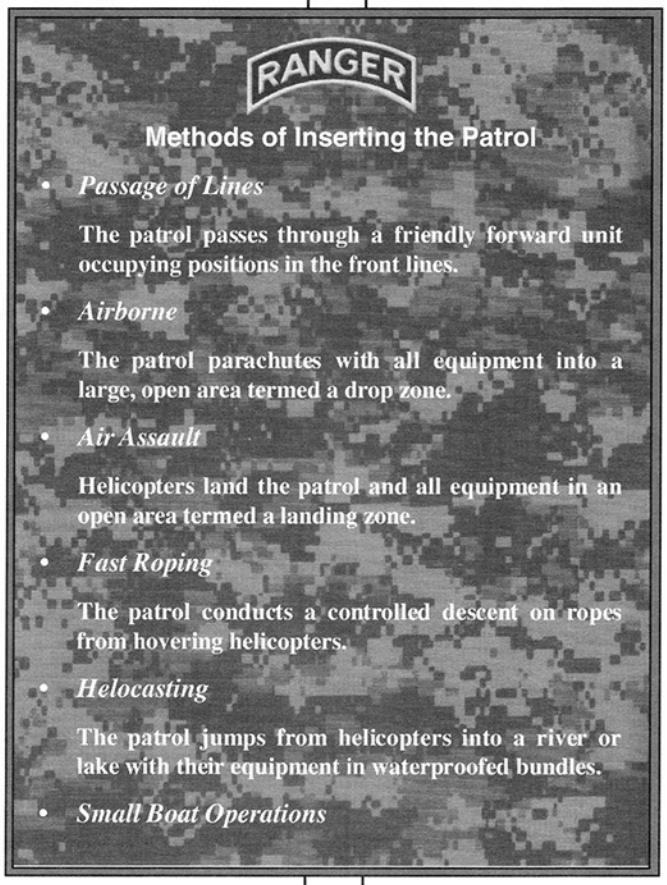
The patrol's objective can be deep in enemy territory or relatively close to friendly lines. Insertion is usually used to place a patrol closer to a deep objective. Infiltration is generally used when a patrol's objective is closer to friendly positions. A long-range patrol can pass through friendly lines, however, and conduct a lengthy ground movement to reach its objective.

Passage of Lines

Units that pass through friendly lines conduct detailed coordination with the friendly forward unit prior to arriving at that unit's location. When and where the patrol is to arrive and the enemy situation are covered in this coordination. The patrol will usually use trucks to move to the forward unit, but can also move by foot. Upon arrival, the unit is met by a guide from the forward unit who escorts them to a security position. The patrol leader establishes this as the initial rally point. The patrol will remain here no longer than necessary. The patrol leader conducts a final coordination with the commander of the forward unit at which only in-formation each leader needs to know is exchanged. The patrol leader confirms his plan and prepares the patrol to move through lines.

The guide leads the patrol leader, the primary compassman and a security team through friendly positions to the near side of all fortifications. This security team can be a two man team or a fire team depending on the size of the patrol. The guide then leads the security team through a concealed opening in the fortifications, wire and minefields to the release point. The team clears the route from the release point to the first covered and concealed position forward of friendly lines.

The guide then returns to the patrol and leads them forward to the passage point. The assistant patrol leader is at the front of the formation with the guide. Each Ranger locks and loads his weapon at the wire and places it on safe. At the release point on the far side of the gap in the wire, the assistant patrol leader identifies each member of the patrol as they pass his position. After the last man passes, the assistant patrol leader informs the guide how many men left friendly lines, the running password and how long he is to remain at the release point. After the patrol moves out of the area, the guide waits the indicated period and returns to his unit.



Insertion

Objectives far forward of friendly lines are usually assigned to patrols that will be inserted into the area of operations. This minimizes the risk of the patrol being discovered during a long movement. It also allows the patrol to be relatively fresh and alert during actions at the objective. The point of insertion should be far enough from the objective so as not to alert a defending enemy force. There are several methods of inserting a patrol into enemy territory:

- Parachuting,
- Airmobile insertion,
- Fast roping or helocasting from helicopters and...
- Using small boats.

The method used depends upon the enemy situation and the friendly assets available.

Air Operations

Airborne operations, airmobile insertions and fast roping or helocasting from helicopters all involve using aircraft to transport the patrol to the area of operations. Parachuting, fast roping and helocasting require special training and rigging prior to embarkation. The patrol leader must monitor the patrol's location during transportation. Once the patrol is on the ground, he must know exactly where they are located.

Airborne insertion involves parachuting into a large, open area termed a drop zone. All personnel make a static line parachute jump with all equipment. Special advanced training can allow small elements to free fall from high altitudes, but most airborne operations are low level, static line jumps. Airborne insertion can be conducted from US Air Force transport aircraft or US Army helicopters. Airborne operations are only

used when necessary due to the increased risk of injury. The patrol can also be scattered during a parachute jump.

With helicopters the patrol can land, parachute, fast rope or helocast. Fast roping or helocasting is used in areas where terrain does not permit a helicopter to land. When fast roping, the Rangers use thick ropes and work gloves to conduct a controlled descent from hovering helicopters. Fast roping is less time-consuming than rappelling. Helocasting involves jumping with bundles of waterproofed equipment from helicopters hovering or moving slowly over a lake or river and swimming to shore. In an airmobile insertion the helicopters set down momentarily in an open area designated as the landing zone. During the instant the aircraft are on or just above the ground, the patrol disembarks with all of their equipment.

The patrol leader develops an aircraft load plan during planning. He cross-loads aircraft with critical personnel to minimize the effect of any lost aircraft on the mission. For instance, all of the leaders are not on the same aircraft. All members of a machine gun crew would be loaded on the same aircraft, however, since the loss of a single man or piece of the weapon reduces the effectiveness of the weapons crew. When using helicopters, the possibility exists of reduced airlift being available. Maintenance problems or combat losses can limit the number of aircraft that arrive at the marshaling area. The environment or aircraft condition can also reduce the airlift capacity of the aircraft. For this reason, the patrol leader develops a bump plan that would provide a new load plan in the event of any reduction in airlift capacity.

In all types of air transported insertions, the Rangers move quickly to a pre-designated assembly point and quietly reorganize for movement once on the ground. The danger of the patrol being discovered and engaged during insertion is greater if the patrol is slow in moving off the landing zone or drop zone. As soon as possible, the patrol commences movement to their objective. After moving several hundred meters, the patrol leader conducts a security listening halt.

Small Boat Operations

The patrol can also use small boats for insertion. The patrol is usually moved by larger naval craft or aircraft into the area of operations and dropped off. The patrol is cross-loaded in boats as during air movement. Each boat has a leader or coxswain. The coxswain is responsible for commanding and steering the boat during movement. He also supervises the loading and lashing of equipment in the boat.

Movement by small boats depends upon stealth. If contact occurs, very few Rangers will be able to fire as ten of the dozen or more men in each boat are involved in paddling. Certain key weapons, however, will be rigged to provide a limited direct fire capability.

Each boat is silently propelled by the paddling of ten men. The individual Rangers straddle the inflated sides of the boat with their weapons slung over their backs and paddle with oars. Depending on the enemy situation, the patrol might use outboard motors on the boats. This will increase the patrol's speed and greatly reduce fatigue, but the noise may compromise security.

A member of each boat crew is assigned the duty of navigator. The navigator is charged with maintaining the patrol's exact location by using a compass for resection (using azimuths to known points for reference), GPS or following the course of the river on the map. During darkness, the navigator may operate with a red-filtered flashlight concealed under a lined poncho in the bottom of the boat. Another Ranger quietly relays navigational information to the covered Ranger.

Upon reaching the debarkation point, the patrol can use a single boat or scout swimmer team to secure the landing site. Once they signal all clear, the rest of the boats land. The patrol leader can also elect to recon the landing site in force by having all of the boats land at once. As the patrol disembarks, they move into a security position on land while the boats are secured and camouflaged.

The boat teams immediately retrieve the lashed down equipment and prepare for movement. When each Ranger has recovered his equipment, the patrol leader signals the point man to move out. The patrol moves along the planned route. After moving several hundred meters, the patrol leader conducts a security listening halt.

RANGER

Methods of Extracting the Patrol

- *Passage of Lines*

  The patrol passes back through the same or a different friendly forward unit occupying positions in the front lines.

- *Airmobile*

  Helicopters land and lift out the patrol and all equipment from an open area termed a pick up zone.

- *SPIES*

  The patrol is extracted with the special patrol infiltration/extraction system by hovering helicopters from an area where they cannot land.

- *Small Boat Operations*

  The patrol uses small boats to move to a prearranged pick up point for extraction.

Security Listening Halts

The patrol conducts a security listening halt after moving out of small arms range of friendly lines or the insertion point. They halt in movement formation, take one knee facing out and remove their headgear. They spend a few minutes during the halt adjusting to the sights and sounds of the battlefield. They also listen for any sound of enemy activity in the immediate area. Upon completion of the security listening halt, the patrol resumes movement along their planned route.

IV. Movement

The patrol moves along its plotted route arriving at all planned locations at the correct time.

There are five fundamentals of movement during patrolling.

- The patrol must have members that can navigate.
- The patrol avoids detection by moving by stealth and taking advantage of available cover and concealment.
- The patrol maintains security throughout the operation.
- The patrol plans for the use of supporting fire at all times during movement.
- The enemy situation dictates the movement formation used.

The patrol spends most of its mission moving to and from the objective. While moving, they use proper movement techniques to avoid unexpected enemy contact. Proper noise and light discipline is of paramount importance forward of friendly lines. During operations, the patrol makes extensive use of hand and arm signals. They use these signals to communicate with each other. The patrol leader also uses a number of hand and arm signals to implement control measures during movement. The patrol avoids contact with the enemy while moving. Any contact during movement endangers the success of the mission. For example, nothing is accomplished by killing six enemy soldiers during movement to the objective only to have the raid on a command post fail due to a compromise of surprise.

The patrol must know where it is at all times. Global positioning system receivers allow patrol leaders an unprecedented ability to verify their locations. Regardless, the patrol still uses traditional navigation techniques using GPS to verify their location. GPS signals or even satellites might not be available at times. Planning has prepared each Ranger for what terrain to expect as they move to and from the objective. There are fewer recognizable terrain features in flat, coastal jungle and swampy areas so the patrol will rely on the dead reckoning method of land navigation along most of its route.

The patrol moves along a specific azimuth for a pre-determined distance. The compassmen ensure the patrol follows the correct azimuth. The patrol leader and other Rangers are also responsible for double checking the compassmen's navigation. The pacemen count the meters moved. These Rangers use a known pace count in varying types of terrain to translate the number of steps they take into a distance in meters. The patrol leader checks the distance the patrol has traveled by using a hand and arm signal to call for the current pace count. When moving by dead reckoning, the patrol makes the maximum use of all available checkpoints such as trails and streams. The patrol changes azimuths at the end of each leg.

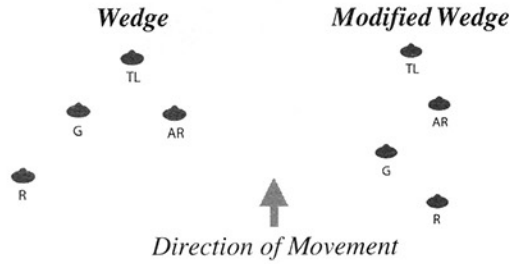
During movement, the patrol is lead by a point man who is singularly oriented to security and enemy observation. He is the team leader of the lead fire team. The primary compassman is behind him. The other compassman should be in the last half of the patrol. The pacemen are also in different sections of the patrol. The patrol uses at least two compassmen and two pacemen.

The patrol leader follows the lead element. He must control the movement of all members of the patrol. He needs visual contact with the subordinate leader in front of him. In a squad patrol, this will place him between the two fire teams. In a platoon patrol, the patrol leader follows the first squad in the order of march. The assistant patrol leader precedes the last element in the order of movement. In a squad patrol, he is the team leader of the second fire team. In a platoon patrol, he is the platoon sergeant and is located between the second and third squads in the order of march.

Fire Team Movement Formations

During movement, the fire teams of the patrol usually move in wedge formation. This is the basic small unit formation of the US Army infantry. The members of the fire team follow the team leader to his flank and rear. The team leader can lead by example since he can be seen by the team members. Individual fire team members are ten to twenty meters apart. This arrangement resembles a rough wedge. This wedge formation, while difficult to teach and train (as well as maintain during movement in some terrain) provides the maximum in security for the moving fire team. In open terrain, the fire team is dispersed. In the heaviest vegetation or during darkness or severe weather, the fire team can use a modified wedge formation. Rangers stagger to the right and left in a loose file. This avoids having the Rangers move directly behind each other. This aids in control when visibility is greatly reduced. Both formations are illustrated below:

Fire Team Formations



The members of a fire team maintain visual contact with each other during movement. The lead fire team is responsible for front security. The trail, or last, fire team is responsible for rear security. The patrol leader generally keeps the key weapons such as machine gun teams close behind him in the formation. This allows him the ability to place them in position quickly during contact and to direct their fire effectively. The patrol is alert and maintains security in all directions during movement.

Patrol Movement Formations

The patrol uses three different movement formations:

- Traveling,
- Traveling overwatch and…
- Bounding overwatch.

In each, the lead element moves forward while the rest of the patrol overwatches their movement. The overwatching element covers the other element's movement. If contact does occur, only the smallest element is engaged. The patrol leader compares the likelihood of enemy contact with the patrol's need for speed to determine the formation used. He changes between the formations as appropriate.

Traveling

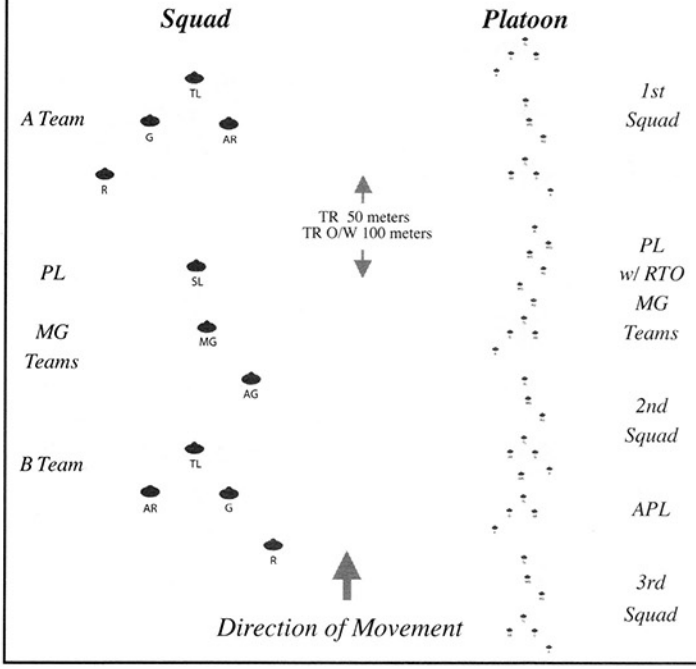
Traveling is used behind the friendly front lines when enemy contact is least likely. It allows the patrol to move at the best speed. The overwatch element moves in formation behind the lead element with a minimum of distance between them. Fire teams use the wedge formation. Individual fire team members are ten meters apart.

Traveling Overwatch

Traveling overwatch uses a mix of security and speed. It is used forward of friendly front lines when contact with the enemy is possible but not likely. It allows the patrol to move at a good speed. This formation is similar to traveling except the lead element is farther out in front of the other elements. This prevents the entire patrol from being engaged by enemy fire. Only the lead element will come under fire leaving the patrol leader free to maneuver the remainder of the patrol to a more advantageous assault position.

Traveling and traveling overwatch are illustrated below:

Traveling/Traveling Overwatch



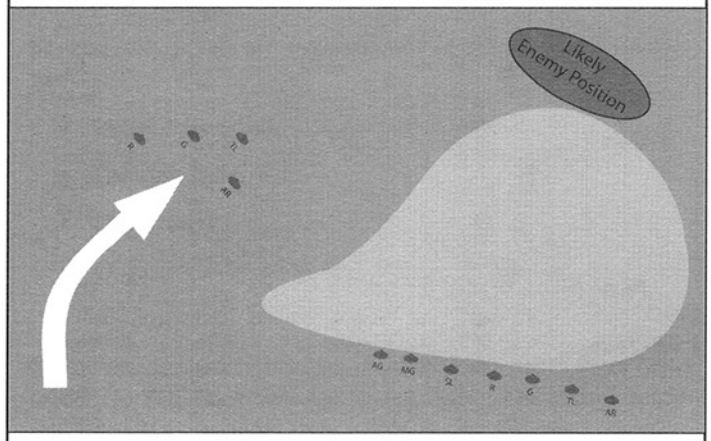
Bounding Overwatch

Bounding overwatch is used when enemy contact is probable. It can also be used to cross danger areas. It is a slower, secure method of movement in which units alternate between moving and overwatching. Fire teams bound up to one hundred meters; squads up to two hundred meters. This formation trades speed for the maximum in security. Since only one element of the patrol is moving, it is the only one likely to be detected and engaged by the enemy. The rest of the patrol can cover the bounding element by fire. The patrol leader moves with any supporting machine gun teams from one overwatch position to the next as the unit moves. Again this leaves the patrol leader free to maneuver the remainder of the patrol to a more advantageous assault position.

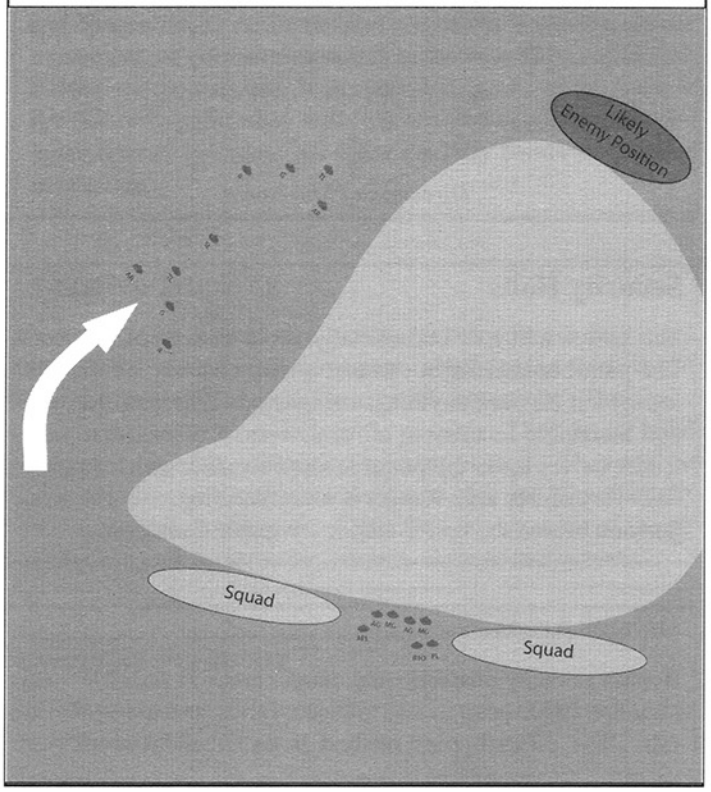
Bounding overwatch is illustrated below:

Bounding Overwatch

Squad



Platoon



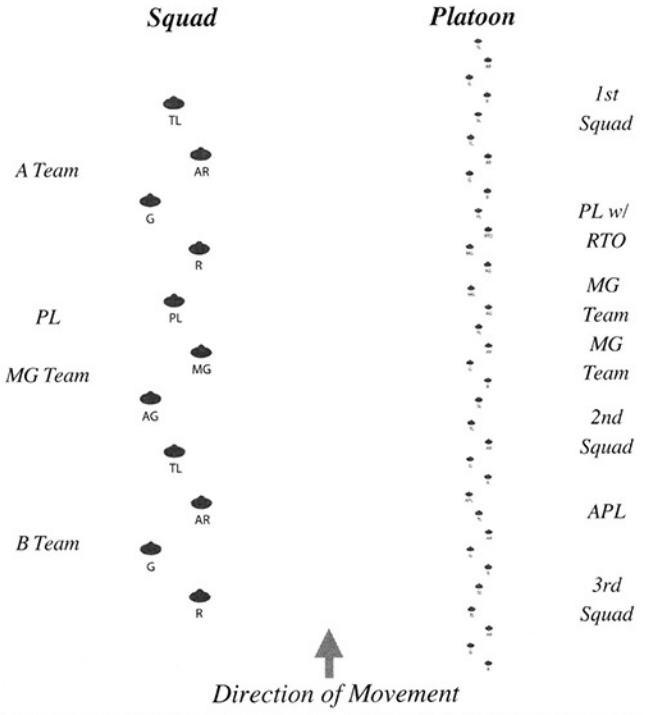
File

During limited visibility, fire teams reduce spacing as needed to ensure each Ranger maintains contact with his team. The patrol will also reduce the distance between its elements as necessary. In extreme circumstances of restrictive terrain or minimal visibility, the patrol leader can choose to move in file formation. This formation allows the patrol to greatly reduce security in order to maximize control. The fire teams all use the modified wedge formation.

File is used more often in jungle and swampy terrain than in other areas. Movement in heavily vegetated areas or swamps can be daunting. In these circumstances, control can be deemed more important than the additional security provided by the other formations.

File formation is illustrated below:

File



Security Halts

The patrol will halt occasionally for a variety of purposes. The patrol leader might conduct a map check to confirm his location if he sees anything unexpected. The patrol is alert and maintains security in all directions. The assistant patrol leader moves up to the patrol leader's location checking security. He ensures each Ranger is alert, kneeling or in the prone position behind the best available cover and facing out.

Danger Areas

Bypass as many obstacles and danger areas as possible. This includes small open areas, villages, farms and areas of dead fall. The offset bypass method is an excellent method of avoiding these areas with a minimum of delay. It involves moving around an obstacle along a roughly rectangular route. The compassmen move the patrol ninety degrees perpendicular to the route for a short distance. The pacemen keep track of this distance. The compassmen then resume movement along the azimuth of the planned route. Once the obstacle is cleared, the patrol moves back to the original route on the opposite azimuth of the one used earlier. The pacemen again keep track of the distance moved. Once the patrol reaches the original route, they resume movement. The pacemen use separate pace counts for the lateral movements.

The patrol leader might find it necessary to cross a danger area such as a trail or a stream. These are termed linear areas. He should identify any known linear danger areas that must be crossed during the operations order. The lead element will halt upon reaching these and any other linear danger areas. The patrol leader moves to the front and analyzes the situation.

There are five fundamentals for crossing a linear danger area.

- Secure the near side and the flanks of the danger area prior to crossing with the patrol.
- Establish rally points on both the near and far sides in case enemy action disperses the patrol during the crossing.
- Reconnoiter and secure an area on the far side large enough for the entire patrol.
- If enemy action splits the patrol, the senior man at the near side rally point takes charge. He moves the Rangers still on the near side to link up with the rest of the patrol at the far side rally point.
- Remove all evidence that the patrol has crossed the danger area.

The patrol leader should attempt to cross a road or trail at a bend or where thick vegetation is present to reduce the chance of enemy observation. The assistant patrol leader ensures flank and rear security are in place. At night, he might even place them in position himself. Once the far side security team signals the other side is clear, the patrol leader directs the patrol across in movement formation. The assistant patrol leader supervises the crossing of a platoon-sized patrol. After the patrol is across, the security teams also cross and rejoin the patrol. On the far side, the assistant patrol leader accounts for everyone and sends up the head count. The patrol leader ensures the patrol is on course as they move quickly from the danger area.

The patrol might be forced to cross a large open area. Once the patrol leader has determined it cannot be bypassed, he designates near side and far side rally points. The patrol then moves across the open area in traveling overwatch. They increase the distance between elements and individuals as the terrain permits. If the patrol encounters a road or trail in the open area, they will cross it in traveling overwatch formation. They do not clear a linear danger area within a larger danger

area. Once the patrol is within effective small arms range (about three hundred meters) of the far side, the patrol leader switches to bounding overwatch. The bounding element that reaches the far side clears an area in the wood line large enough for the entire patrol. The patrol consolidates and quickly resumes movement.

When crossing a water obstacle, the patrol leader will need to select a method of crossing.

- Swimming is discouraged to avoid dispersion and the possible loss of weak swimmers.
- At a minimum, the patrol should use poncho rafts to cross the water obstacle. Two man teams use their ponchos to create a waterproofed raft containing all of their equipment. They swim across in teams with their rafts. The air trapped inside each raft will support the team as a flotation device.
- A preferred method is the one rope bridge. The patrol constructs a bridge with a climbing rope. The patrol members fashion safety lines from individual sling ropes and snap links. The patrol crosses the obstacle in the water connected to the completed rope bridge. They also connect their equipment to the rope bridge and pull it along with them.

If the patrol detects a minefield, they should use the offset bypass method to bypass it if at all possible. Breaching a minefield is very time consuming. They are also obstacles usually covered by enemy observation and fire.

The patrol must work efficiently to minimize the amount of time spent in the vicinity of a danger area. They should cross the area and then move quickly out of the area. They should break off any contact that occurs as soon as possible.

Patrol Leader's Actions

Upon reaching the vicinity of the planned objective rally point, re-entry rally point or patrol base; the patrol leader halts the patrol. He conducts a leader's recon of the tentative position to determine its suitability. If it proves to be satisfactory, the patrol occupies the position. If not, the patrol leader selects another tentative location and issues a fragmentary order.

During movement, the possibility of a break in contact exists. This is especially true during limited visibility. A break in contact occurs when a portion of the patrol loses sight of the Rangers ahead of them and the patrol becomes separated. A break in contact will, at the least, cause time to be wasted re-establishing contact. The patrol leader uses several control measures to minimize the possibility of a break in contact.

The patrol leader will signal for a head count to begin from the rear by passing back the proper hand and arm signal. If the whispered count is incorrect, the patrol leader knows a break has probably occurred. He halts the patrol and with the assistant patrol leader restores contact with the trail element.

Rally Points

The patrol leader periodically establishes rally points while moving. This gives the patrol a known location to return to if dispersed. Rally points are also used to prepare for actions at the objective and during the passage of friendly lines.

There are four fundamentals for rally points.

- Tentative rally points may be designated for extended operations. These are used if the patrol is unable to use a designated rally point.
- If enemy activity prevents the use of a rally point, the patrol falls back to the previous rally point.
- A time limit for remaining in a rally point is specified in the operations order.
- The patrol uses the objective rally point if the patrol is dispersed and no other rally point has been established enroute. This only applies prior to execution of the mission.

Several rally points are automatically in effect. These include the:

- Initial rally point,
- Landing zone,
- Drop zone,
- Objective rally point and...
- Re-entry rally point.

Others are designated enroute to prevent the patrol from being forced to fall back too far to regroup. The patrol leader should look for suitable rally points during his route planning. A rally point should be easily recognizable and provide cover and concealment. As he decides a location is suitable during movement, he communicates this to the rest of the patrol with a hand and arm signal. If the patrol is forced to fall back to the last rally point, they will follow the procedures provided in the operations order. All actions at rally points are planned in advance.

Counter-Tracking

A moving patrol takes measures to deter enemy efforts to track them. The patrol uses movement techniques to confuse any trackers as to their actual direction of movement. They leave as little sign of their movement as possible. They do not break branches, moving and replacing them instead. They try and avoid leaving footprints in soft ground. No one leaves any litter or equipment along the route. The last member of the patrol attempts to remove any obvious signs of movement.

Security Perimeter

The patrol occupies a security perimeter at several points during the mission.

These include the:

- Objective rally point,
- Initial rally point,
- Re-entry rally point and...
- Patrol base.

The patrol also occupies a security perimeter to disseminate information.

With the exception of the initial rally point, the patrol leader halts the patrol two or three hundred meters short of the planned location and conducts a security halt. (The initial rally point is within friendly lines and is determined by the friendly forward unit.) He then recons the location with a recon and security team, the primary compassman and his radio-telephone operator. They check the area for enemy forces, cover and concealment and clear an area large enough for the entire patrol. The patrol leader leaves the recon team to secure the perimeter and returns with the compassman and radio-telephone operator to the rest of the patrol. He moves the patrol to the location and forms a security perimeter.

As an alternate method, the patrol can recon the location in force. The patrol leader moves the patrol to the tentative location and then halts. The patrol maintains security while recon and surveillance teams check the surrounding area. Upon their return, the patrol leader assesses if the present location is satisfactory. If so, the leaders adjust the patrol's positions into a perimeter. If not, the patrol leader moves the patrol to another location. This method of occupying a perimeter is less desirable than the standard method, but can be used if necessary.

The patrol then performs the actions necessary at the halt. These include:

- Preparing for actions at the objective,
- Disseminating information,
- Re-entering friendly lines or...
- Patrol base activities.

V. Enemy Contact

The patrol makes all efforts to avoid any contact with the enemy during movement. The patrol is assigned a specific mission. The patrol leader should be singularly oriented toward accomplishing that mission and returning safely to friendly lines. Despite everyone's best efforts, however, several types of unintentional enemy contact are possible.

Types of Contact

The patrol might encounter a moving enemy patrol, indirect fire, a minefield, snipers or spot the enemy while moving by small boat. The patrol can also be ambushed or make contact during insertion or infiltration. The enemy's fire can be effective and pose a serious threat to the patrol's survival. The patrol might even need to request that its mission be aborted. If the enemy is not within effective small arms range, properly positioned or well trained, their fire can be ineffective. Ineffective fire can still cause casualties and will give away the patrol's presence in the area.

Chance Contacts

The patrol might encounter an enemy patrol. The enemy will patrol for the same tactical reasons as friendly forces. Meetings of two opposing patrols are termed chance contacts. Chance contacts can occur under several different circumstances.

- The enemy patrol might be moving towards the patrol's location.
- It might be following the patrol. The enemy could be tracking the patrol or just following a similar route by coincidence.
- The enemy patrol could also be moving across the patrol's front.
- It might be moving away from the patrol.

In the first two cases, there is a greater chance the enemy will spot the patrol. If the enemy is not moving towards the patrol, they might spot the patrol; but the chances are lower. If they are moving away, they are less likely to spot the patrol.

- If the enemy sights the patrol first, they will open fire on the patrol.
- If both patrols sight each other simultaneously, they will engage each other immediately.
- If the patrol sights the enemy first, the patrol leader will have a decision to make concerning firing, withdrawing or holding his position.

Enemy Ambushes

A moving patrol might walk into an enemy ambush. The enemy patrol will be stationary and possibly in prepared positions. The patrol will be in a very vulnerable position. The enemy has planned to overwhelm and destroy an opposing force at this location. Ambushes are divided into two categories:

- Near ambushes where the enemy patrol is within hand grenade range and...
- Far ambushes where the enemy force is beyond that range.

Near ambushes are the most deadly type of contact. In a properly executed near ambush, no one in the kill zone survives. Ambushes are usually sited along roads, trails or natural lines of drift. The best method of avoiding a near ambush is not to move as the enemy expects in these areas. In particular, don't move along roads or trails. Even paralleling a road or trail can lead to disaster. If the enemy has prepared the kill zone properly there is little possibility of survival.

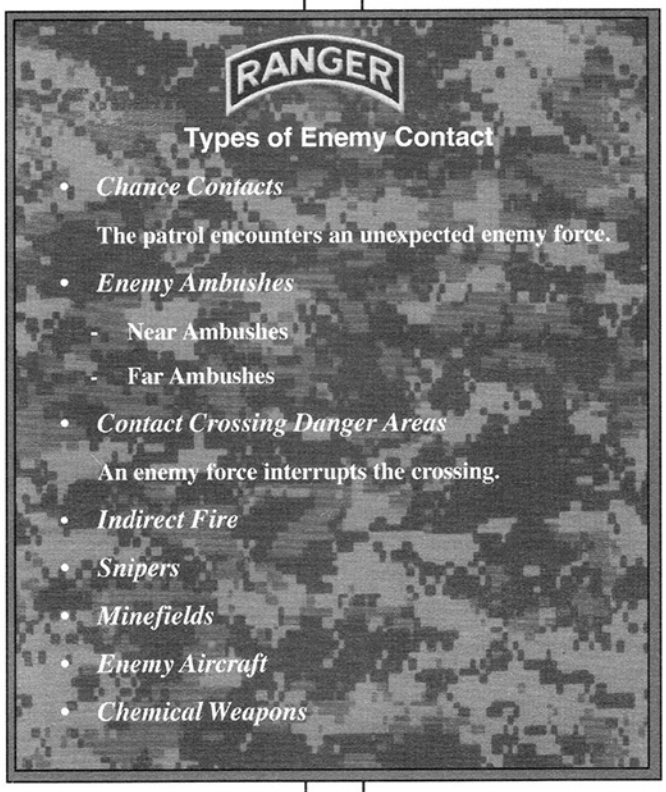
Far ambushes can be less deadly. The enemy engages the patrol at a greater range than in a near ambush. The patrol is not in the kill zone of the enemy force. The patrol might be moving parallel to the ambush's kill zone and still be within small arms range of the enemy. They might also have entered enemy's small arms range from an unexpected direction. Sniper fire is similar to a far ambush. In both cases, the enemy fire can be effective or ineffective.

Contact Crossing Danger Areas

The patrol can encounter the enemy crossing danger areas.

- If the patrol is crossing a linear danger area such as a road, the enemy might approach from the flanks. They are likely to be moving along the road, trail or river.
- The security team clearing the far side of the danger area might also make contact during their recon.
- The enemy can also attack while the patrol is crossing a linear danger area.

The patrol might also make contact with the enemy while crossing a large open area.



Other Contacts

The patrol can encounter an enemy force during insertion or infiltration. Having a team clear to the first covered and concealed position during passage lines minimizes chance contacts and ambushes. An enemy force might be positioned to oppose passage of lines or use of a landing zone. They might also be patrolling and happen on the patrol during movement. Again, the enemy's fire can be effective or ineffective.

The patrol avoids enemy indirect fire by moving constantly and not being spotted. Most enemy indirect fire will be observed and adjusted onto target. The patrol leader also does not call for fire support against enemy forces closer than two hundred meters as this can also cause friendly casualties.

During a small boat movement, the patrol might encounter an enemy patrol boat or a river outpost. The patrol has a greatly reduced combat capability while embarked in small boats. Therefore, all efforts should be taken to avoid combat.

The patrol can also encounter enemy aircraft. In most of today's battlefield environments, US air forces will have air supremacy. The patrol might need to operate, however, in an area where US forces have not yet attacked. In these cases, enemy aircraft can be a potential threat.

The patrol might also encounter chemical agents. This is unlikely since the patrol is in enemy territory and the enemy will probably not use chemical weapons in their own territory.

Reactions to Contact

Time will not be available for planning or, in some cases, even giving orders during enemy contacts. The actions the patrol will take upon contact must be planned in advance and be fully understood by every member of the patrol. These battle (or immediate action) drills are kept simple. They can be initiated by any patrol member under certain prescribed conditions. The patrol rehearses each of these actions as much as possible prior to the start of the mission so they are able to execute them properly.

If circumstances permit, the patrol leader analyzes the situation. He then issues orders to the patrol for the most tactically sound action. He also makes effective use of all automatic weapons and any indirect fire support or air assets. Throughout the action, the patrol leader maintains positive control of the patrol.

Indirect Fire

If the patrol comes under enemy bombardment, it must disengage as quickly as possible. The patrol immediately hits the ground upon hearing incoming fire. After the rounds impact, the patrol gets up and double times, or runs, out of the area. If the fire is being observed, the enemy will try and adjust its impact as the patrol moves out of the area.

Attacking the Enemy

If the patrol leader determines combat is unavoidable, he can decide to attack the enemy. There are several methods of attacking enemy positions.

- *Hold positions and engage the enemy by direct fire.* The Rangers seek the best cover and open fire upon command. The patrol leader can use his infra-red or laser pointer to direct friendly fire. The patrol maintains fire discipline and engages individual targets. In

a platoon patrol, the assistant patrol leader supervises the machine gun teams.

- *Hold positions and engage the enemy by fire support.* The Rangers seek the best cover and remain alert for enemy action. The patrol leader directs a supporting unit to fire on the enemy. The call for fire request makes maximum use of pre-planned target reference points.

  The patrol might have a lightweight laser designator to direct laser-guided munitions onto the target. The patrol can also provide GPS coordinates for the target allowing the use of GPS-guided munitions. These are precision munitions that will impact directly on the designated targets with little risk of collateral damage.

  With conventional rounds, the patrol leader will use the bracketing method to put the fire on target. His adjustments put spotting rounds on one side of the target and then the other. The final adjustment puts the rounds on the target and the supporting unit fires for effect.

  The term danger close is included in the call for fire if the target is within six hundred meters of friendly troops. This distance increases to one thousand meters for most naval gunfire support. The creeping method of adjustment is used during danger close missions. This means the fire will be walked onto the enemy from a greater range in small adjustments.

  Fire support cannot be used when in close contact with the enemy.

- *Attack by fire and maneuver.* The patrol uses fire and maneuver to close with the enemy positions. The patrol's elements alternate moving and suppressing the enemy force with effective fire. Once an element reaches the best position to support an assault on the enemy, the patrol leader moves the other element to the enemy's flank and leads the assault. The supporting element shifts fire to block any enemy movement to or from the position being assaulted.

- *Immediate assault.* All patrol members individually assault the enemy's position as quickly as possible. Once the patrol assaults through the enemy, all surviving members regroup on the far side of the enemy positions. This is the only method used if in a near ambush. The patrol members in the kill zone assault the enemy positions immediately while any patrol members not in the kill zone support the assault by fire. Artillery and other fire support cannot be used due to the proximity of the enemy and friendly forces.

Breaking Contact

If combat occurs unexpectedly or cannot be ended decisively and quickly, the patrol leader can decide to break contact with the enemy. There are several methods of breaking contact.

- *Break contact battle drill.* A small patrol or team executes this immediate action drill without command. The point man pours a high volume of fire into the enemy positions and falls back to the rear. The next man does the same. This continues until the patrol has broken contact. The leader directs his unit to quickly move out of the area.

- *The clock method.* The patrol leader designates a rally point in a direction and at a specified distance. Directions are indicated as if a clock face is superimposed on the patrol's position. The direction of movement is always twelve o'clock. The patrol then moves to the rally point individually. The patrol leader avoids using the twelve o'clock direction. This is the expected direction of movement and easier for the enemy to anticipate. It also makes it easier for the enemy to adjust fire. This method is used to react to enemy indirect fire, especially if the enemy is adjusting the impact of the rounds. It can also be used during ineffective enemy fire including sniper fire.

- *Disengage by bounds.* The patrol returns a heavy volume of fire while the patrol leader adjusts indirect fire onto the enemy positions. The patrol's elements then disengage from the enemy by bounds. They alternate firing and maneuvering to withdraw. The supporting element suppresses the enemy force with effective fire while the other element withdraws to another position. The patrol breaks off contact as quickly as possible. This is an effective method for disengaging from the enemy during a far ambush or ineffective opposition during passage of lines or insertion.

- *Fall back to the last rally point individually.* The patrol has been dispersed by enemy action and the patrol leader has lost control. All patrol members move individually and avoid enemy contact. The patrol regroups at the last designated rally point.

- *Withdraw back through the gap in the wire.* This method is used to disengage from effective enemy fire during passage of lines when no other option is available. If at all possible, the patrol fights through any enemy contact and moves out of the area. If the patrol does withdraw, they return to the initial rally point and request instructions.

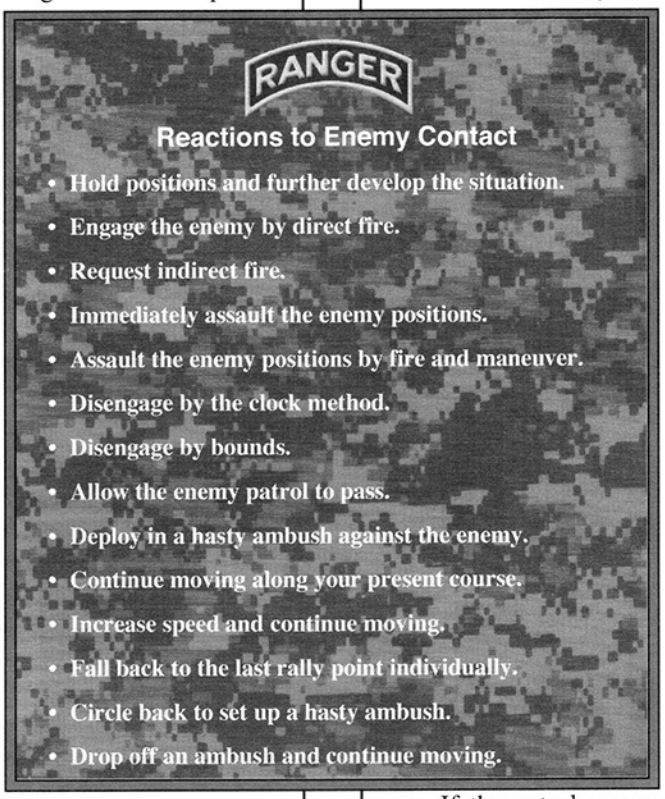
Chance Contacts

If contact with a moving enemy patrol is unavoidable, every effort should be made to surprise and overwhelm the enemy with the maximum firepower. The patrol might be in a good position to deploy into a hasty ambush formation and initiate combat. If the enemy force is following the patrol, the patrol leader can also use a hasty ambush. If the patrol leader does not feel he can defeat the enemy force, he can choose instead to fire first and break contact.

The Ranger spotting the enemy uses a hand and arm signal to instruct the patrol to freeze. Every Ranger freezes in place as

human eyes detect movement first. If contact has already been initiated, the patrol uses one of the methods to attack or break contact. If the immediate situation permits, the patrol leader directs the Rangers to take cover and makes an estimate of the situation. Depending on the circumstances, he can decide to hold position, attack, defend or withdraw. Reactions to moving enemy patrols include:

- *Lay down and allow the enemy patrol to pass.* The Rangers remain in position and quietly seek the best covered position. They remain alert for any enemy action. The patrol leader watches the moving enemy closely. This option is used when the enemy is not moving toward the patrol.
- *Deploy in a hasty ambush against the enemy patrol.* The patrol leader directs the Rangers to form a quick defensive position. Each patrol member selects the best available cover. The patrol leader waits for the enemy to move into the hastily established kill zone and initiates the ambush. This is used if the enemy is moving towards the patrol and is likely to discover the patrol. The patrol leader can still decide to allow the enemy force to pass if they do not spot the patrol.
- *Continue moving along your present course.* The patrol leader directs the patrol to resume movement. The patrol remains alert as they move from the area.
- *Increase speed and continue moving along your present course.* The patrol leader directs the patrol to resume movement. As the patrol moves, he directs them to increase speed with a hand and arm signal. Each man moves at a faster pace and remains alert for any enemy action as they move from the area. Depending on the situation, the patrol may double time from the area.
- *Circle back on your route to set up a hasty ambush.* The patrol leader directs the Rangers to circle around and form an ambush position. Their previous route is in the kill zone of the hasty position. Any enemy force following the patrol will walk into the kill zone. Each patrol member selects the best available cover. The patrol leader waits for the enemy to move into the hastily established kill zone and initiates the ambush.
- *Drop off an ambush and continue moving with the remainder of the patrol.* The patrol leader directs the assistant patrol leader to drop off with an element and form an ambush position. The patrol's previous route is in the kill zone of the hasty position. The patrol leader continues moving with the remainder of the patrol. Each Ranger in the ambushing element selects the best available cover. The assistant patrol leader waits for the pursuing enemy force to move into the hastily established kill zone and initiates the ambush. After eliminating the enemy force, the ambushing element catches back up with the rest of the patrol.



Snipers

The patrol should disengage from a sniper with as little loss as possible. Assaulting a skilled sniper could prove disastrous. The patrol leader should use fire and maneuver to withdraw from effective fire by bounds. He can use a method such as the clock method with ineffective fire. The patrol uses smoke to conceal their movement from the sniper. Once the patrol has broken contact, the patrol leader plans an offset in the patrol's route to bypass the area completely.

Contact Crossing Danger Areas

The enemy might approach from a flank while the patrol is crossing a linear danger area. The security team in place on that side of the patrol alerts the patrol leader of the enemy's approach. The patrol leader instructs the patrol to take cover and allow the enemy to pass. If the enemy detects the patrol, the flank security team nearest the enemy will engage them. The other security team(s) return quickly to the main body of the patrol while the patrol leader quickly assesses the situation.

- If the patrol can cross without being hit by enemy fire, they cross and set up an overwatch position. After firing at the enemy, the engaged flank security team breaks contact, moves to the crossing site and rejoins the patrol. The patrol then quickly moves out of the area.
- If the patrol is being hit by effective enemy fire, they do not cross. Instead, they lay down a base of fire while the engaged flank security team breaks contact and rejoins them. The patrol leader then breaks contact and quickly moves away from the danger area.

If the far side security team makes contact while clearing the far side of the danger area, they must break contact and withdraw back across the danger area. The flank security teams will lay down a base of fire as the team crosses back to the near side. Once the team is back on the near side, the flank

security teams withdraw and rejoin the patrol. The patrol moves quickly out of the area.

If the patrol is attacked from the rear while crossing, the rear security element lays down a base of fire. The patrol quickly crosses the danger area and sets up an overwatch position. The rear security element will break contact and move to cross the danger area. The flank security teams cover this movement with fire. They fire only when they can positively identify the enemy. Once they see the rear security element cross, they break contact by fire and cross to rejoin the patrol. The patrol again quickly moves out of the area.

If the enemy interrupts the crossing of a linear danger area while the patrol is split on both sides, they reorganize at the designated rally points on each side. The senior Ranger at each point takes charge per the operations order's instructions and moves to the pre-designated location. This can be the near side or far side rally point, the objective rally point, the re-entry rally point, the patrol base location or a rally point designated enroute or during the operations order.

If the patrol makes contact while crossing a large open area, the patrol leader makes an immediate decision. If the patrol is outside of the enemy's small arms range, he will break contact away from the enemy and, once out of the open, quickly move the patrol out of the area. Within small arms range, he must decide whether to disengage from the enemy by bounds or to attack the enemy positions by fire and maneuver. The patrol leader makes the maximum use of supporting fires to suppress the enemy and smoke to cover friendly movements.

Minefields

If a patrol member sets off a mine in a minefield, the patrol freezes. The man closest to the injured Ranger probes a path to him. He administers first aid and drags the wounded man back along his path. The patrol probes or retraces its path out of the minefield. They might need to use smoke to conceal their movement from the enemy. The patrol leader might also have to use fire support to suppress the enemy in the area. The patrol then bypasses the area and resumes movement.

Aircraft

The patrol seeks concealment if any enemy aircraft fly nearby. If the aircraft spots the patrol, everyone freezes. If it attempts to attack the patrol, the Rangers quickly form a line across the aircraft's path to allow the maximum fire. They place a heavy volume of fire in front of the aircraft. They aim fifty yards, or half of the length of a football field, in front of a helicopter or low performance aircraft. They aim two hundred yards, or twice the length of a football field, in front of a high performance jet aircraft. The Rangers seek better cover between attacks. Once the aircraft leave the area, the patrol leader quickly moves the patrol out of the area.

Flares

If a ground flare or any other similar pyrotechnic is tripped, the patrol must move out of the area as soon as possible. Ground flares are typically covered by fire. If the enemy fires on the patrol, use smoke and suppressive fire as necessary to cover and conceal the patrol's movement. If patrol members hear an aerial flare, they hit the ground immediately. If the patrol is caught in the open by an aerial flare, everyone freezes until the flare burns out. Each Ranger keeps one eye closed while the flare is burning to maintain their night vision.

Small Boat Operations

If contact occurs during a small boat movement, it should be broken off, if at all possible. If the enemy has not yet spotted the patrol, they try to avoid detection. The patrol can turn away from the enemy or continue moving in an attempt to slip by the enemy. The coxswains give the appropriate instructions to their boats. If the enemy has spotted the patrol, the patrol can turn towards the enemy and fire or move to the nearest shore and disembark. The coxswains again give the appropriate instructions. The patrol's fire is limited to a few key weapons as most of the Rangers are paddling.

Chemical Weapons

If the patrol encounters any chemical agents, all patrol members will mask immediately. If necessary, the patrol members administer nerve agent antidote. The patrol leader moves the patrol quickly from the area. They decontaminate themselves and their equipment if needed.

Firefights

If the patrol's actions do not break contact with or eliminate the enemy force, the two forces will remain engaged in a firefight. Both the patrol and the enemy force will attempt to turn the situation in their favor through fire and maneuver. If a firefight develops on the objective, the patrol has mishandled the assault and is in serious jeopardy. The enemy is likely to have reaction forces nearby to reinforce the defending unit. If engaged in a firefight anywhere else, the patrol is in danger of not accomplishing its mission. Other enemy forces can also be in the vicinity. The patrol leader must either win a firefight quickly or break off the engagement and withdraw from the area.

Actions After Contact

After the contact ends, the patrol leader establishes security and calls in a spot report.

- If the patrol has assaulted the enemy, he consolidates and redistributes ammunition.
- If the patrol has broken contact with the enemy, he quickly moves the patrol out of the area.

It might be necessary to evacuate casualties or even request a mission abort. The patrol leader can choose to move to another location to evacuate casualties. Enemy activity can make this necessary or the casualties might be less severe and allow the patrol leader the option to move. He then orders the patrol to immediately move out of the area.

VI. Actions at the Objective

The target of the patrol's mission is termed the objective. The activities of the patrol at and around that target are known as actions at the objective. Actions at the objective begin with the patrol leader's recon for the objective rally point and end with dissemination of information after the mission. After moving to the vicinity of the objective, the patrol uses the objective rally point to prepare for the execution of the actual mission. The objective rally point is located several hundred meters from the objective itself.

Objective Rally Point

The patrol leader halts the patrol two to three hundred meters short of the planned location for the objective rally point. He then conducts a leader's recon of the location to determine its suitability. He takes a two man team with him to recon and secure the objective rally point location. He also takes the primary compassman and the radio-telephone operator on the recon. The patrol leader ensures the location:

- Is easily recognizable,
- Provides cover and concealment,
- Is defensible for a short period of time and...
- Is free of enemy activity.

Leaving the security element in place, he returns to the patrol with the radio-telephone operator and the compassman. After briefing the subordinate leaders, he moves the patrol forward to the objective rally point. As the patrol occupies the objective rally point, the assistant patrol leader ensures the patrol maintains security and places the machine guns and grenade launchers. A machine gun team usually covers the patrol's path into the perimeter. If the patrol has another machine gun team, it is usually placed on the opposite side of the perimeter. The grenadiers are placed in positions where they can cover any dead space in the machine gunners' sectors. The radio-telephone operator reports to higher headquarters that the patrol has occupied the objective rally point.

The patrol prepares for execution of the mission. They inspect their weapons and ensure they are ready. They remove extra ammunition and necessary items of equipment from their rucksacks and ready them for action. The demolition teams prepare and dual prime their demolition charges. The aid and litter teams ready their first aid kits and combat litters. The prisoner and search teams prepare prisoner bindings. As the Rangers finish preparing their weapons and equipment, they repack their rucksacks and reapply camouflage.

- If they will return to the objective rally point after the mission execution, they line their rucksacks up in the center of the perimeter. This will aid in their quick pick up and allow a speedy departure from the area.
- If they will continue on from the objective and not return to the objective rally point after the mission, they carry their rucksacks with them.

The assistant patrol leader ensures the patrol maintains noise and light discipline and checks security and camouflage.

The patrol also reorganizes for the mission at the objective rally point. The patrol moves in a standard organization, but task organizes into elements at the objective rally point.

- All patrols have a security element. This element is comprised of at least three two or three man security teams used to secure the patrol's flanks and rear during the mission's execution.
- In a combat patrol, a support element is formed from the machine gun teams to provide direct fire support during the assault. Grenadiers can also be added to the support element to cover dead spaces with their M203s. The remainder of the patrol comprises the assault element and conducts the actual assault on the objective. The patrol leader might choose to keep a machine gun team with the assault element.
- In a recon patrol, the recon element is comprised of two or three man recon teams that conduct the reconnaissance of the objective. In a zone recon, the patrol leader will usually combine the recon and security elements dividing the patrol into a number of recon and security teams.

Leaders' Recon of the Objective

The patrol leader conducts a recon of the objective while the patrol members prepare in the objective rally point. (This might not apply during a zone recon mission.) The recon consists of the radio-telephone operator, the primary compassman, element leaders and the surveillance team. The left and right flank security teams can also accompany the leader's recon. The rear security team remains in the objective rally point. The surveillance team consists of two men from the assault or recon element. The surveillance team takes an ICOM radio, binoculars and night observation devices with them. Any other members of the recon party who will not return to the objective rally point after the recon carry all weapons and equipment needed for the mission.

The patrol leader establishes a release point about halfway between the objective rally point and the objective. This point must be out of sight and should be out of sound of the objective. This release point is a control point used to coordinate the movement of the elements to and from the objective. It should also possess all of the characteristics of a rally point. He leaves the rest of the recon at the release point and moves forward with his radio-telephone operator and the surveillance team to pinpoint the objective. He places the surveillance team in a covered and concealed position where they can ob-

serve the objective. They will keep the objective under observation until the patrol leader returns. One man should face the objective while the other faces to the rear to provide security.

The patrol leader and radio-telephone operator return to the release point. If it is too close to or far from the objective, he moves it. If necessary, the patrol will use the objective rally point as the release point. He informs the element leaders of any changes and allows them time to find positions for their elements. The patrol leader can accompany one or more element leaders if he chooses. The patrol leader's plan might have the security teams move into position at this time. Once the leaders locate positions for their elements they return to the release point. When satisfied with their recon, the leaders return to the objective rally point.

Execution of the Mission

After confirming his plan or issuing a fragmentary order with any necessary revisions, the patrol leader allows the element leaders sufficient time to issue any changes and instructions. This also allows the Rangers time to complete any final preparations. He then moves the patrol from the objective rally point to the release point. A security team remains behind in the objective rally point to provide rear security.

Security is emphasized during actions at the objective. Contact is avoided until desired by the patrol leader. Any premature contact might prove disastrous to the patrol or compromise the mission. The patrol leader halts the patrol at the release point. He and the radio-telephone operator move up to the surveillance team's position to check on any changes at the objective or updated information about the enemy.

The security teams establish their positions if not done previously. In all types of missions other than zone recons, the objective area is secured by flank and rear security teams. If applicable, the flank security teams are situated along trails or roads coming into the objective area. The rear security team remains in the objective rally point to prevent a surprise attack from the patrol's movement route. Once security is in place, the remaining element leaders place their elements in position. The Rangers in each element occupy individual firing positions.

The actual actions at the objective differ for the different types of patrol.

- A recon patrol conducts a complete, undetected reconnaissance of the objective area to include preparing a detailed sketch.
- In a combat patrol, the assault and support elements occupy positions from which they can direct effective fire on the objective. The support element, containing the machine guns, is placed in a position from which they can support the entire assault. In an ambush the assault element is placed along the edge of the road or trail. In a raid, the assault element is placed in a line along the edge of the objective.

Area Recon Missions

The patrol leader releases the recon teams. He usually leads one of these teams. They move stealthily around the objective to gain a good view of the objective. They use observation points that offer good cover and concealment and stay as far away from the enemy positions as possible. If necessary, they observe the objective from several vantage points. The teams move from position to position by moving up to observe and then withdrawing back to move to the next position. This minimizes movement near the objective and maintains stealth. At all times, the teams make the maximum use of cover and concealment and maintain light and noise discipline.

Upon gathering all information or reaching the time or terrain limit of their search, the teams return to the release point. There the patrol leader decides if they have accomplished the mission. He analyzes the information gathered and ensures all priority intelligence requirements are satisfied. If not, he might have to send the recon teams back up to the objective area. If he does this, he informs the assistant patrol leader at the objective rally point.

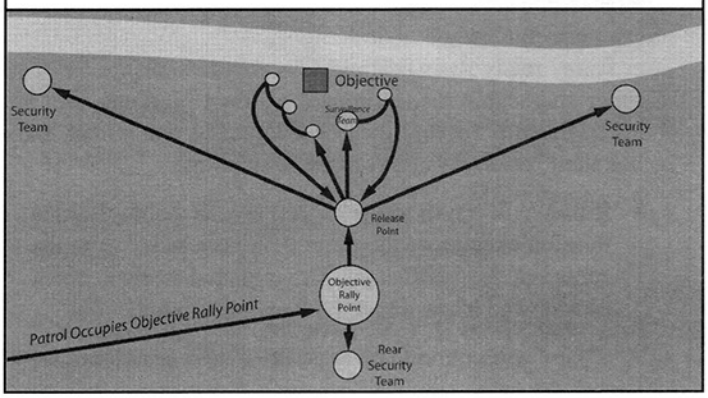
If the patrol leader determines they have gathered all necessary information, he returns to the objective rally point with the recon teams. The security teams are signaled to withdraw to the objective rally point.

Contact with the enemy might occur during actions at the objective.

- If it occurs prior to the recon of the objective, the patrol withdraws through the release point and returns to the objective rally point.
- If contact occurs during the actual recon, all members of the recon and surveillance teams fire a full magazine at the enemy or the objective and break contact. The surveillance team also fires into the largest target at the objective. The security teams fire if they are able, but also remain alert for enemy reaction forces.

All patrol members return to the objective rally point. Once there, the patrol members secure their rucksacks and the chain of command accounts for everyone. The patrol quickly moves out of the area and to another location a safe distance away. The patrol leader then contacts higher headquarters to report the contact and request further instructions.

Area Recon Actions at the Objective



Zone Recon Missions

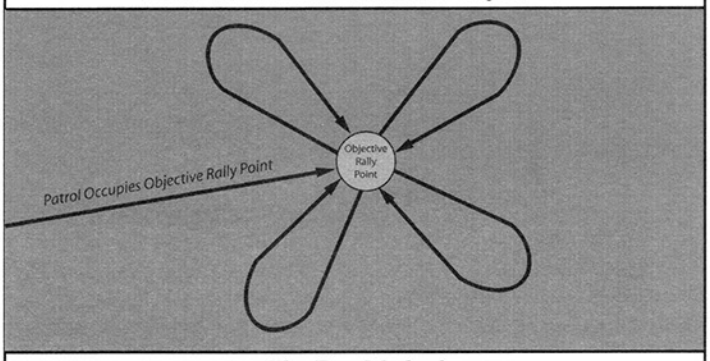
The patrol leader releases the recon and security teams. They move through the zone to identify enemy positions and installations and gather intelligence. The are three methods for searching a zone:

- The fan method,
- The box method and…
- The converging routes method.

The Fan Method

If the patrol leader uses the fan method to search a zone, the teams leave the objective rally point and return. They move on fan-shaped routes that overlap and end up back at the objective rally point. They will repeat this procedure until they have searched the entire area around the objective rally point. The patrol leader will maintain a security element at the objective rally point. Once the teams have completed their recons, the patrol leader gathers all information and prepares a sketch of the area. The patrol secures their rucksacks and prepares to move. If the patrol leader determines they have accomplished the mission, they move from the objective area. If necessary, the patrol leader moves to and occupies another objective rally point to recon more of the zone.

Zone Recon Actions at the Objective



The Fan Method

The Box and Converging Routes Methods

If the patrol leader uses the box or converging routes methods to search a zone, he divides the patrol into a number of recon and security teams. The entire patrol leaves the objective rally point. In the box method, two of the teams move on routes at the edges of the zone forming a box. The other team moves diagonally through this box. In the converging routes method, all teams follow separate routes through the zone. In both cases, the teams link up at the far side of the zone and form a new objective rally point. The patrol leader leads the recon team that will establish the link-up point.

The teams move along their routes stealthily to gather the intelligence specified by the operations order. They use all available cover and concealment as they move. The teams maintain light and noise discipline at all times. The team leaders prepare sketches of all enemy installations and positions. They also indicate all terrain features of tactical importance on their sketches.

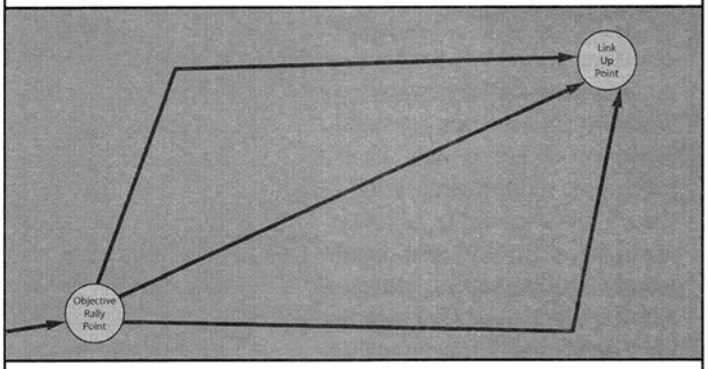
At the link up point, the chain of command accounts for everyone and all equipment. The team leaders report all information gathered to the patrol leader. The patrol leader analyzes the information to ensure all priority intelligence requirements are met. If he decides they have not accomplished the mission he might have to send the recon teams back through the zone. If he does this, he issues a fragmentary order and establishes a new objective rally point on the other side of the assigned zone.

If the patrol leader determines they have gathered all necessary information, he moves the patrol out of the area.

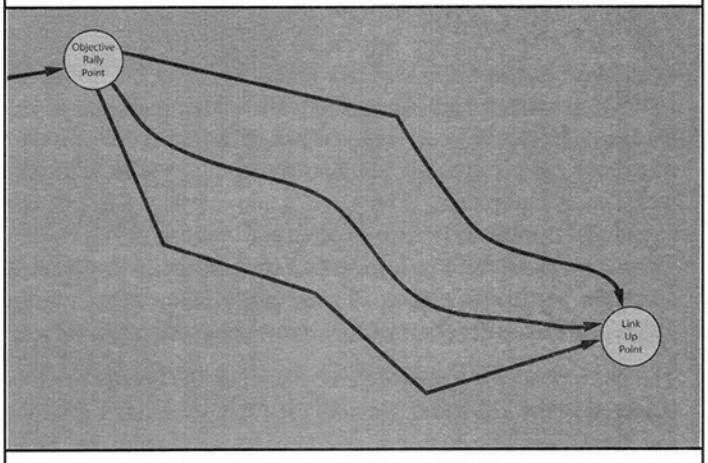
A team might make contact with the enemy during movement through the zone. The recon and security team that makes contact follows the break contact battle drill. They regroup and move to the link up point. Once there, the team members await the rest of the patrol. After the patrol has linked up and everyone is accounted for, the patrol leader quickly moves the patrol out of the area. They move to another location a safe distance away. The patrol leader then contacts higher headquarters to report the contact and request further instructions.

If the team that makes contact cannot disengage from the enemy, the patrol leader must decide the next action. He can link up with the rest of the patrol and move to the team in contact. If this is not a sound tactical option and other assets are available, he can have them react to the situation. The team in contact might also have to escape and evade back to friendly positions.

Zone Recon Actions at the Objective



The Box Method



The Converging Routes Method

Ambush Missions

The patrol leader leads the patrol forward from the objective rally point to the release point. The rear security team remains in the objective rally point. The order of movement to the release point will have been specified in the operations order. Generally, the security element will be first and the assault element will be last. The patrol leader halts the patrol at the release point. The patrol leader moves forward to check with the surveillance team. If there have been any changes, he might have to make adjustments to his plan.

The Security Element

Once he returns to the release point, he instructs the security element leader to emplace his flank security teams. (They might already have been put in place during the leader's recon.) They will secure the flanks and provide early warning for the rest of the patrol. The rear security team moves into place. Each Ranger in a security team camouflages his position and maintains noise and light discipline.

The Support Element

The patrol leader then has the support element move into position. The element leader ensures each position is properly located and has clear fields of fire. He assigns sectors of fire and the Rangers use limit stakes to ensure they fire only into their sector and do not hit other friendly forces. The support element emplaces claymores and obstacles per the patrol leader's plan. Each member of the support element camouflages his position and maintains noise and light discipline.

The Assault Element

Once the support element is in position to provide overwatch, the patrol leader moves the assault element into its position. The surveillance team rejoins the assault element. The patrol leader and assault element leader check each Ranger's position for a clear field of fire. They assign each Ranger a sector of fire. They also ensure any dead space in the kill zone is covered by fire from M203s or mines. The assault element also places limiting stakes, claymores and other devices per the patrol leader's plan. The assault element members camouflage their positions. They maintain noise and light discipline until the ambush is executed.

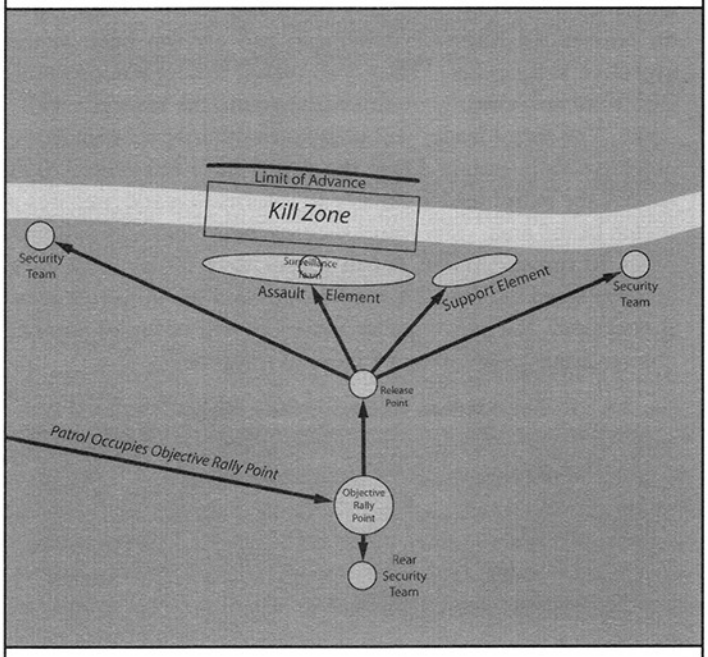
Executing the Ambush

When one of the flank security teams spots an enemy force moving towards the kill zone, the team leader alerts the patrol leader. He reports the size, composition and direction of movement of the enemy. He also notes any special vehicles, weapons or equipment. The patrol leader alerts the rest of the patrol and decides if he will execute the ambush of the enemy force. He must be careful to only initiate the ambush on a force the patrol can defeat. The security teams remain alert and report any other enemy force moving into the area.

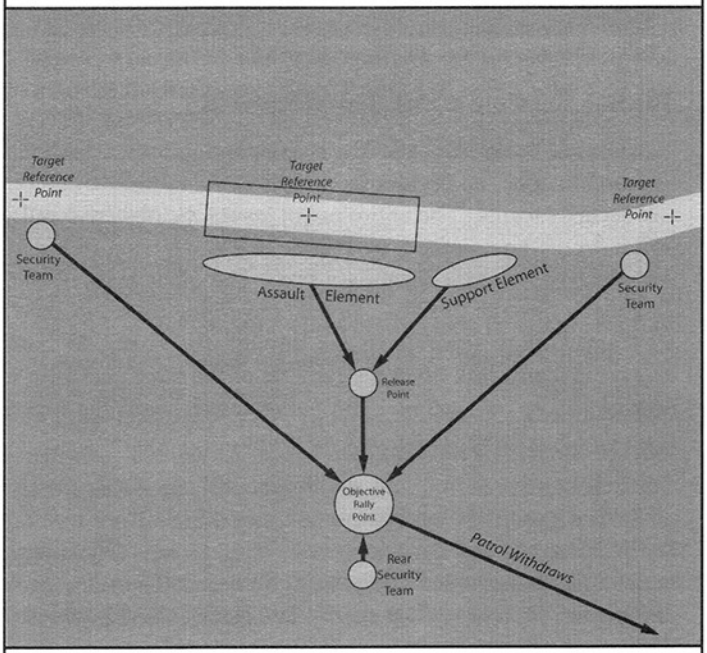
The patrol leader initiates the ambush when the enemy force is centered in the kill zone. He uses the highest casualty producing device at his disposal. Command-detonated claymore mines or a machine gun team located with the assault element are good choices. He always has a back up method of executing the ambush in the event the primary means fails. This can be a squad automatic weapon.

Once the ambush is initiated, all members of the assault and support elements open fire and maintain a heavy volume of accurate fire. Their firepower overwhelms the enemy force in the kill zone. When the patrol leader determines the enemy force has been destroyed, he signals the support element to lift and shift their fire off of the objective. He then orders the assault element to leave their positions and assault through the kill zone.

Ambush Actions at the Objective



Linear Ambush



Withdrawing After the Ambush

Raid Missions

The patrol leader leads the patrol forward from the objective rally point to the release point. He leaves the rear security team in the objective rally point to protect against enemy attack from that direction. The order of movement will have been specified in the operations order. Usually, the security element and then the support element lead the assault element. The patrol leader halts the patrol at the release point. The patrol members take cover. The patrol leader moves forward to check with the surveillance team. They will report any enemy traffic into or out of the objective. If there have been any significant changes, he might have to make adjustments to his plan.

The Security Element

Back at the release point, he instructs the security element leader to emplace his teams. (They may have been emplaced during the leader's recon.) They will secure the flanks, seal off the objective and provide early warning for the rest of the patrol. The rear security team is already in place in the objective rally point. The security teams camouflage their positions and maintain noise and light discipline.

The Support Element

The patrol leader then directs the support element to move into position. The element leader ensures each position is properly located and has clear fields of fire. The support element will need to place a heavy volume of effective fire on the objective. He assigns sectors of fire and each Ranger places limit stakes. The support element emplaces claymore mines per the patrol leader's plan. Each member of the support element camouflages his position and maintains noise and light discipline.

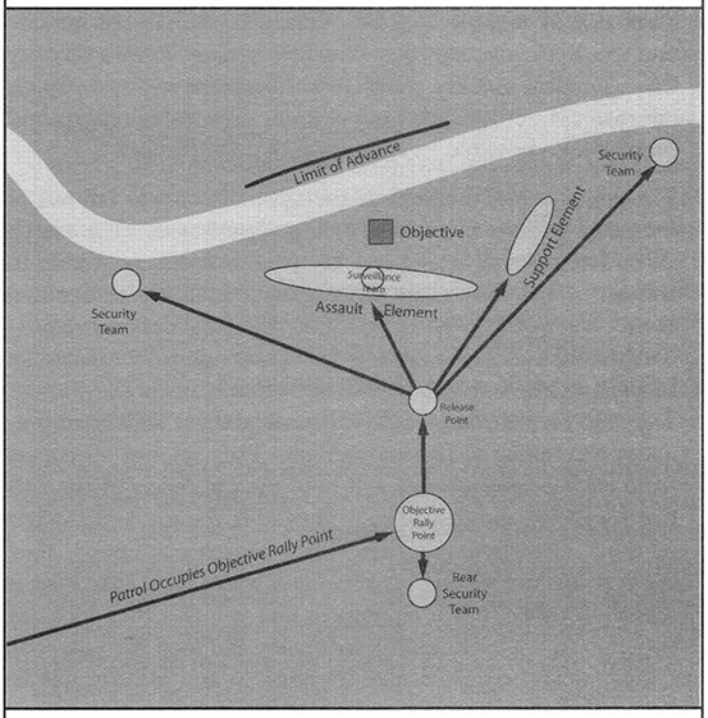
The Assault Element

The support element provides overwatch as the patrol leader moves the assault element into its position. This will usually be the last covered and concealed position before the target of the raid. The surveillance team rejoins the assault element. The assault team members move into positions with clear fields of fire. The positions must be close enough to effectively assault the objective. The assault element also places limit stakes, claymore mines and other devices per the patrol leader's plan. They camouflage their positions and maintain noise and light discipline.

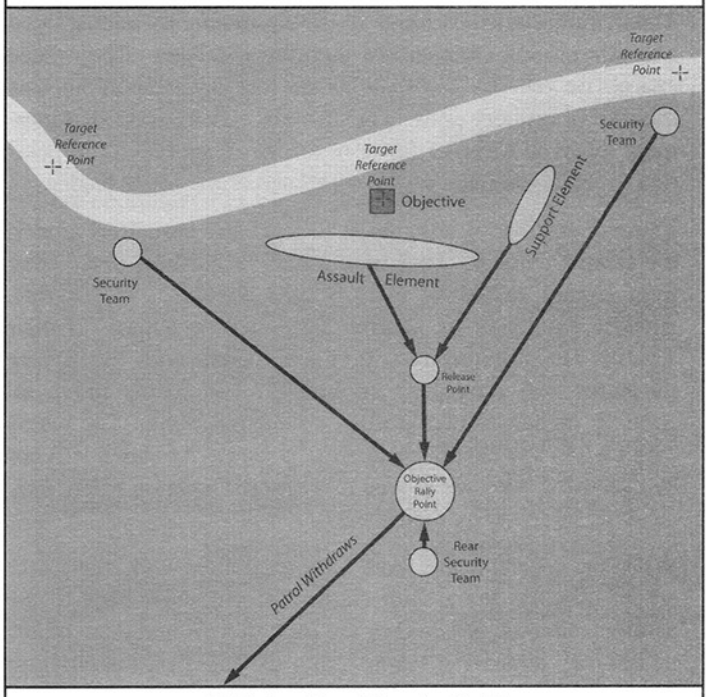
Conducting the Raid

When all teams and elements are in place, the patrol leader signals the support element to initiate the raid. The support element opens fire on the enemy. The assault element will usually immediately attack the enemy from their position combining their fire with the support element's to overwhelm the enemy. Alternately, the patrol leader might have planned for the assault element to withhold its fire and move into attack positions or breach an obstacle. When the patrol leader determines enemy resistance to be negligible, he gives the signal for the support element to lift and shift fire off of the objective. The support element moves its fire to the enemy's flanks or rear per the operations order or fragmentary order. This fire prevents enemy movement into or out of the objective. The patrol leader can also use pre-planned artillery missions to seal off the objective area during the attack. The patrol leader then instructs the assault element to leave their positions and assault. They use individual movement techniques to assault through the enemy positions and installations on the objective.

Raid Actions at the Objective



Conducting the Raid



Withdrawing After the Raid

Actions on the Objective

In a combat patrol, the assault element will attack the enemy positions once the patrol has achieved fire superiority. In a raid, the assault element might have to breach a wire obstacle or other barrier. They assault through the objective or kill zone before any surviving enemy can react. They use individual movement techniques to cross the objective. They maintain fire team wedge formations and do not move through the area on line. As they cross the objective, they disarm enemy soldiers lying on the ground. They move all weapons from the immediate area of the dead, wounded or stunned enemy soldiers as they move past them. Once they secure the far side and reach the planned limit of advance, they form a security line. Leaders quickly check their men, ensure key weapons are manned, redistribute ammunition, give status reports and prepare for a possible reaction force or counterattack.

The patrol leader then orders the special teams to fall out of the security line and perform their assigned tasks. The search and prisoner teams move quickly from one enemy soldier to another. They determine if the soldier is dead or alive and search him quickly, but thoroughly. They collect enemy prisoners at the area designated in the operations order. One man in each team searches while the other guards the enemy. They are alert for any booby traps or soldiers with hand grenades pretending to be unconscious. They remove all papers from each enemy soldier and note the condition of the soldier's uniform and equipment. They look for any unit patches or other identification. After they search each body, they leave it marked so other teams don't waste time searching it again. As they search equipment and vehicles they look for papers, maps, check radio frequencies and look for any code books. They pay particular attention to any priority intelligence requirements. They collect all equipment to be destroyed or carried back by the patrol.

The demolition teams move to the equipment to be destroyed and place demo charges and thermite grenades. They place charges on vehicles, installations and any key weapons such as missiles or artillery guns. The also place charges on all equipment gathered together for destruction. They remain in position to ignite the fuses on the command of the patrol leader.

The aid and litter teams move to treat any casualties among the assault element. They treat friendly casualties first. They treat enemy casualties later if time permits. If possible, friendly casualties are treated and remain in action. If their wounds are more serious, they are treated with life saving measures and evacuated on litters. The teams move all friendly casualties back to the assault positions. The teams then tend to any enemy casualties. If enemy wounded will not be evacuated, they are moved to a covered location where they can later be found by their forces.

When the special teams have completed their work, the patrol leader instructs the assault element to withdraw back to the assault positions. When they are back in their initial positions, he has the demolition teams ignite the fuses on the charges. The demolition teams then return to the assault positions. The patrol remains in position until the demolition charges detonate to prevent the enemy from tampering with the charges. The assault element then withdraws. They move back to the release point or the objective rally point depending on the plan. The elements withdraw in the opposite order that they occupied their positions. The security teams provide security for the other elements during the withdrawal. As the security teams withdraw, they either recover or detonate their claymore mines and other pyrotechnics. The security teams withdraw directly back to the objective rally point. The patrol leader orders indirect fire on pre-planned targets to cover the patrol's withdrawal.

If the patrol leader planned for the patrol to assault through the objective, no one returns to the objective rally point. Instead all elements link up at a rendezvous point on the far side of the objective. The rear security team follows the patrol leader's plan and moves to link up with the patrol. They cross the objective prior to the assault element detonating its demolition charges or move to cross with one of the flank security teams. The patrol continues on its route after all personnel and equipment are accounted for at the rendezvous point.

The patrol leader might have planned for a stationary assault where the assault element remains in position rather than assaulting across the objective. The special teams must have a minimum of three men per team. The third man provides far side security while the other two team members work.

If a flank security team makes contact, they fight the enemy for as long as possible before withdrawing. They do not allow themselves to become decisively engaged with the enemy. If forced to withdraw, they follow the instructions given in the operations order or fragmentary order.

Withdrawing from the Objective

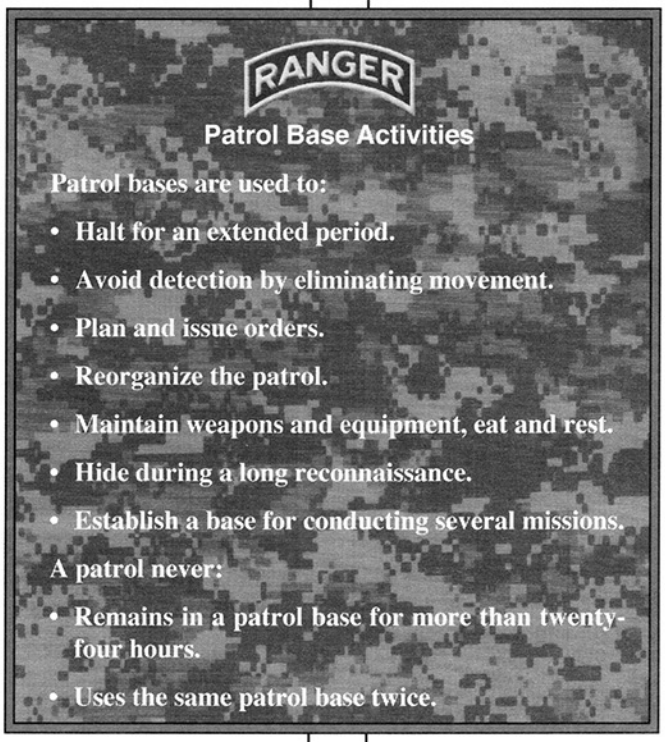
After completing all actions at the objective, the patrol withdraws to the objective rally point and prepares for movement. If they are continuing on through the objective, they meet at the rendezvous point. The leaders account for all personnel and equipment. They ensure all Rangers recover their rucksacks and any equipment left in the objective rally point during the mission's execution. The patrol quickly moves out of the area. They should spend less than five minutes in the objective rally point or far side rally point before moving.

As soon as the patrol has moved a safe distance, the patrol leader halts to occupy a security perimeter. This distance is either one terrain feature or at least one thousand meters from the objective rally point. The patrol leader then uses the chain of command to disseminate the intelligence gained to all patrol members. He allows them sufficient time to complete this task. The radio-telephone operator prepares three copies of the leader's sketch of the objective site. This dissemination of information prevents the patrol from failing its mission if certain key members are subsequently killed. The patrol leader reports any critical information immediately and then has the patrol move out of the area.

VII. Patrol Bases

Patrol bases are used during extended patrols for planning, rest and resupply. A patrol can be instructed to occupy a patrol base after the mission and await further instructions. The patrol leader selects a tenatative location during planning. He also selects an alternate location for the patrol base. The two locations should be about one thousand meters apart. The patrol base should be located in terrain the enemy would not consider tactically valuable. It should be off main lines of drift and not close to known enemy positions, roads or trails or built up areas. It should be in terrain that is defensible for a short period and will impede foot traffic. This allows the patrol a better chance to hear any enemy force moving near the patrol base. It should be near a source of water if possible. The patrol never uses the same location twice. The patrol leader includes a patrol base annex in the operations order or fragmentary order. This annex follows the operation order format and details the location, sub-unit tasks and procedures to be followed during the occupation of and in the patrol base.

The patrol base is occupied as any security perimeter except the patrol enters the patrol base at a ninety degree angle from their direction of movement. The annex instructs the patrol on their positions in the perimeter. The assistant patrol leader places key weapons in the most advantageous positions. One machine gun team usually covers the patrol's route into the area. The leaders assign positions with interlocking fields of fire and sectors of fire and prepare written fire plans. The Rangers occupy two or three man positions. They place limit stakes, clear fields of fire and camouflage their positions. They place claymore mines per the patrol leader's plan.



In the patrol base, the patrol follows a specified work plan. Security is the first priority. Movement is minimized to avoid detection. The patrol uses only one point to enter or exit the perimeter. No activity occurs until a recon and security team searches the surrounding area. A platoon patrol might use a separate team for each squad's sector. The teams move two to three hundred meters from the patrol's location and search around the perimeter. They look for any signs of enemy or civilian activity, avenues of approach, routes of withdrawal, any dead space, possible listening/observation post locations and rally points and any sources of water. They report back to the patrol leader. He analyzes the information they provide and decides whether the location is suitable or not. If so, the leaders adjust the perimeter and key weapons based on the recon's information. If not, the patrol leader moves the patrol to the alternate location. The same procedure is used to occupy the alternate patol base location.

Security within the patrol base is next. All Rangers remain alert and facing out until instructed otherwise. The leaders disseminate the withdrawal plan which includes actions on enemy contact, the alternate patrol base location, the signal to withdraw, and the route and order of withdrawal. They also disseminate the stand to times. The patrol stands to, or remains one hundred percent alert and ready for action, during a one hour period just before daylight and after sunset. The patrol leader places at least one listening/observation post outside of the perimeter to cover the the patrol's route into the patrol base. Any enemy moving along the patrol's route will be detected by the listening/observation post.

The patrol then performs maintenance on their weapons and equipment. At least one Ranger in each position is alert, facing out and manning his weapon at all times. The leaders redistribute ammunition. Patrol members conduct santitation and personal hygiene. The assistant patrol leader will conduct resupply or watering details if necessary. The watering detail moves to the water source and refills all of the patrol's canteens. To conduct resupply, an element of the patrol will move a safe distance from the patrol base and receive an aerial resupply. Finally, the Rangers eat and rest in the order determined by the patrol leader. They eat field rations that require no extensive preparations. They do not use fires unless the tactical situation permits. Then, any fires are kept small and only used during daylight. The patrol avoids performing noisy tasks, especially at night or when conditions are still. Noise travels a greater distance at these times. If possible, the patrol uses surrounding battlefield noise to cover any necessary noise.

Field planning can be conducted in a patrol base to prepare for another mission. A plan is completed as during the initial planning prior to the operation. All planning is adjusted, however, for the time and security limitations of being behind enemy lines. The order is usually a fragmentary order. The security perimeter is maintained throughout planning. The patrol is not gathered together for the order. The patrol leader uses the chain of command to issue any changes to the patrol's operations order. He allows them sufficient time to dissemi-

nate the plan. Rehearsals can be conducted either by a brief back or by a reduced force in the center of the patrol base. This allows the patrol to maintain security during rehearsals. Rehearsals can also be conducted during movement after leaving the patrol base.

The patrol does not remain in a patrol base for more than twenty-four hours. They are always prepared to evacuate the patrol base immediately if the enemy situation dictates. In the event of enemy contact, the patrol leader decides whether to fight or withdraw immediately. The patrol usually leaves the patrol base in accordance with the patrol leader's planning. Enough time must remain for the patrol's movement to its next objective. When the patrol is ready to leave the patrol base, the area is sterilized. The patrol carries out all trash. Every effort is made to leave no trace of the patrol's occupation. The patrol leader can even leave a small stay behind security force to cover the patrol's movement from the patrol base. Once they are certain the patrol is not being tracked, this force rejoins the moving patrol.

An additional form of patrol base is the clandestine patrol base. Clandestine patrol bases are usually used by smaller patrols. The Rangers perform all other activities in a false patrol base location and then move a short distance to occupy the clandestine patrol base to rest. Rest is the only activity in a clandestine patrol base. The Rangers occupy a very small position with at least one alert Ranger providing security.

The squads of a platoon can use a patrol base to link up for a platoon mission. The first squad patrol reaching the location establishes the patrol base. If possible, the platoon leader should travel with this squad. The platoon sergeant can travel with another squad. The squad strongpoints a perimeter large enough for a platoon patrol base. As the other squads arrive, they halt short of the patrol base location. Pre-coordinated restricted fire lines near the patrol base location keep the moving units from firing into the patrol base. After establishing radio contact, they make contact with a small link up team and then enter the patrol base location. They occupy their assigned sector of the patrol base perimeter.

VIII. Extraction/Exfiltration

The patrol continues to avoid all contact with the enemy during movement to the extraction point or to re-enter lines. The mission is not successfully completed until the patrol is safely back in friendly territory and debriefed.

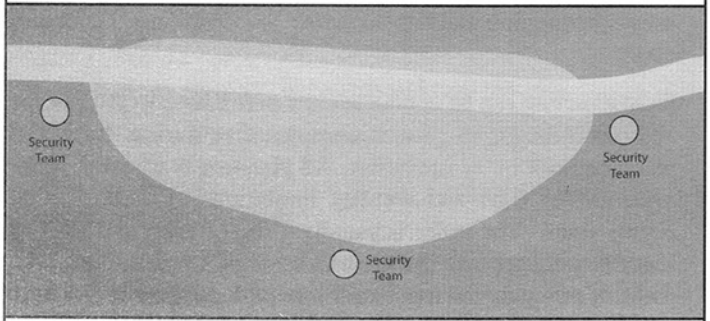
Extraction

The patrol must meet its helicopter transportation at a designated time and place. The aircraft will return and lift the patrol out of the pick-up zone and begin an aerial movement back to friendly lines.

Upon reaching the extraction point, the patrol will occupy a perimeter or strongpoint defensive position and request extraction.

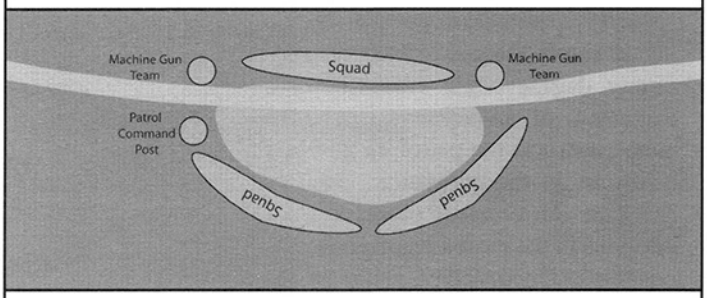
- If the patrol is too small or the area is too large, they establish a strongpoint defense. The patrol leader divides the patrol into teams which establish positions at key locations in the area.

Strongpoint



- The patrol occupies a perimeter if the patrol is large enough to establish positions around the area.

Perimeter



The patrol leader and the aircraft commander make contact by radio when the aircraft reach the communications checkpoint. The patrol leader uses the radio to guide the aircraft to the pick-up zone. A visual signal can be used once the aircraft reach the patrol's location. If the patrol is in a strongpoint, the teams must converge on the pick-up zone on signal. The aircraft will return the unit to the marshaling area. The patrol then moves back to its parent unit for debriefing.

A clearing might not be available to extract a patrol from the jungle. They can be extracted using the special patrol infiltration/extraction system. Up to ten Rangers are lifted out vertically suspended on a rope beneath the helicopter. A platoon patrol will have to be extracted in a number of lifts. Casualties will have to be evacuated with a jungle penetrator.

Re-Entry of Friendly Lines

If passing through friendly lines, the patrol occupies a re-entry rally point within one thousand meters of the friendly forward unit's lines. The patrol leader recons the planned location for suitability. It must be out of sight and sound of any enemy positions. The patrol then occupies the re-entry rally point as

a security perimeter and maintains one hundred percent security. From the re-entry rally point, the patrol leader contacts the friendly forward unit by radio to alert them the patrol is ready to re-enter lines. The friendly forward unit notifies the patrol when a guide has been sent out through a gap in the wire. The re-entry point may or may not be the same as the initial passage point. For maximum security, the re-entry point should be different.

A leaders' recon then attempts to pinpoint the gap in the wire and link-up with the waiting guide. This recon will involve only the patrol leader, the radio-telephone operator, compassman and a two man security team. The area in front of the friendly unit's lines is a danger area. The patrol leader minimizes the time spent in this area and avoids masking the fires of the friendly unit during all movements. The recon meets the guide at the gap. The patrol leader uses night observation devices to locate the guide. The near and far recognition signals and password were pre-arranged with the forward unit. A different password is used forward of friendly lines. Since it might be overheard by the enemy, this prevents the forward unit's current password from being compromised.

If the gap is not located, the recon withdraws back to the re-entry rally point. The recon team does not probe around the gap or move laterally along the fortifications in front of the friendly forward unit. This is extremely dangerous and invites friendly fire. A second recon is only attempted during daylight. During darkness, the patrol waits until daylight and then tries again. Since they sent a radio transmission from the re-entry rally point, they must move to a new rally point. Once there, they maintain radio silence and wait for daylight.

Upon contacting the guide, the patrol leader calls the assistant patrol leader and has him bring the patrol forward for re-entry through lines. Alternately, the patrol leader, compassman and radio-telephone operator can return to the re-entry rally point and lead the patrol to the gap. The guide then leads the patrol through the gap. The assistant patrol leader again counts and identifies each member of the patrol as they pass through the gap in the wire. This accounts for the patrol members and ensures no enemy personnel infiltrate friendly lines with the patrol. The Rangers clear their weapons as they pass through lines. The guide leads the patrol to a security position. The patrol conducts a security halt in movement formation. The patrol leader then confers briefly with the forward unit commander. Only information of immediate tactical value is exchanged. The patrol then moves back to its parent unit for debriefing and resupply.

Aborting the Mission

If the patrol leader makes a determination the patrol no longer has the capability to accomplish its mission, he should request permission to abort the patrol from the tactical operations center. The decision to abort the patrol rests with the tactical operations center and not the patrol leader. If an abort request is denied, the patrol leader must continue to lead the patrol to its objective or face possible disciplinary action upon returning. The patrol leader does not have a complete understanding of the overall battlefield situation. The tactical operations center will decide if the mission is more important than other considerations.

IX. Debriefing

The patrol is extensively debriefed by the battalion Intelligence Officer and Operations Officer or their representatives upon their return to their unit. All members of the patrol participate in this debriefing. The location for the debriefing was specified in the operations order. All information acquired is passed on to the staff to include any priority intelligence requirements or equipment obtained. The debriefing covers all of the patrol's routes including the terrain and any enemy positions identified. The patrol also includes any meaningful negative information. They detail any contact with the enemy thoroughly and turn in detailed sketches and any pictures and/or video made at the objective. The patrol leader reports any casualties and the status of the patrol. He turns in the dog tags of any members of the patrol killed in action. The debriefing follows a standard NATO debriefing format. This is the completion of the mission.

X. Summary

Patrols are the most challenging small unit missions assigned to infantry units. Mastering the required skills to perform such missions properly is a time consuming process. Many units, officers and non-commisioned officers never fully master patrolling. The importance of a well executed patrol plan to a maneuver unit cannot be overstated.

In planning a patrol, conduct a detailed reconnaissance and develop a thorough, but simple, plan that is clearly understood by all members of the patrol. Prepare for everything that could happen, not only what you expect. Analyze enemy capabilities and do not assume they will act in any single manner. Provide for security throughout the mission as the patrol is on its own and cannot afford to be surprised. Avoid any unplanned contact with the enemy, but use surprise and violence of action to overwhelm them with firepower when action is planned or unavoidable. The patrol members must act properly without supervision and be prepared for anything.

Rangers, Lead the Way!

Rogers Rangers' Standing Orders

Major Robert Rogers of New Hampshire organized and led several companies of Rangers during the French and Indian War. His companies were comprised of American frontiersmen who possessed unique skills and a rugged character. He was the first American military leader to develop units designed to take advantage of his countrymen's unique capabilities and techniques. In the spring of 1757, he was tasked with training and organizing a new company of Rangers. He wrote twenty-eight rules for these Rangers' benefit and instruction. He developed these rules from his personal experiences fighting against the French and Indians. This first version of his standing orders is reprinted in *The Journals of Robert Rogers of the Rangers* republished in 2005 by Leonaur, Ltd.

The following version of his standing orders is utilized in today's Ranger training. As the October 1980 edition of the *Ranger Handbook* states:

"Even though they are over 200 years old, they apply just as well to Ranger operations conducted on today's battlefield as they did to the operations conducted by Rogers and his men."

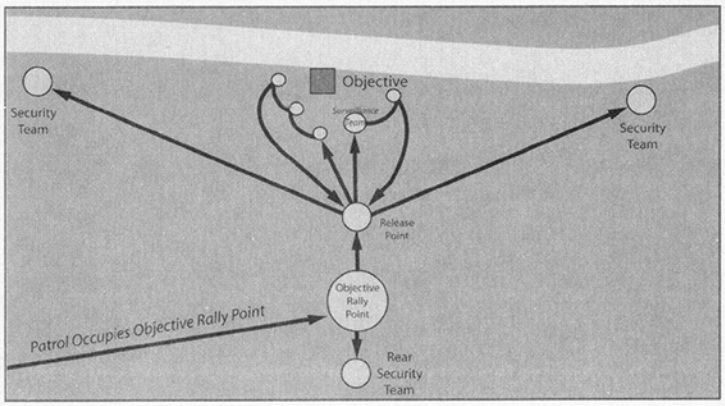
Rogers Rangers' Standing Orders

- Don't forget nothing.
- Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.
- When you're on the march, act the way you would if you was sneaking up on a deer. See the enemy first.
- Tell the truth about what you see and what you do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't never lie to a Ranger or officer.
- Don't never take a chance you don't have to.
- When we're on the march we march single file, far enough apart so one shot can't go through two men.
- If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.
- When we march, we keep moving till dark, so as to give the enemy the least possible chance at us.
- When we camp, half the party stays awake while the other half sleeps.
- If we take prisoners, we keep 'em separate till we have had time to examine them, so they can't cook up a story between 'em.
- Don't ever march home the same way. Take a different route so you won't be ambushed.
- No matter whether we travel in big parties or little ones, each party has to keep a scout twenty yards ahead, twenty yards on each flank, and twenty yards in the rear so the main body can't be surprised and wiped out.
- Every night you'll be told where to meet if surrounded by a superior force.
- Don't sit down to eat without posting sentries.
- Don't sleep beyond dawn. Dawn's when the French and Indians attack.
- Don't cross a river by a regular ford.
- If somebody's trailing you, make a circle, come back onto your own tracks, and ambush the folks that aim to ambush you.
- Don't stand up when the enemy's coming against you. Kneel down, lie down, hide behind a tree.
- Let the enemy come till he's almost close enough to touch, then let him have it and jump out and finish him up with your hatchet.

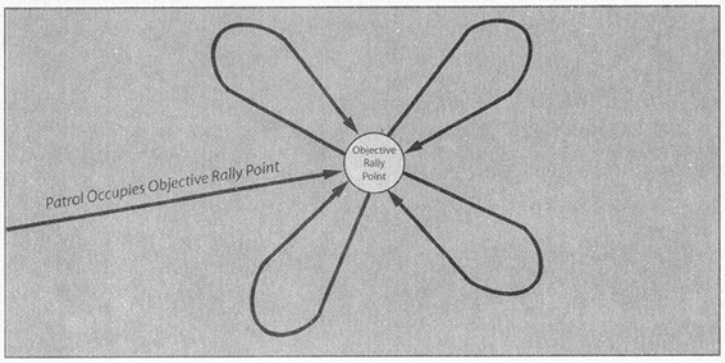
Major Robert Rogers 1759

Tactical Summary, continued

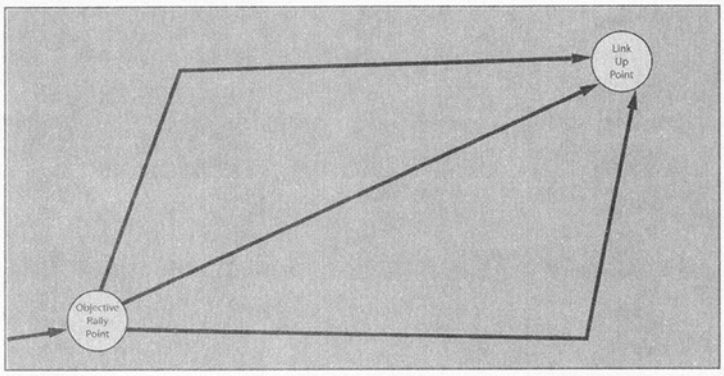
Area Recon Actions at the Objective



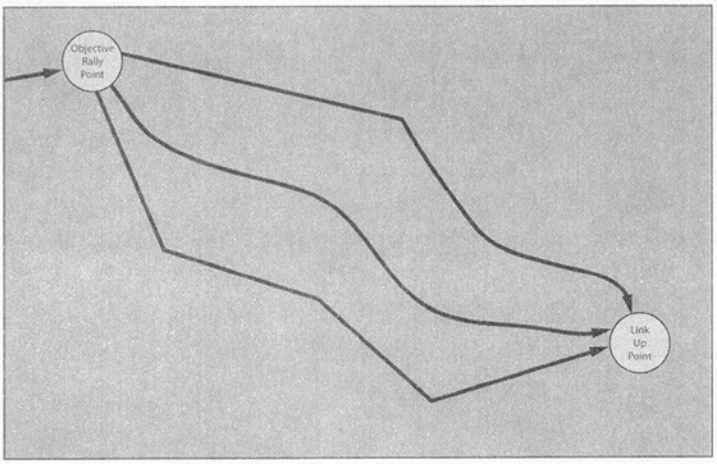
Zone Recon Actions at the Objective



The Fan Method

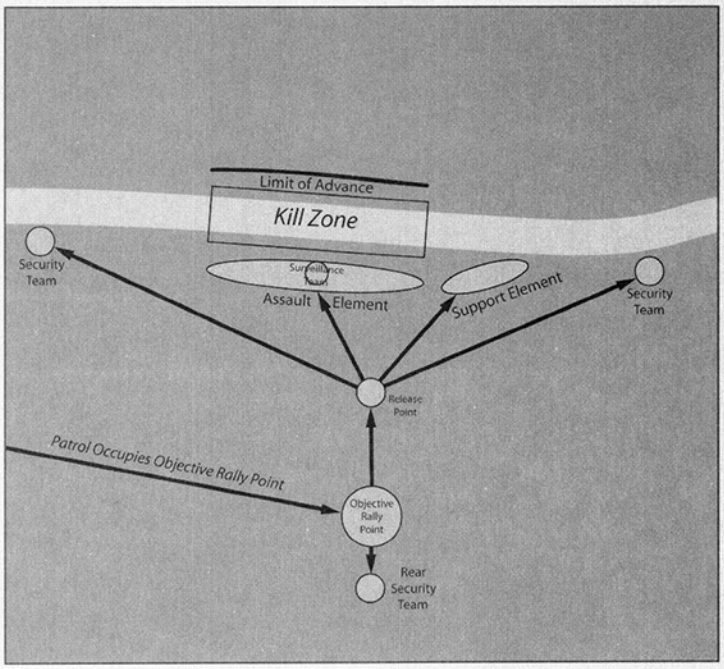


The Box Method



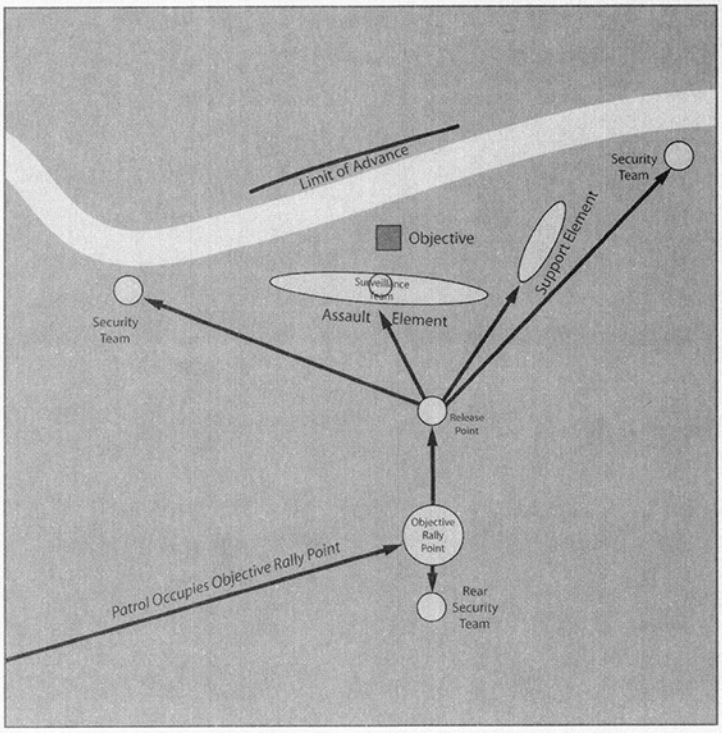
The Converging Routes Method

Ambush Actions at the Objective



Linear Ambush

Raid Actions at the Objective



Conducting the Raid

Withdrawing from the Objective

Elements of a combat patrol withdraw from the objective in the opposite order in which they occupied their positions.

RANGER

Actions at the Objective

Use this optional Actions at the Objective sheet to plan actions at the objective in greater detail.

- After selecting a mission, the player draws an enlarged view of the terrain of the objective area.
- Use the grid lines on the sheet as a guide.
- Indicate any woodlines, open areas, trails, streams or bridges and all suspected enemy positions.
- Use the dry erase marker.
- During planning, plot all planned friendly positions for actions at the ojective.

Refer to this sheet when resolving actions at the objective.

- Erase the sheet once the patrol is ready to withdraw from the objective rally point after the mission.

Glossary

A-10 Thunderbolt II - USAF ground attack aircraft.

AC-130U Spooky - Powerful USAF gunship. An upgraded replacement for the AC-130H Spectre.

Actions at the Objective - The execution of the patrol's assigned mission. Failure at the objective means failure of the mission.

Aid and Litter Team - A special team organized to treat and evacuate the wounded and friendly killed from the objective.

Airborne Insertion - The use of a parachute drop to land the patrol behind enemy lines.

Aircraft Commander - The pilot in charge of the flight of aircraft providing support for the operation.

Airmobile Insertion - The use of helicopters to land the patrol behind enemy lines.

Alternate Route - A route pre-planned as a contingency in the event the primary route is untenable.

Ambush Patrol - A combat patrol organized to isolate an enemy force in a prepared kill zone and inflict death and destruction.

Anchor Ring - A loop of steel cable secured to the floor of the aircraft. It provides a safe anchor for the patrol's static lines.

Anti-Armor Ambush - A combat patrol organized to deny enemy armor forces access to an area.

Anti-Personnel Ambush - A combat patrol organized to destroy enemy foot or vehicular traffic along a specific route.

Anti-Vehicular Ambush - A combat patrol organized to destroy enemy vehicular traffic along a specific route.

Area of Operations (AO) - A control measure used to designate a unit's operational area or area of responsibility.

Area Recon - A reconnaissance patrol used to search around a specific location.

Artillery - Long-ranged howitzers of a fire support unit.

Assault Element - The element of the patrol assigned the mission of closing with and destroying the enemy during a combat patrol.

Assault Position - The position occupied by the assault element for actions at the objective.

Assault Rifle - The standard small arms weapons of today's armies. They feature lightweight construction and a high rate of fire.

Assembly Point - The designated location for the patrol to assemble once on the ground at the landing zone or drop zone.

Assistant Patrol Leader (APL) - Second in the patrol's chain of command. His primary duties include security, health and welfare of the patrol members and assisting the patrol leader in accomplishing the mission.

AT4 (M136) - The US Army's primary light anti-tank weapon. A disposable HEAT rocket launcher.

Azimuth - A direction. The compass reading.

B

B-52 Stratofortress - USAF long range strategic bomber.

Base of Fire - A tactic employed by an element in contact. The element engages the enemy force with effective fire to allow the patrol leader to maneuver the remainder of the unit to an assault position.

Basic Load of Ammunition - The standard issue of ammunition for a weapon. Usually part of a unit's standard operating procedures.

Blocking Position - Defensive position established along a likely avenue of approach to deny enemy movement along the route.

Bounding Overwatch - A tactic that alternates the moving element to minimize the danger from enemy fire. This formation ensures the smallest element of the patrol is engaged by the enemy.

Break in Contact - A separation of elements of the patrol during movement. This is the result of poor movement procedures.

Briefback Rehearsal - A rehearsal where actions are discussed rather than performed. Patrol members talk through their actions.

BTR-50 - A Soviet-produced armored personnel carrier still used by some third world nations.

Bump Plan - A contingency plan utilized if less aircraft than necessary are available to transport the patrol. It prioritizes the patrol's personnel in the event any Rangers must use a second lift.

C

C4 Explosive - A plastic explosive used in demolition charges.

C-130 Hercules - USAF turboprop transport aircraft used primarily for intratheater missions.

Call for Fire - The procedure for requesting indirect fire support through the appropriate channels.

CH-47 Chinook - US medium transport helicopter upgraded under the Improved Cargo Helicopter program.

Clandestine Patrol Base - A patrol base in a concealed location used for rest.

Claymore Mine (M18A1) - An effective anti-personnel mine that can be command detonated or wired for a mechanical ambush.

Clock Method - Designating a hasty rally point to disengage from enemy contact. The patrol leader relays this location to all members of the patrol using a clock direction and a distance.

Command Launch Unit (M98A1) - The launcher for the Javelin medium anti-tank weapon. The missile is a round of ammunition.

Command Post (CP) - The location of a unit's headquarters.

Commo Site - The location of a communications unit.

Compassman - A Ranger designated to ensure the patrol travels on the correct azimuth.

Concealment - Protection from enemy observation.

Contingency Plan - A plan used to coordinate the patrol's action in the event of other possible situations.

Cover - Protection from enemy fire.

Coxswain - The Ranger designated as responsible for rigging, loading and controlling a small boat.

Cross Loading - Load planning to minimize the effect of any lost aircraft, vehicle or boat on the mission.

D

Danger Area - An area such as a road, trail, stream or open area where the patrol is more likely to be detected.

Deadfall - An area where the trees have been systematically cut.

Debarkation Point - The destination of the patrol's small boat movement.

Demolition Charges - Prepared explosives used to destroy enemy equipment or key objects at the objective.

Demolition Team - A special team organized to place and detonate demolition charges on enemy equipment at the objective.

Direct Fire - Flat trajectory fire aimed directly at the target.

Disengage by Bounds - Having elements alternate between withdrawing and providing a base of fire to disengage from contact.

Drop Zone (DZ) - The location used for an airborne insertion.

E

Embarkation Point - The location where the patrol begins a small boat movement.

Embarked - Configuration indicating the patrol is being transported.

Extraction - The removal of the patrol from the area of operations.

Extraction Site - The location where the patrol will be extracted by helicopter using SPIES.

F

F-16 Fighting Falcon - USAF multi-role fighter.

F-22 Raptor - USAF air superiority fighter.

F-35 Lightning II - Joint services multi-role stealth fighter.

F/A-18 Hornet - US Navy multi-role fighter.

Far Ambush - A surprise engagement with an enemy force farther away than hand grenade range.

Far Side Team - The element of the patrol responsible for securing the far side of the stream or river during a crossing.

Fast Rope Insertion - Insertion of a patrol by helicopter into terrain unsuited for landing. The Rangers slide down a thick rope attached to the hovering aircraft in a controlled descent.

Field Planning - Preparation conducted in a patrol base for a new mission.

Fifty Percent Security - Half of the patrol remains alert providing security. The other half performs other activities.

File - A movement formation in which the patrol moves in a single file. More properly called the modified wedge.

Final Inspection - The last inspection of the patrol conducted prior to the mission. Conducted in full uniform including camouflage.

Fire and Maneuver - Elements alternate between providing suppressive fire and moving to a better position.

Fire and Movement - The use of individual movement techniques to alternate between firing and closing with enemy positions.

Fire Direction Center (FDC) - Coordinates all calls for fire.

Fire in the Hole - A warning explosives are about to be detonated.

Fire Support - Supporting indirect fire assets.

Fire Support Officer - A liaison officer from the supporting artillery unit.

Firefight - Close quarters combat with an enemy force.

Forward Air Controller - A USAF pilot flying over the area of operations to coordinate all close air support.

Forward Observer - An attachment from the supporting artillery unit to call and adjust all fire support.

Fragmentation Grenade - The standard combat hand grenade.

FRAGO - A fragmentary order used to amend the operations order during the mission.

Freeze - A hand and arm signal for the entire patrol to halt exactly as they are to avoid visual detection by enemy personnel.

Friendly Forward Unit (FFU) - The unit in the front lines through whose defensive positions the patrol passes.

G

Gap in the Wire - A constructed lane through all defensive wire, obstacles and minefields. Not clearly marked.

Global Hawk (RQ-4A) - Joint services high altitude, long endurance, surveillance unmanned aerial vehicle.

Global Positioning System (GPS) - NAVSTAR joint space-based system. Used with field receivers to provide extremely accurate navigational or targeting information.

Guide - A soldier from the friendly forward unit provided to escort the patrol behind and through friendly lines.

H

Hand and Arm Signal - A gesture understood by all members of the patrol to have a specific meaning. These signals minimize the need for the patrol to make any noise.

Hasty Ambush - A battle, or immediate action, drill allowing the patrol to deploy in an assault line to ambush a moving enemy force.

Hasty Probe - The procedure used to clear a minefield under situations where time is critical.

Headcount - A procedure used to ensure all of the Rangers are still with the patrol.

HEAT - High explosive anti-tank shaped charge warhead.

Hellfire (AGM-114) - Air-launched, laser-guided, anti-tank missile.

Helocast Insertion - Insertion of a patrol by helicopter into a body of water. The Rangers jump from the aircraft with water-proofed bundles containing their weapons and equipment and swim to shore.

Hunter (MQ-5B) - US Army extended endurance unmanned aerial vehicle with weapons capability.

I

ICOM - Lightweight individual radios.

Immediate Assault - All Rangers use individual assault techniques to rapidly close with and destroy the enemy.

Indirect Fire - High trajectory fire aimed indirectly at a target. The target might not be in sight of the firing unit. The rounds can be adjusted onto the target by an observer.

Initial Inspection - A detailed and lengthy first inspection of the patrol to identify all shortcomings in preparation for the mission.

Initial Rally Point - A position inside friendly lines used as a rally point in the event of contact during passage of lines.

Intelligence Officer - The battalion or brigade S2 staff officer.

J

Javelin - The US Army's medium anti-tank weapon system. It consists of the Command Launch Unit attached to a disposable round of ammunition. The Javelin fires a true fire and forget missile.

JDAM (GBU-32) - The Joint Direct Attack Munition is a tail kit added to existing bombs to provide a highly accurate, all weather bombing capability. The JDAM uses GPS for guidance.

JSTARS (E8-C) - Joint Surveillance Target Radar System. A long range, air-to-ground surveillance system operated in a modified Boeing 707 jet aircraft.

Jumpmaster Inspection - A thorough safety check of a paratrooper and his equipment before an airborne operation.

Jungle Penetrator - An extraction device lowered from a helicopter to lift individuals to the aircraft through the jungle canopy.

Key Terrain - A location or area that the seizure, retention or control of affords either side a marked advantage.

Key Weapons - Machine guns, anti-tank weapons and other weapons with an extraordinary impact on the patrol's combat power.

Kill Zone - The designated area where an enemy force will be isolated and destroyed in an ambush.

L

Landing Zone (LZ) - The location used for an airmobile insertion.

Laser Guided Munitions - Highly accurate ordnance that uses laser light reflected from a designated target for guidance.

LCM - Landing craft, medium. Referred to as a Mike boat.

Leader's Recon - A recon conducted by the patrol leader to verify an intended action or location.

Lifelines - Safety lines constructed from the individual sling ropes and snap links carried by each Ranger.

Lift - One movement of personnel by all of the available aircraft.

Limit of Advance - The control measure used to halt the patrol's assault in the proper location.

Load Plan - The patrol leader's plan for utilizing the support transportation.

LRSU - Long range surveillance unit.

M

M4 Carbine - A compact carbine version of the lightweight, air-cooled, gas operated 5.56mm M16A2 assault rifle.

M203 Dual-Purpose Weapon - A 40mm grenade launcher installed under an M4 carbine.

M240B Machine Gun - A ground-mounted, air-cooled, gas operated, crew-served 7.62mm machine gun.

M249 Squad Automatic Weapon - A lightweight, air-cooled, gas operated, one man portable 5.56mm automatic weapon.

Machine Gun (MG) - A crew-served weapon with a high rate of fire used to support infantry formations and assaults.

MARS Outboard Motor - Military Amphibious Reconnaissance System 35 horsepower outboard motor.

Marshaling Area - The site where the patrol embarks for insertion.

Meal Ready to Eat (MRE) - The standard US Army field ration.

Medevac - The evacuation, usually by helicopter, of wounded or friendly killed.

Minefield - An area strewn with land mines.

Mission Abort - The canceling of the assigned mission. Must be granted from the headquarters that assigned the mission.

Mortar - Short-ranged infantry unit indirect fire weapon.

N

Nap of the Earth (NOE) - A technique of flying just above the trees or ground. The pilot changes altitude with the folds of the terrain.

Navigator - The monitor of the patrol's navigation during a small boat movement. Usually the primary compassman.

Near Ambush - Surprise combat that occurs when a patrol enters the kill zone of an enemy patrol. Occurs within hand grenade range.

Near Side Team - The element of the patrol responsible for constructing the one-rope bridge during a stream crossing.

Night Observation Devices (NODS) - Helmet-mounted or worn night vision lens that enhances existing light from natural sources. Used by individual soldiers.

Night Vision Devices - Passive, i.e. non-emitting, limited visibility vision enhancement devices.

No Later Than (NLT) - Written as NLT, pronounced no later than.

O

Objective Rally Point (ORP) - The location within three hundred meters of the objective used to prepare for actions at the objective.

Offset Azimuth - An azimuth different from the primary azimuth by ninety degrees.

One Hundred Percent Security - Every member of the patrol is completely alert and ready to fight.

One Rope Bridge - Use of a squad rope to cross a river or stream. The patrol members connect to the bridge with individual lifelines.

Open Area - A clear area, regardless of size.

Operations Officer - The battalion or brigade S3 staff officer.

Operations Order (OPORD) - The extensive plan issued to the patrol prior to the mission. This order covers the entire mission and contingency plans for every possible situation.

Ordnance - Ammunition or explosives.

Overwatching - The act of observing another element's movement and providing suppressive fires if necessary.

P

Pace Count - The distance traveled as determined by the pacemen.

Pace Man - A Ranger assigned to count his paces and convert this to the distance traveled.

Partisan Link-Up - The act of establishing contact with friendly partisans in the area of operations.

Partisans - Friendly, indigenous personnel sympathetic to the patrol's mission who provide assistance.

Passage of Lines - The ground movement of a patrol through friendly front line positions.

Patrol Base - A position established to allow the patrol the proper security to perform necessary sustaining operations and planning.

Perimeter - The patrol occupies a rough circle to establish security.

Pick-Up Zone (PZ) - The location where the patrol will be extracted by helicopter.

POL Site - Location of a stockpile of fuel and other petroleum-based supplies.

Poncho Raft - An expedient raft that is constructed from the Rangers' standard equipment and used to cross a river or stream.

Precise Lightweight GPS Receiver (PLGR) - US Army passive device that uses GPS for accurate positioning.

Predator (MQ-1) - USAF medium altitude, long-endurance unmanned aeriel vehicle armed with Hellfire missiles.

Principle - An established, doctrinal standard that should be followed. Violation of a principle can lead to disaster.

Priority Intelligence Requirements (PIR) - Designated intelligence that must be gathered if possible.

Priority of Work - The patrol leader's plan to ensure tasks are accomplished in a patrol base in a secure and efficient manner.

R

Radio-Telephone Operator (RTO) - This Ranger is assigned primary communications duties and carries the SINCGARS radio.

Raid Patrol - A combat patrol organized to destroy enemy personnel and equipment at a specific location.

Rally Point - A location where the patrol reforms after being dispersed by enemy contact. Some are pre-planned while others are designated by the patrol leader during movement.

Re-Entry - Passing back through friendly front lines.

Re-Entry Rally Point (RRP) - A location within five hundred meters of friendly lines used to prepare for re-entry of lines.

Reaction Force - A force designated and prepared to act as reinforcement to another unit.

Reaper (MQ-9) - Upgraded version of the USAF Predator armed with Hellfire missiles, laser-guided bomb or JDAMs.

Recognition Signals - Used for quick identification and to ensure both parties' safety by friendly forces when linking up.

Recon and Security (R&S) Team - Small team used to recon an area while providing security.

Recon Patrol - A patrol organized to gather information.

Redistribution of Ammunition - The evening of ammunition levels among the patrol after contact and during actions on the objective.

Reduced Force Rehearsal - A rehearsal where selected key patrol members practice their actions.

Rehearsals - Actions carried out prior to the mission to familiarize each Ranger with all phases of the operation.

Release Point - A location between the objective and the objective rally point where the patrol leader releases the individual elements to move to their respective positions.

Rig - Prepare and/or don special equipment.

Riverine Ambush - A combat patrol organized to destroy enemy waterborne traffic along a specific river or stream.

Rocket - Free flight indirect fire asset used for blanket coverage of a large area.

S

SAM Site - A surface-to-air missile emplacement.

Sand Table - An expedient model of the terrain over which the patrol will operate. Created during planning for use in the operations order.

Search and Prisoner Team - A two man team designated to search enemy killed and wounded on the objective.

Security Halt - A cigar-shaped security perimeter used to provide the patrol increased security during necessary halts.

Security Listening Halt - A short halt conducted after moving out of small arms range of friendly lines or the insertion point. This halt is used to adjust to the sights and sounds of the battlefield.

Security Team - An element in a static position providing security for the remainder of the patrol.

Service Support - The paragraph of the operations order covering all logistical aspects of the mission.

SINCGARS Radio (AN/PRC-119) - The standard US Army tactical radio.

Sky Warrior - US Army unmanned aerial vehicle.

Small Arms - Light weapons designed for anti-personnel use.

Small Boat Insertion - The use of small assault boats to move the patrol into enemy territory.

Small Boat Operations (SBO) - The movement of the patrol by small assault boats.

Sniper - A soldier trained in individual marksmanship techniques and to attack from a concealed location.

Special Operations Aircraft - Aircraft with extended operating and upgraded navigational, communications and weapons capabilities.

SPIES - Special patrol insertion/extraction system.

Squad Radio (AN/PRC-126) - Lightweight tactical squad radio.

Squelch - A setting on tactical radios that turns off the speaker when there is no signal. Beginning to transmit causes static to return. A short burst can be used as a pre-arranged signal.

Standard Operating Procedure (SOP) - A procedure established by a unit for a routine action.

Starcluster - A hand-held, expendable signaling device. It fires a rocket containing five pyrotechnic signals of a specific color.

Sterilizing the Planning Area - Removing all signs of the patrol's presence from the planning area as a counter-intelligence step.

Strongpoint - A patrol that lacks sufficient numbers to defend an area with a perimeter establishes defensive positions at critical locations to control likely avenues of approach to the area.

Supply Officer - The battalion or brigade S4 staff officer.

Support Positions - Positions from which the support element will engage the objective by fire.

Supply Cache - A depot of supplies to support operations in an area.

Surveillance Team - An element of Rangers emplaced during the leader's recon to provide continuous observation of the objective during preparations for actions at the objective.

T

T55 Tank - A Soviet-produced tank used by some third world nations.

Tactical Operations Center (TOC) - The consolidated staffs of the battalion. The nerve center of the battalion during operations.

Target Reference Point (TRP) - Pre-arranged fire support target.

Technique - A sound solution to a tactical situation that adheres to all principles. There can be many techniques for a situation.

Ten Digit Coordinate - The most accurate record of a location possible without surveying equipment. Establishes a location to the nearest meter.

Tracking - The use of special skills to follow an enemy force.

Transport Tightening System - The use of specific knots to hold a rope taut after the slack is removed.

Traveling - A movement technique emphasizing speed over security. Used behind friendly lines.

Traveling Overwatch - A movement technique emphasizing speed and security equally.

U

UAV - Unmanned aerial vehicle controlled by a ground station.

UH60 Blackhawk - US Army utility helicopter.

V

Viper Strike - A gliding munition that uses laser-guided and GPS-aided navigation. Fired from US Army unmanned aeriel vehicles.

W

Warning Order - An order issued as soon as possible to allow subordinates the maximum use of all available time in preparation for the mission.

Z

Zodiac Boat - A fifteen man inflatable rubber assault boat.

Zone Recon - A recon patrol used to search a large zone designated in the patrol's mission.

RANGER

OMEGA GAMES

Combat Results Card

Executing Enemy Attacks

The Tactical Events Booklet indicates when an enemy attack occurs.

Determine the column of the Combat Results Table used to resolve the attack.

- A column will be indicated by the Tactical Events Booklet.
- Adjust this column to the left or right for all applicable shift modifiers.

Determine the number of friendly casualties inflicted by the attack.

- Roll the dice.
- Modify the result by adding or subtracting any applicable dice roll modifiers.

Cross-index the modified dice roll with the correct column.

- The result is the number of friendly casualties the enemy attack inflicts on the patrol.

Use the Casualty Distribution Table on the reverse of this card to determine which Rangers become casualties.

- Use the Casualty Level Table to determine the severity of each casualty's wounds.
- Record all casualties on the Patrol Record Log.

Executing Friendly Attacks

The Tactical Events Booklet indicates when the player can execute a friendly attack.

- Only Rangers in the element in contact can attack.
- Each Ranger can fire only one weapon per attack.
  - AT4s, claymores and hand grenades are ammunition.
  - They can be expended by a Ranger firing his weapon.

The Weapons Attack Chart indicates the number of attacks resolved and the column of the Combat Results Table used for each.

- Each weapon must be effective against the enemy target.
- The target must be within its maximum effective range.
- Total the number of each weapon type firing and divide by the number of weapons per attack rounding fractions up.
- The result is the number of attacks to be resolved.

All attacks must be committed before any are resolved.

- Expend one ammunition factor per weapon allocated.

Execute each attack on the Combat Results Table.

- Reduce the enemy strength factor by the results.

Weapons Attack Chart

Each weapon fired must be effective against the target. All weapons are effective against enemy personnel and trucks except for those marked with an asterik (*) which are effective against all vehicles and patrol boats. Claymores can only be expended by a stationary Ranger.

Type	# Per Attack	Range	CRT Column
M4	4	500 m	C
M203	2	250 m	G
M249 SAW	1	600 m	E
M240B MG	1	1800 m	F

Machine guns are also effective against patrol boats.

Type	# Per Attack	Range	CRT Column
Javelin	1	2500 m	R*
AT4	1	250 m	K*
Claymore	1	50 m	J
Grenade	2	50 m	I

* Weapon is only effective against vehicles and patrol boats.

Combat Results Table

Do not shift columns across this line.

Dice Roll	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
2	-	-	-	-	-	1	2	2	3	6	8	10	14	18	22	26	30	36	-	-	-	-
3	-	-	-	-	1	1	2	3	4	6	9	11	15	19	23	27	31	37	-	-	-	1
4	-	-	-	-	1	2	2	3	4	7	9	12	16	20	24	28	32	37	-	-	-	3
5	-	-	-	1	1	2	3	3	5	7	10	13	17	21	25	29	33	38	-	-	3	5
6	-	-	-	1	2	2	3	4	5	8	10	14	18	22	26	30	34	39	-	1	4	7
7	-	-	-	1	2	3	3	4	6	8	11	15	19	23	27	31	35	40	-	1	5	9
8	-	-	1	2	2	3	4	4	6	9	11	16	20	24	28	32	36	40	1	2	6	11
9	-	-	1	2	3	3	4	5	7	9	12	17	21	25	29	33	37	41	1	2	7	13
10	-	1	1	2	3	4	4	5	7	10	12	18	22	26	30	34	38	42	2	2	8	15
11	-	1	2	3	3	4	5	5	8	10	15	19	23	27	31	35	39	43	2	3	9	17
12	1	1	2	3	4	4	5	6	8	11	18	20	24	28	32	36	40	44	4	3	10	19

A dice roll of 2, 3 or 4 is necessary to eliminate an enemy machine gun

A dice roll of 2 or 3 is necessary to eliminate an enemy sniper.

RANGER

OMEGA GAMES

Combat Results Card

Determining Casualties

Locate the row on the Casualty Distribution Table corresponding to the number of Rangers in the element of the patrol under fire.

- Roll the dice.
  - Apply any applicable modifiers listed below the chart.
- Cross-index the modified dice roll result and the correct row to determine which Ranger is a casualty.

Count down from the top of the Patrol Record Log.

- Count down the number determined on the Casualty Distribution Table.
  - That number is not the printed number in front of the Ranger's name on the Patrol Record Log.
- Count only Rangers in the element under fire.
- Do not count any Rangers that have been killed.

To determine the severity of the casualty, locate the column on the Casualty Level Table corresponding to the range to the enemy force.

- Use *0-100m* for indirect fire, mines or near ambushes.
- Use *101-300m* for contact during small boat operations.

Roll a die.

- Add two to the result if the enemy has a machine gun.

Cross-index the modified die roll result with the appropriate column to determine the level of the casualty.

- Record the Ranger's casualty level by circling the appropriate abbreviation on the Patrol Record Log.

Repeat this procedure the number of times indicated by the result obtained from the resolution of the enemy attack.

Casualty Level Table

Die Roll	Range 0-100m	101-300m	301-500m	501-800m	801-1000m	1001-1500m+
1	-	-	-	-	-	-
2	w	w	-	-	-	-
3	W	w	w	-	-	-
4	W	W	w	-	-	-
5	K	W	W	w	w	-
6	K	K	K	W	W	w

Modifier: +2 if the enemy has a machine gun.

Casualty Levels

K: Killed in Action

W: Severely Wounded in Action *(Stretcher)*

w: Lightly Wounded in Action *(Ambulatory)*

-: Superficial Wound *(Not recorded on the Patrol Record Log)*

Killed and severely wounded casualties cannot move on their own and require evacuation.

Lightly and superficial wounded casualties have no effect.

Casualty Distribution Table

Cross-index the modified dice roll result with the number of Rangers in the element under fire. The result indicates which Ranger in the element is a casualty. Count down the resulting number.

# of Rgrs	Dice Roll 2	3	4	5	6	7	8	9	10	11	12
41	1	1	3	8	17	18	26	31	34	39	41
40	1	1	2	6	13	19	25	30	32	36	40
39	1	2	5	9	12	21	27	33	34	35	39
38	1	2	4	5	9	16	22	35	36	37	38
37	1	2	3	10	15	17	21	29	30	35	37
36	1	2	3	6	10	19	26	27	28	33	36
35	1	3	4	8	17	20	28	29	31	33	35
34	1	3	6	11	16	18	20	26	29	31	34
33	1	3	5	9	14	19	23	25	27	29	33
32	1	3	6	7	12	17	21	26	27	28	32
31	1	4	8	10	14	16	22	25	28	30	31
30	1	4	7	11	15	19	20	26	28	29	30
29	1	4	6	9	13	17	19	23	25	28	29
28	1	4	5	8	13	15	20	22	24	26	28
27	1	3	7	8	11	12	15	18	21	24	27
26	1	3	6	9	10	14	15	20	21	22	26
25	1	3	5	8	9	11	16	17	19	20	25
24	1	3	4	6	11	12	15	18	21	23	24
23	1	3	3	7	10	13	16	19	20	21	23
22	1	2	4	6	9	11	12	14	17	22	22
21	2	2	5	5	7	11	13	15	16	19	21
20	1	2	4	4	6	10	13	14	16	17	20
19	1	2	3	5	8	10	11	12	14	16	19
18	1	2	2	6	7	9	12	15	16	17	18
17	1	2	2	3	10	11	13	13	14	15	17
16	1	1	3	5	7	7	9	10	11	12	16
15	1	1	3	5	5	6	8	10	12	14	15
14	1	1	2	4	7	8	10	11	12	13	14
13	1	1	3	3	5	9	9	10	11	11	13
12	1	1	2	3	6	6	6	7	8	11	12
11	1	1	2	2	4	5	7	8	9	10	11
10	1	1	2	3	5	5	6	6	7	9	10
9	1	1	2	3	4	4	5	6	7	8	9
8	1	1	2	3	4	4	5	5	6	7	8
7	1	1	2	3	4	4	5	5	6	6	7
6	1	1	2	2	3	3	4	4	5	5	6
5	1	1	1	2	2	3	3	4	4	5	5
4	1	1	1	2	2	2	3	3	3	4	4
3	1	1	1	1	2	2	2	3	3	3	3
2	1	1	1	1	1	1	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1	1

Modifiers: + 6 to the dice roll if attacked from behind.

- 4 from the dice roll if attacked during infiltration or insertion.

- 4 from the dice roll if attacked in far ambush or by sniper.

- 4 from the dice roll if attacked during a chance contact.

- 6 from the dice roll if in a minefield.

Tactical Reference Card

Weapons Available

Type	Graphic Symbol	#Available Squad	#Available Platoon
M4 Assault Rifle		6	20
M203 Dual Purpose Weapon		2	6
M249 Squad Automatic Weapon		2	6
M240B Machine Gun		1	2
M98A1 Javelin Launch Unit *		1	3

* Both the launch unit and a readied round must present to fire the weapon.

Equipment Available

Type	Graphic Symbol	#Available Squad	#Available Platoon
SINCGARS Radio		1	2
Night Vision Device		2	5
Binoculars		2	5
Camera		1	3
Squad Rope		1	3
SPIES Harness		11	34

Speed Chart

Weight Rating	Speed Fast	Normal	Slow	Very Slow
14	1-10	11-12	13-14	15+
12	1-8	9-10	11-12	13+
10	1-6	7-8	9-10	11+

Maximum Distance Chart

Speed	Fast	Normal	Slow	Very Slow
Distance Limit	1500 m	1500 m	1000 m	500 m

Rehearsal Areas

- Actions at the Objective *(Must be rehearsed again in a patrol base.)*
- Actions on Enemy Contact including:
  - *Actions During Indirect Fire*
  - *Actions During Sniper Fire*
  - *Actions During a Far Ambush*
  - *Actions During a Near Ambush*
  - *Chance Contacts including:*
    - *Enemy Patrol Moving at the Patrol*
    - *Enemy Patrol Moving Away From the Patrol*
    - *Enemy Patrol Moving Across the Patrol's Front*
    - *Mutual Discovery by Patrols*
- Crossing Danger Areas
- Departure of Lines
- Insertion
- Movement Techniques
- Actions at Rally Points
- Small Boat Operations
- Crossing a River with a One-Rope Bridge
- Extraction
- Extraction by SPIES
- Re-entry of Lines
- Actions at a Patrol Base

Ammunition Available

Type	Graphic Symbol	Notes
M4 M203 M249 M240B		Rangers armed with an M4, M203, M249 or M240B can carry one load of readied ammo and one load of unreadied ammo. Each load represents nine attacks. Expend one attack of readied ammo at a time.
Claymore Mine		Claymore mines can only be expended while halted, by security teams, during execution of the mission or while defending a patrol base.
AT4 Anti-Tank Missile		Six AT4s per squad are available. A Ranger can only carry one. They can expend one per attack even if the Ranger fires his weapon. They can only be fired at enemy positions, vehicles and during raids.
Hand Grenades		Each Ranger can carry two hand grenades. They can expend one per attack even if the Ranger fires his weapon.
C4 Explosive		C4 must be expended to destroy enemy equipment at the objective. It is placed and detonated on the objective by the assault element.
Javelin Round *		Two Javelin rounds per launch unit are available. A Ranger can only carry one. The round must be readied and is expended.

* Both the launch unit and a readied round must present to fire the weapon.

RANGER

OMEGA GAMES

Tactical Reference Card

Types of Enemy Contact

- The patrol encounters effective opposition from an enemy force while preparing to move out initially.
- The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.
- The patrol is attacked from behind.
- While moving by small boats, the patrol encounters an enemy river observation post.
- While moving by small boats, the patrol encounters an enemy patrol boat.
- The patrol is attacked in a far ambush.
- The patrol is under fire in the kill zone of a near ambush.
- The patrol is under fire by an enemy sniper.
- The patrol is in a minefield.
- The patrol encounters an unexpected enemy patrol.

This type of contact is termed a chance contact.

It includes the four types of contact below:

  - The enemy patrol is moving directly at the patrol.

    The enemy has not yet sighted the patrol.
  - The enemy patrol is moving away from the patrol.

    The enemy has not yet sighted the patrol.
  - An enemy patrol is moving across the front of the patrol.

    The enemy has not yet sighted the patrol.
  - Both patrols have mutually sighted each other.

- Enemy and friendly forces are in a firefight.
- The patrol is receiving incoming indirect fire.

This type of contact includes the three types of contact below:

  - The patrol is receiving incoming artillery fire.
  - The patrol is receiving incoming mortar fire.
  - The patrol is receiving incoming free flight rockets.

Patrol Configurations

Traveling	*Perimeter*
Traveling Overwatch	*Strongpoint*
Bounding Overwatch	*Assault*
File	*Embarked*
Security Halt	*Dispersed*

Reactions to Enemy Contact

- Hold positions and develop the situation.
- Hold positions and engage the enemy by direct fire.
- Hold positions and request fire support.
  - All other reactions include the use of indirect fire as necessary. This reaction involves using only indirect fire assets to engage the enemy force.
- Assault the enemy positions immediately.
- Attack the enemy positions by fire and maneuver.
- Disengage from the enemy by the clock method.
- Disengage from the enemy by elements using bounds.
- Break contact battle drill. *(Squads and smaller only.)*
- Lay down and allow the enemy patrol to pass.
- Deploy in a hasty ambush against the enemy.
- Continue moving along your present course.
- Increase speed and continue moving on your course.
- Fall back to the last rally point individually.
- Withdraw back through the gap in the wire.
- Circle back on your route to set up a hasty ambush.
- Drop off an ambush and continue moving with the remainder of the patrol.

Reactions to Contact During Small Boat Operations

- Turn toward the enemy and fire from the boats.
- Continue paddling and attempt to slip by the enemy.
- Turn away from the enemy before you are detected.
- Disembark immediately at the nearest shore.

Recording Ammunition on the Patrol Record Log

Determine the ammunition each Ranger will carry.

- One load of ammo, grenades and an AT4 can be carried readied.
- All other ammunition is carried unreadied.

Draw a line though all ammunition not carried by a Ranger.

- Expend one readied ammunition graphic symbol per attack.
  - Write the number of attacks remaining on the bullets symbol for the readied basic load of ammunition.
- Unreadied ammunition cannot be expended.
- Unreadied ammunition can be readied at a halt or the objective rally point.

A Ranger can't fire if all graphic symbols for ammo are expended.

Situation Briefing 1

The Republic of Puerto Oro, a US ally, has battled the Peoples Socialist Revolutionary Front (PSRF) an extremist Socialist force operating inside their borders. This para-military force is supposedly an internal revolution, but is actually supported from Costa Verde, a socialist neighboring country involved in a series of disputes with Puerto Oro's government concerning oil production. Costa Verde provides the rebel force with material support and sanctuary. Until recently, Puerto Oro's National Guard had been able to hold the rebels in check and prevent them from gaining the wide spread popular support they need.

One week ago, forces from Costa Verde invaded the northern province of Puerto Oro. The outnumbered National Guard is fighting a valiant delaying action against its better-equipped foe, but haven't been able to halt their advance. The government is also concerned about losing control of the countryside to the rebel forces. The President of Puerto Oro has requested US military intervention.

After consulting with congressional leaders and the joint chiefs of staff, the President of the United States has ordered the deployment of the 82nd Airborne Division to stabilize the situation. The 3rd Battalion, 75th Infantry (Ranger) will deploy in support of the 18th Airborne Corps (Forward). The battalion will conduct operations in support of the corps in AO Yankee along Puerto Oro's coast. Operations will expand westwards into AO Victor and AO Sierra.

The PSRF is operating in company-sized force in an area along the coast. The guerrillas are especially active during periods of limited visibility and during adverse weather conditions. The guerrilla company in AO Yankee has three platoons of three squads each. The enemy wears a combination of jungle camouflaged uniforms and traditional local clothing.

An enemy platoon is numbered at twenty to twenty-four men and operates in squad-sized (seven to eight men) elements broken down into teams. They have at least one machine gun per squad and have two to three mortar tubes for indirect fire per platoon. The guerrillas are well-trained and capably-led. Their morale is excellent due to their recent success in inflicting numerous casualties on Puerto Oro forces. They are familiar with the area and can live off of the land with the help of the local populace. They use platoon- and company-sized supply points to resupply ammunition and other supplies. Command and control for the rebels is decentralized. Squads may have some type of radio equipment but messengers are often used to relay orders. The insurgents have homemade mines and booby traps. The enemy is proficient in conducting near and far ambushes and uses his indirect fire capabilities to break contact. The guerrillas are equipped with AK-47s, RPG-7s and PKM machine guns. They have 82mm mortar support available to them for limited indirect fire. The guerrillas have limited vehicular assets and no reinforcing elements in our area of operation. The enemy has no night vision equipment.

PSRF guerrilla elements have established a strong active presence in the gulf area with the intent of conducting limited attacks against Puerto Oro government facilities located north of AO Yankee. Intelligence obtained from Puerto Oro's National Guard indicates the guerrilla forces have established a number of bases and logistical supply points north and south of the river flowing through the area of operations to the gulf. The guerrilla forces have been conducting aggressive offensive operations such as squad-sized ambushes, sniper attacks and limited indirect fire attacks against Puerto Oro forces. The PSRF uses the unimproved trail network for resupply and reinforcement operations. The guerrilla forces ambushed a government convoy at F(0) 30(0) and conducted a rocket attack against the village at M(3) 35(3) within the last twenty-four hours. The villages in the area of operations are deserted due to recent enemy activity. Some of the villagers have remained in the area as partisans opposing the PSRF.

The guerrilla company operating in our area of operation will continue to conduct limited squad-sized ambushes, sniper attacks and mortar attacks against Puerto Oro National Guard forces. The purpose of these attacks is to discredit Puerto Oro forces. The guerrillas will operate at team and squad size and will fight only on favorable terms and break contact with indirect fire to avoid decisive engagement.

Fire Support Available

The following indirect fire support assets are available to support the patrol during contact.

The only friendly fire support available is naval gunfire support from a US Navy destroyer operating offshore.

No friendly artillery units are available to support operations in AO Yankee. All company and battalion mortars are employed elsewhere.

The reduced map sections on the reverse of this card indicate the maximum range of all available fire support assets.

Air Support Available

The following air support assets can be available to support the patrol during contact.

US Navy air support will be available to support the patrol during contact. Air strikes will be conducted by F/A-18 Hornet aircraft. US Air Force aircraft are available for airborne operations, but no tactical air support will be available. USAF Spooky gunships are not available.

Blackhawk and Chinook helicopter support is available in AO Yankee from Special Operations aircraft operating from US Navy ships in the gulf. No tactical remotely piloted vehicles will be available to support the patrols in AO Yankee. Strategic assets are available.

Air support assets can attack targets on all map sections when available. Precision munitions are available.

Mission Cards Available

Use only the mission cards below with this Situation Briefing. Set the other cards aside.

AO Yankee: **1-4, 6-7, 10, 12-15, 17-19, 21-24**

AO Victor: **25-29, 31, 34, 36, 38-39, 41-44, 46, 48**

AO Sierra: **49-57, 59, 61-72**

Fire Support Available



Situation Briefing 2

The Republic of Puerto Oro, a US ally, is battling invading forces from Costa Verde, a socialist neighboring country. These neighbors have been involved in a series of disputes concerning oil production. Costa Verde invaded the northern province of Puerto Oro two weeks ago. The National Guard of Puerto Oro is outnumbered but fighting to repulse its better-equipped foe. They have not been able to halt the enemy advance. The government is increasingly concerned about also losing control of the countryside to the Peoples Socialist Revolutionary Front (PSRF) an extremist Socialist force operating inside their borders. This para-military force is supposedly an internal revolution, but is actually supported from Costa Verde. Costa Verde provides the rebel force with material support and sanctuary. Until just before the invasion, Puerto Oro's National Guard had been able to hold the rebels in check and prevent them from gaining the wide spread popular support they need.

One week ago, the 82nd Airborne Division deployed to secure key areas of Puerto Oro. They have stabilized the situation around the capital and secured several airfields to allow the 101st Air Assault Division to deploy and begin operations. The 3rd Battalion, 75th Infantry (Ranger) is deployed in support of the 18th Airborne Corps (Forward). The battalion is conducting operations in support of the corps in AO Yankee along Puerto Oro's coast. Operations will expand westwards into AO Victor and AO Sierra.

The PSRF is operating in company-sized force in an area along the coast. The guerrillas are especially active during periods of limited visibility and during adverse weather conditions. The guerrilla company in AO Yankee has three platoons with three squads each. The enemy wears a combination of jungle camouflaged uniforms and traditional local clothing.

An enemy platoon is numbered at twenty to twenty-four men and operates in squad sized (seven to eight men) elements broken down into teams. They have at least one machine gun per squad and have two to three mortar tubes for indirect fire per platoon. The guerrillas are well-trained and capably-led. Enemy morale has been high due to recent success in inflicting casualties on government forces. Clashes with the battalion's patrols in the area of operation during the last week have begun to have an effect. The rebels are familiar with the area and can live off of the land with the help of the local populace. They use platoon- and company-sized supply points to resupply ammunition and other supplies. Their command and control is decentralized. Squads may have some type of radio equipment but messengers are often used to relay orders. The insurgents have homemade mines and booby traps. The enemy is proficient in conducting near and far ambushes and uses his indirect fire capabilities to break contact. The guerrillas are equipped with AK-47s, RPG-7s and PKMs and have 82mm mortar support available for limited indirect fire. The guerrillas have limited vehicular assets and no reinforcing elements in our area of operation. The enemy has no night vision equipment.

PSRF guerrilla elements maintain a strong active presence in the gulf area. Intelligence obtained from Puerto Oro's National Guard indicates the guerrilla forces have established several bases and logistical supply points north and south of the river flowing through the area of operations to the gulf. The guerrilla forces have been conducting aggressive offensive operations such as squad-sized ambushes, sniper attacks and limited indirect fire attacks against Puerto Oro forces. The PSRF uses the unimproved trail network for resupply and reinforcement operations. The villages in the area of operations are deserted.

The guerrilla company operating in our area of operation will continue to conduct limited squad-sized ambushes, sniper attacks and mortar attacks against U.S. and Puerto Oro National Guard forces. The purpose of these attacks is to discredit Puerto Oro forces and make U.S. military operations politically costly. The guerrillas will operate at team and squad size and will fight only on favorable terms and break contact with indirect fire to avoid decisive engagement.

Fire Support Available

The following indirect fire support assets are available to support the patrol during contact.

Friendly 105 mm artillery units are available to support operations in AO Yankee from positions off of the map to the north. All company and battalion mortars are positioned off the maps' eastern edges.

US Navy naval gunfire support is not available.

The reduced map sections on the reverse of this card indicate the maximum range of all available fire support assets.

Air Support Available

The following air support assets can be available to support the patrol during contact.

US Air Force support will be available. Airstrikes will be conducted by F-16 and A-10 aircraft. Spooky gunship support is also available.

US Navy air support will also be available to support the patrol during contact. Air strikes will be conducted by F/A-18 aircraft.

Blackhawk, Chinook and Apache helicopter support is available in AO Yankee from bases off the map to the north.

Remotely piloted vehicles will be available to support the patrols in AO Yankee. Strategic reconnaissance assets are also available.

Air support assets can attack targets on all map sections when available. Precision munitions are available.

Mission Cards Available

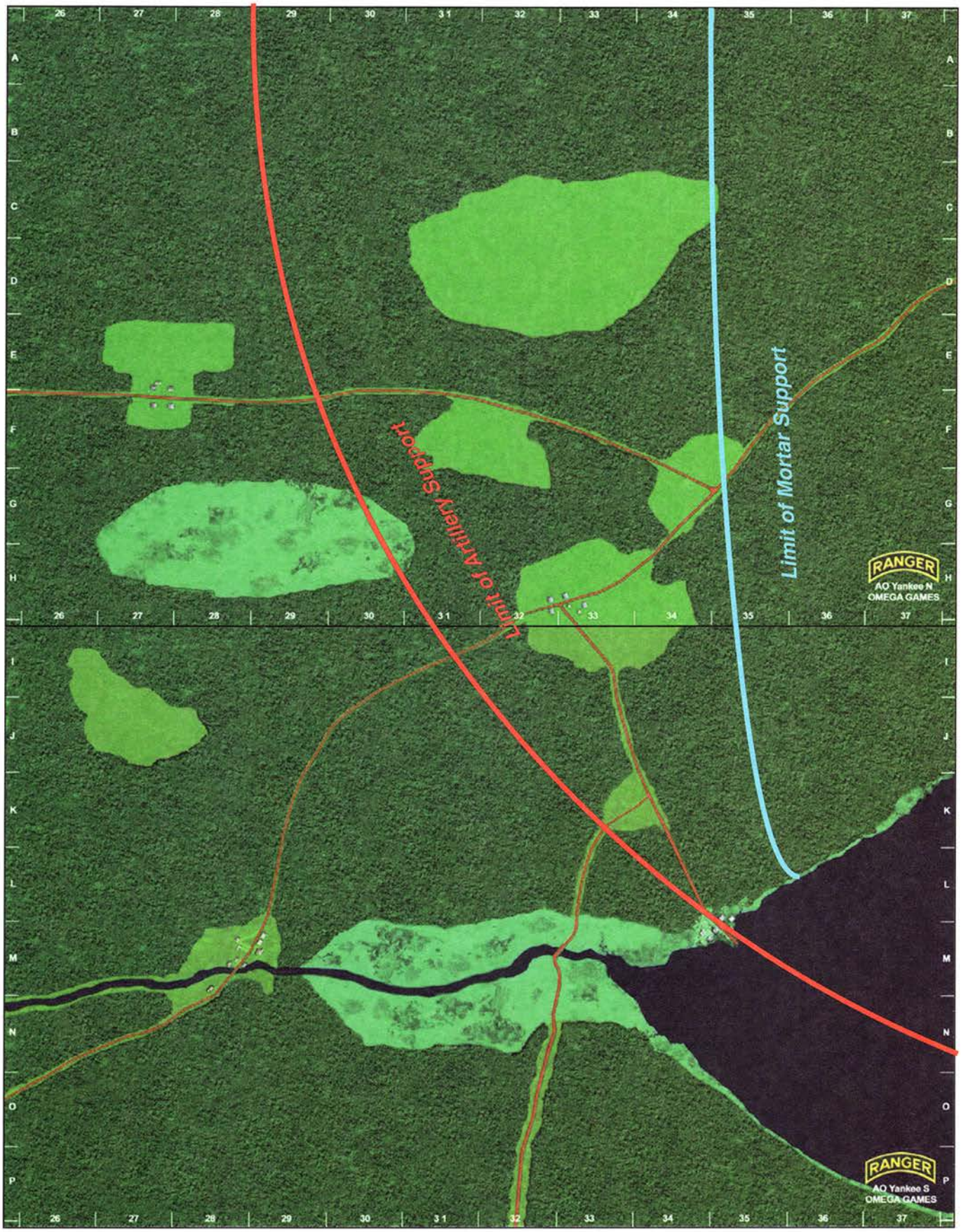
Use only the mission cards below with this Situation Briefing. Set the other cards aside.

AO Yankee: **1, 3-4, 7, 10, 12-13, 15, 17-19, 21**

AO Victor: **25, 27-29, 31, 36, 38, 41, 43-44**

AO Sierra: **49-50, 52-57, 61, 63-67, 69-71**

Fire Support Available



Situation Briefing 3

The Republic of Puerto Oro, a US ally, was invaded by forces from Costa Verde, a socialist neighboring country. These two countries have been involved in a series of disputes concerning oil production. Costa Verde invaded the northern province of Puerto Oro two months ago. The National Guard of Puerto Oro was outnumbered by a better-equipped foe and unable to halt the enemy advance. The government was also concerned about losing control of the countryside to the Peoples Socialist Revolutionary Front (PSRF) an extremist Socialist force operating inside their borders. This para-military force is supposedly an internal revolution, but is actually supported from Costa Verde. Costa Verde provides the rebels with material support and sanctuary. Until just before the invasion, Puerto Oro's National Guard had been able to hold the rebels in check, preventing them from gaining the popular support they need.

Six weeks ago, the 82nd Airborne Division deployed to secure key areas of Puerto Oro. They stabilizized the situation around the capital and secured several airfields to allow the 10st Air Assault Division and 25th Infantry Division to deploy and begin operations. The 3rd Battalion, 75th Infantry (Ranger) is deployed in support of the 18th Airborne Corps. US forces quickly stabilized the situation and began pushing the Costa Verde forces back. The battalion is currently conducting operations forward of the 25th Division's present positions in AO Yankee along Puerto Oro's coast. Operations will expand westwards into AO Victor and AO Sierra. Costa Verde forces have been pushed back with some elements operating just north of AO Yankee.

The PSRF is operating in company-sized force in an area along the coast. The guerrillas are especially active during periods of limited visibility and during adverse weather conditions. The guerrilla company in AO Yankee has reorganized into two platoons with three squads each. The enemy wears a combination of jungle camouflaged uniforms and traditional local clothing.

An enemy platoon is numbered at twenty to twenty-four men and operates in squad sized (seven to eight men) elements broken down into teams. They have at least one machine gun per squad and have two to three mortar tubes for indirect fire per platoon. The guerrillas are well-trained and capably-led. Enemy morale had been excellent, but contact with the battalion's patrols in the area of operation during the last two months have had an effect. The rebels are familiar with the area and can live off of the land. They use platoon- and company-sized supply points to resupply ammunition and other supplies. Their command and control is decentralized. Squads may have some type of radio equipment but messengers are often used to relay orders. The insurgents have homemade mines and booby traps. The enemy is proficient in conducting near and far ambushes and uses his indirect fire capabilities to break contact. The guerrillas are equipped with AK-47s, RPG-7s and PKMs. They have 82mm mortar support available to them for limited indirect fire. The guerrillas have limited vehicular assets and no reinforcing elements in our area of operation. The enemy has no night vision equipment.

PSRF guerrilla elements maintain a strong active presence in the gulf area. They have established a number of bases and logistical supply points north and south of the river flowing through the area of operations to the gulf. The guerrilla forces have been conducting aggressive offensive operations such as squad-sized ambushes, sniper attacks and limited indirect fire attacks against Puerto Oro forces. The PSRF uses the unimproved trail network for resupply and reinforcement operations. The villages in the area of operations are deserted.

The guerrilla company operating in our area of operation will continue to conduct limited squad-sized ambushes, sniper attacks and mortar attacks against U.S. and Puerto Oro National Guard forces. The purpose of these attacks is to discredit Puerto Oro forces and make U.S. military operations politically costly. The guerrillas will operate at team and squad size and will fight only on favorable terms and break contact with indirect fire to avoid decisive engagement.

Fire Support Available

The following indirect fire support assets are available to support the patrol during contact.

Friendly 155mm and 105mm artillery units are available to support operations in AO Yankee from positions off of the map to the north.

All company and battalion mortars are positioned off the map's eastern edge. US Navy naval gunfire support is not available.

The reduced map sections on the reverse of this card indicate the maximum range of all available fire support assets.

Air Support Available

The following air support assets can be available to support the patrol during contact.

US Air Force support will be available. Airstrikes will be conducted by F-16 and A-10 aircraft. Spooky gunship support is also available.

US Navy air support will also be available to support the patrol during contact. Air strikes will be conducted by F/A-18 aircraft.

Blackhawk, Chinook and Apache helicopter support is available in AO Yankee from bases off the map to the north.

Remotely piloted vehicles will be available to support the patrols in AO Yankee. Strategic reconnaissance assets are also available.

Air support assets can attack targets on all map sections when available. Precision munitions are available.

Mission Cards Available

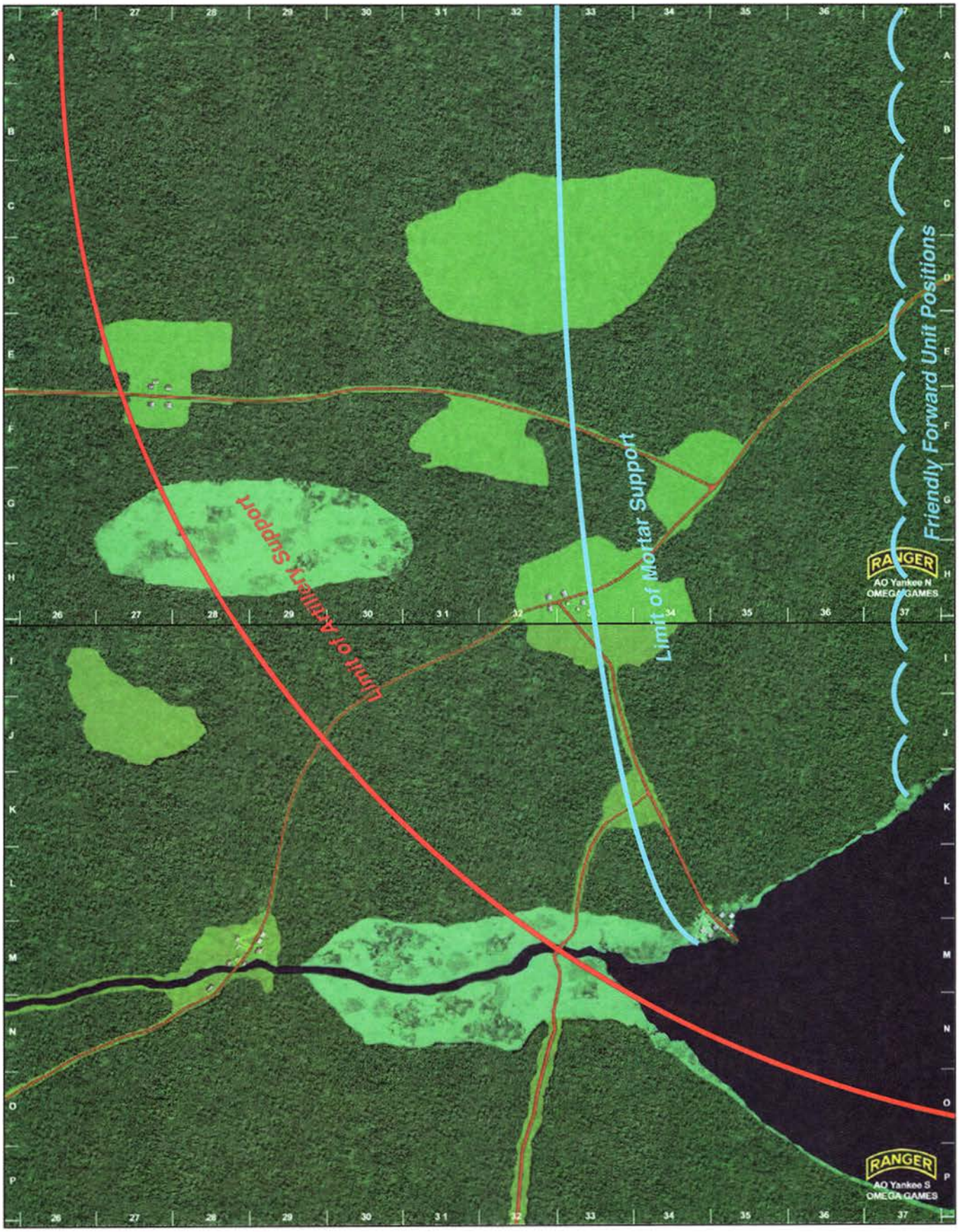
Use only the mission cards below with this Situation Briefing. Set the other cards aside.

AO Yankee: **1, 3-5, 7-13, 16-17, 20-21**

AO Victor: **25, 27-33, 35-38, 40-41, 43-45, 47**

AO Sierra: **49-50, 52-58, 60-61, 63-67, 69-71**

Fire Support Available

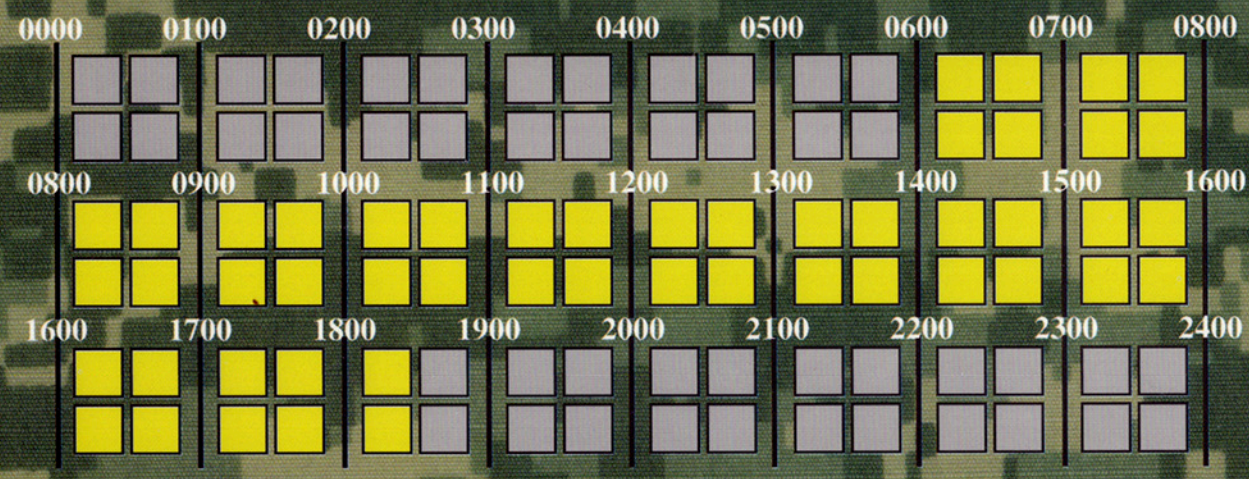


Configuration

- *Traveling*
- *Traveling Overwatch*
- *Bounding Overwatch*
- *File*
- *Security Halt*
- *Perimeter*
- *Strongpoint*
- *Assault*
- *Embarked*
- *Dispersed*

RANGER

Patrol Record Log



Rehearsals

- *Actions at the Objective*
- *Actions on Enemy Contact*
  - *Enemy Indirect Fire*
  - *Enemy Near Ambush*
  - *Enemy Far Ambush*
  - *Enemy Sniper Fire*
  - *Chance Contacts*
- *Crossing Danger Areas*
- *Departure of Lines*
- *Insertion*
- *Movement Techniques*
- *Actions at Rally Points*
- *Use One-Rope Bridge*
- *Small Boat Operations*
- *Extraction*
- *Extraction by SPIES*
- *Re-entry of Lines*
- *Actions at a Patrol Base*

No.	Name	Wt	Pos	Org	Weapon	(wt)	Ammunition	Equipment	Speed	Casualty
1	Barese	10	ATL		*M4*	1				K W w
2	Holman	10	G		*M203*	1				K W w
3	Wegmann	10	AR		*M249*	2				K W w
4	Carney	10	R		*M4*	1				K W w
5	Reyes	12	SL		*M4*	1				K W w
6	Brooks	10	BTL		*M4*	1				K W w
7	Knapp	10	G		*M203*	1				K W w
8	Schultz	10	AR		*M249*	2				K W w
9	Deady	10	R		*M4*	1				K W w
10	Patton	10	PL		*M4*	1				K W w
11	Gasbarre	12	RTO		*M4*	1				K W w
12	Kruger	14	MG		*M240B*	2				K W w
13	Boone	10	AG		*M4*	1				K W w
14	Johnson	14	MG		*M240B*	2				K W w
15	Harris	10	AG		*M4*	1				K W w
16	Welch	12	ATL		*M4*	1				K W w
17	Lopez	14	G		*M203*	1				K W w
18	Stephenson	10	AR		*M249*	2				K W w
19	Wilson	10	R		*M4*	1				K W w
20	Meoni	10	SL		*M4*	1				K W w
21	Rocke	10	BTL		*M4*	1				K W w
22	Pina	10	G		*M203*	1				K W w
23	Balafas	10	AR		*M249*	2				K W w
24	Modica	10	R		*M4*	1				K W w
25	Croke	10	APL		*M4*	1				K W w
26	Allmon	10	ATL		*M4*	1				K W w
27	Alimpich	12	G		*M203*	1				K W w
28	Day	10	AR		*M249*	2				K W w
29	MacIntyre	12	R		*M4*	1				K W w
30	Suslowicz	10	SL		*M4*	1				K W w
31	Keith	14	BTL		*M4*	1				K W w
32	Guy	10	G		*M203*	1				K W w
33	Gerety	10	AR		*M249*	2				K W w
34	Arata	10	R		*M4*	1				K W w
35	Chura	10	P		*M4*	1				K W w
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AO Yankee

0245 hrs

RANGER

1

Your squad will conduct a recon of a suspected enemy rocket site.

The site is located at **L(5)33(5)**.



The initial enemy contact level is **0**.

AO Yankee: South Map

3001-MC-01-1

AO Yankee

1130 hrs

RANGER

2

Your squad will conduct a recon of a suspected enemy commo site.

The site is located at **M(5)28(5)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-02-1

AO Yankee

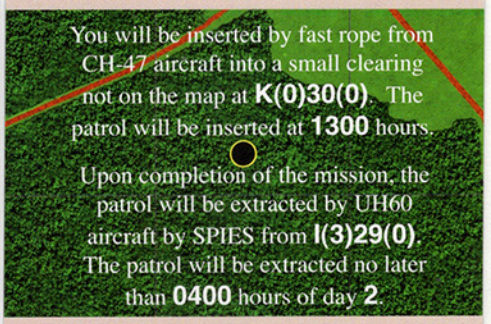
0345 hrs

RANGER

3

Your squad will conduct a recon of a suspected enemy weapons stockpile.

The site is located at **I(8)32(5)**.



The initial enemy contact level is **1**.

AO Yankee: South Map

3001-MC-03-1

AO Yankee

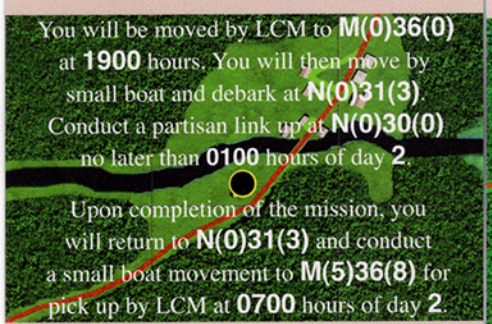
0900 hrs

RANGER

4

Your squad will conduct a recon of a suspected enemy command post.

The CP is located at **M(8)28(5)**.



The initial enemy contact level is **1**.

AO Yankee: South Map

3001-MC-04-1

AO Yankee

0130 hrs

RANGER

5

Your squad will conduct a recon of a suspected enemy mortar position.

The position is located at **F(0)28(3)**.



The initial enemy contact level is **2**.

AO Yankee: North Map

3001-MC-05-1

AO Yankee

1200 hrs

RANGER

6

Your squad will conduct a recon of a suspected enemy supply cache.

The cache is located at **L(0)28(5)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-06-1

AO Yankee

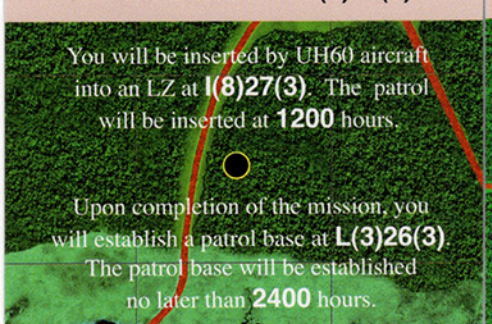
0245 hrs

RANGER

7

Your squad will conduct a recon of a suspected enemy rocket site.

The site is located at **L(5)33(5)**.



The initial enemy contact level is **0**.

AO Yankee: South Map

3001-MC-07-1

AO Yankee

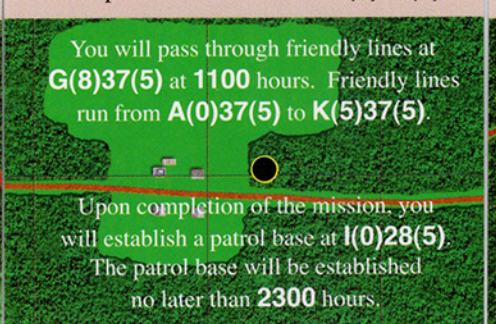
0130 hrs

RANGER

8

Your squad will conduct a recon of a suspected enemy mortar position.

The position is located at **F(0)28(3)**.



The initial enemy contact level is **1**.

AO Yankee: North and South Maps

3001-MC-08-1

AO Yankee

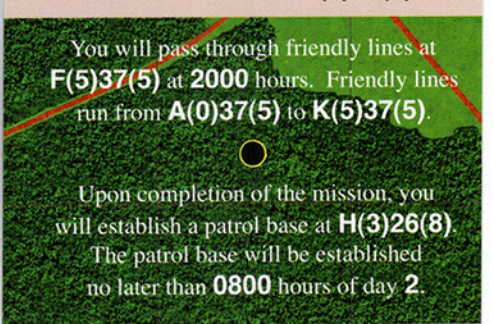
1030 hrs

RANGER

9

Your squad will conduct a recon of a suspected enemy weapons stockpile.

The site is located at **I(8)32(5)**.



The initial enemy contact level is **1**.

AO Yankee: North and South Maps

3001-MC-09-1

AO Yankee

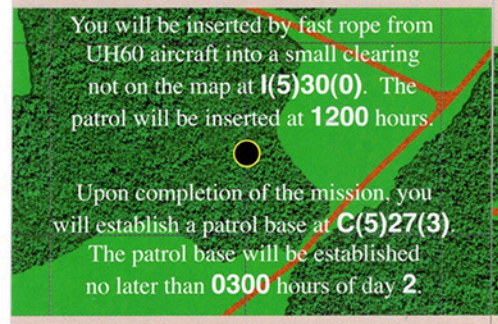
RANGER

10

0245 hrs

Your squad will conduct a recon of a suspected enemy ammo dump.

The site is located at **G(5)34(0)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-10-1

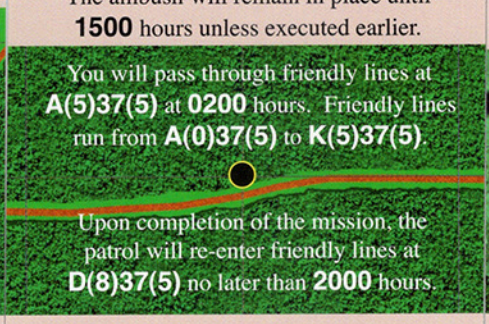
AO Yankee

RANGER

11

1630 hrs
day 0

Your platoon will establish an anti-personnel ambush along the trail at **F(0)30(3)** no later than **0800** hours. The ambush will remain in place until **1500** hours unless executed earlier.



The initial enemy contact level is **1**.

AO Yankee: North Map

3001-MC-11-1

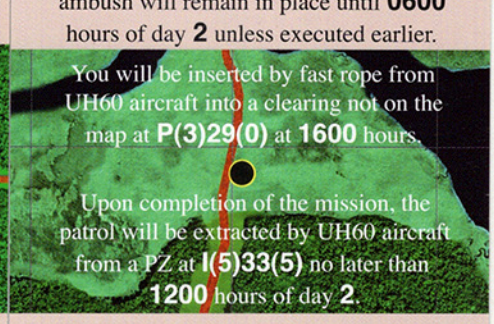
AO Yankee

RANGER

12

0645 hrs

Your platoon will establish an anti-vehicular ambush along the trail at **N(3)33(0)** no later than **2200** hours. The ambush will remain in place until **0600** hours of day **2** unless executed earlier.



The initial enemy contact level is **0**.

AO Yankee: South Map

3001-MC-12-1

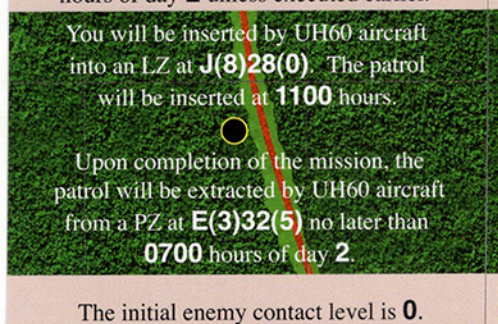
AO Yankee

RANGER

13

0145 hrs

Your platoon will establish an anti-personnel ambush along the trail at **J(3)33(8)** no later than **1700** hours. The ambush will remain in place until **0200** hours of day **2** unless executed earlier.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-13-1

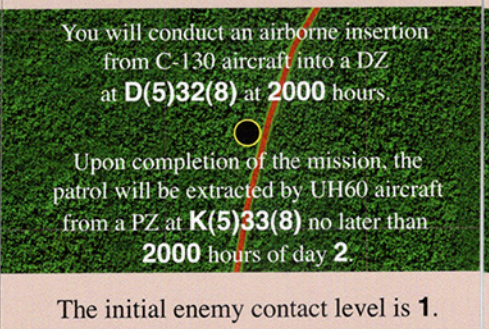
AO Yankee

RANGER

14

0900 hrs

Your platoon will establish an anti-personnel ambush along the trail at **K(5)29(5)** no later than **0200** hours of day **2**. The ambush will remain in place until **1400** hours unless executed earlier.



The initial enemy contact level is **1**.

AO Yankee: North and South Maps

3001-MC-14-1

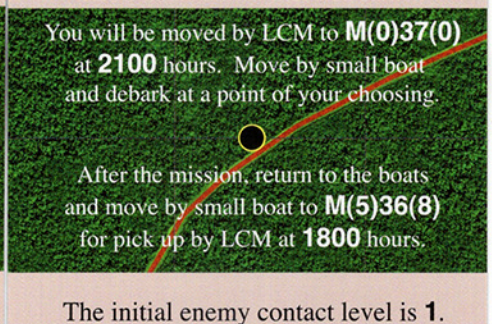
AO Yankee

RANGER

15

1100 hrs

Your platoon will establish an anti-personnel ambush along the trail at **J(0)30(5)** no later than **0300** hours of day **2**. The ambush will remain in place until **1200** hours unless executed earlier.



The initial enemy contact level is **1**.

AO Yankee: South Map

3001-MC-15-1

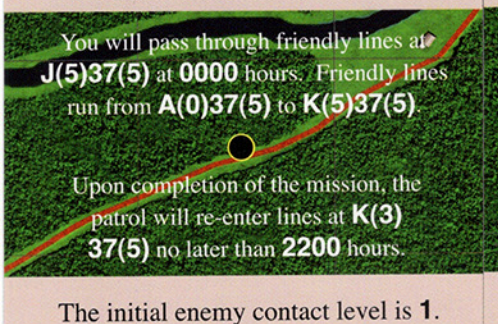
AO Yankee

RANGER

16

1430 hrs
day 0

Your platoon will establish an anti-armor ambush along the trail at **N(5)27(5)** no later than **0600** hours of day **2**. The ambush will remain in place until **1600** hours unless executed earlier.



The initial enemy contact level is **1**.

AO Yankee: South Map

3001-MC-16-1

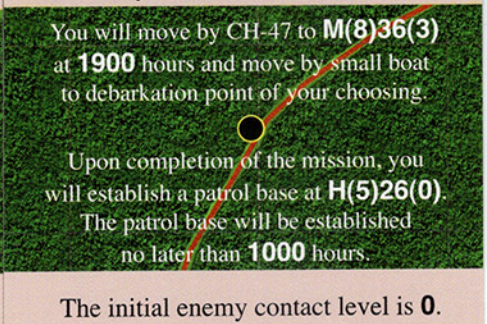
AO Yankee

RANGER

17

0900 hrs

Your platoon will establish an anti-vehicular ambush along the trail at **J(5)30(0)** no later than **2400** hours. Remain in place until **0600** hours of day **2** unless executed earlier.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-17-1

AO Yankee

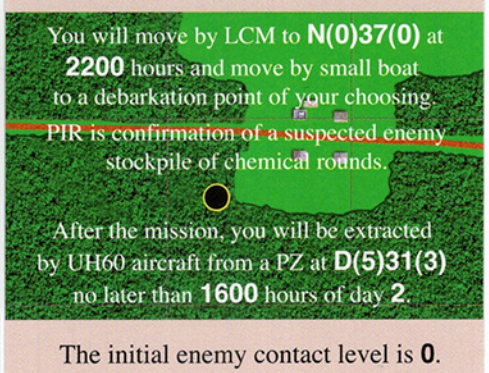
RANGER

18

1200 hrs

Your platoon will conduct a raid on an enemy supply cache.

The cache is located at **F(5)27(5)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-18-1

AO Yankee

RANGER

19

0445 hrs

Your platoon will conduct a raid on an enemy commo site.

The site is located at **L(0)34(5)**.



The initial enemy contact level is **1**.

AO Yankee: South Map

3001-MC-19-1

AO Yankee

RANGER

20

1530 hrs
day 0

Your platoon will conduct a raid on an enemy command post.

The CP is located at **I(8)32(8)**.



The initial enemy contact level is **2**.

AO Yankee: North and South Maps

3001-MC-20-1

AO Yankee

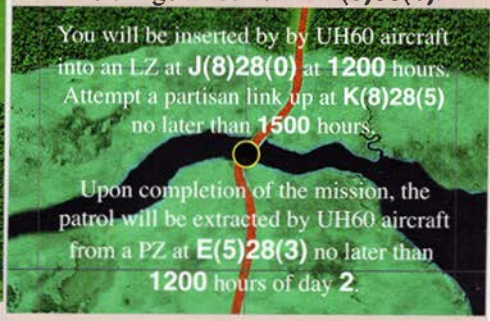
RANGER

21

0545 hrs

Your platoon will conduct a raid on an enemy held bridge. A five man enemy infantry force is guarding the bridge.

The bridge is located at **M(5)33(0)**.



The initial enemy contact level is **1**.

AO Yankee: North and South Maps

3001-MC-21-1

AO Yankee

RANGER

22

0900 hrs

Your platoon will conduct a raid on an enemy rocket site.

The site is located at **K(0)34(5)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-22-1

AO Yankee

RANGER

23

1200 hrs

Your platoon will conduct a raid on an enemy mortar position.

The position is located at **L(8)34(5)**.



The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-23-1

AO Yankee

RANGER

24

0800 hr

Your platoon will conduct a raid on an enemy weapons stockpile.

The site is located at **N(0)28(0)**.

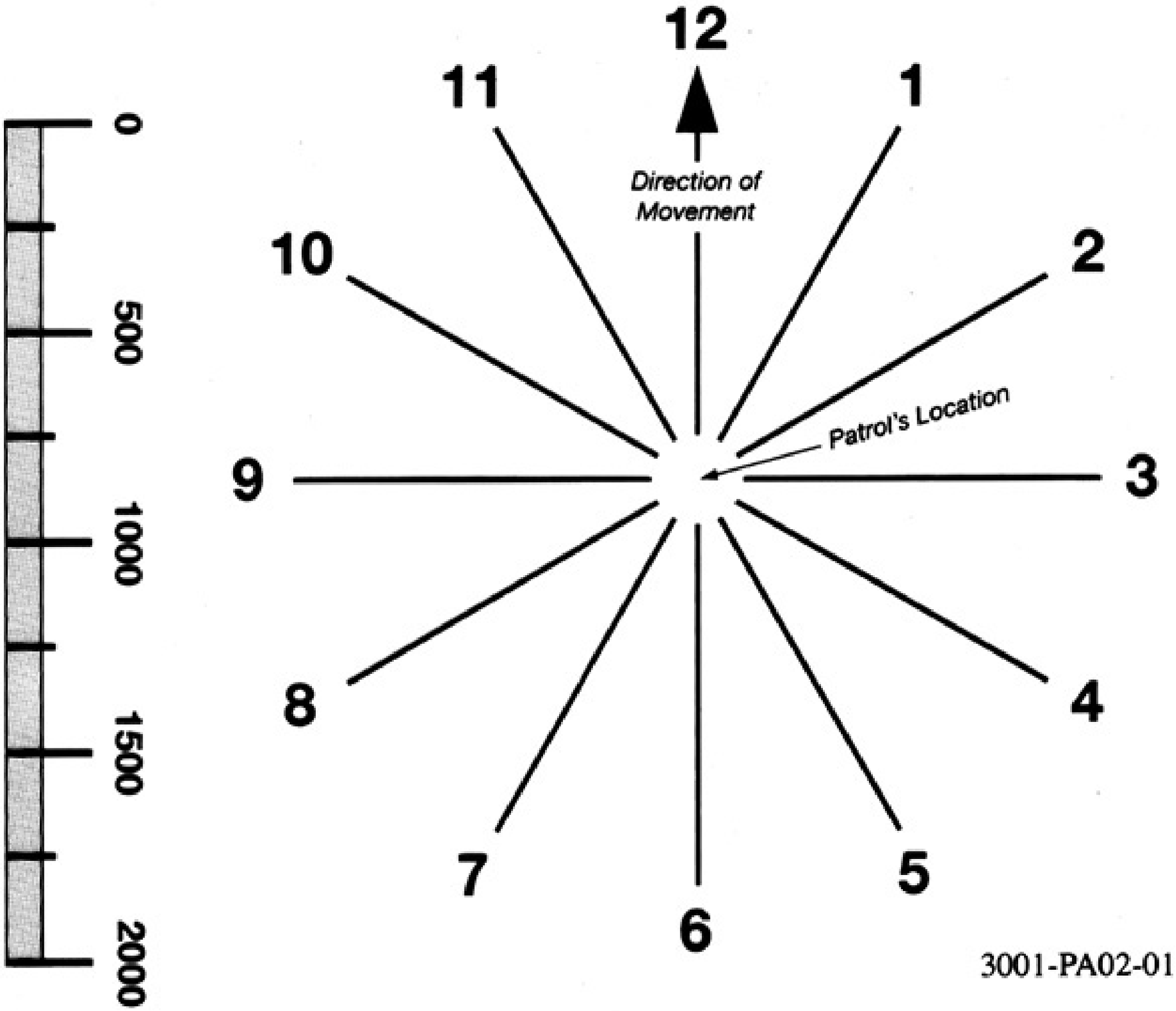


The initial enemy contact level is **0**.

AO Yankee: North and South Maps

3001-MC-24-1

Tactical Template



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