

AIR FORCE MANUAL 10-100

AIRMAN'S

MANUAL



1 AUGUST 1999

DEPARTMENT OF THE AIR FORCE

An Introduction for Airmen

The world is changing fast. New threats, new technologies, and new tools are changing the way we prepare for conflict. The 21st century Air Force must be ready for the challenges. This manual will help you get there.

The Expeditionary Aerospace Force (EAF) defines our structure, culture, and operations. We need to be a light, lean, and lethal fighting machine, prepared to make and keep the peace. Built in this concept is a mindset that we are ready to go anywhere, anytime to carry out our mission. This manual is how we'll do it.

Get into this manual and learn it. The skills and knowledge it contains are designed to keep you safe and make you effective wherever your Air Force mission sends you. Your Air Force is depending on you to be ready.

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*If we should have to fight,
we should be prepared to do so
from the neck up
instead of from the neck down.*

Jimmy Doolittle



Section 1 - Introduction**Code of Conduct****ARTICLE I**

I am an American, fighting in the forces which guard my country and our way of life. I am prepared to give up my life in their defense.

ARTICLE II

I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.

ARTICLE III

If I am captured I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.

ARTICLE IV

If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information or take part in any action which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful order of those appointed over me and will back them up in every way.

ARTICLE V

When questioned, should I become a prisoner of war, I am required to give name, rank, service number, and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country and its allies or harmful to their cause.

ARTICLE VI

I will never forget that I am an American, fighting for freedom, responsible for my actions, and dedicated to the principles which made my country free. I will trust in my God and in the United States of America.

Section 1 - Introduction

Scope

Every Air Force member is an "expeditionary airman." That means you must be prepared to deploy anywhere in the world on short notice. This manual doesn't contain everything you need to know. It doesn't tell you how to deal with members of our sister services or the multinational nature of combat operations we see today. It does cover basic skills and knowledge. The manual doesn't replace regulations or local procedures you will be expected to follow. Our intent here is to help you and your family through a deployment. Keep this manual close-you'll need it.



Responsibilities

Commander

This manual contains generalized "blocking and tackling" skills that are applicable worldwide. However, these skills are just a starting point. Many sections of this manual refer to other sources for valuable information. We encourage you to take time to track down as many of these additional sources as practical and ensure your people know the material in this book. Always seek to enhance combat readiness and mission accomplishment in every aspect. Make sure your key training folks are up to speed and capable of supporting your deployment goals and capabilities. We urge you to build an accountability system to ensure all the members of your deployment are knowledgeable and capable of performing to the high level expected.

Section 1 - Introduction

Supervisor/Trainer

Ever since the military was first organized, the first-line supervisor has been the key link in the training chain. Although basic military training, technical schools, and specialized training classes help, you are the final authority. As you prepare your troops for deployment, remember that most lessons are more "caught" than "taught." Make sure your team sees you **doing** as well as **teaching** these skills. Take the time to become completely conversant in not only the "what" but the "how" of these lessons. Make the chapters of this book part of each of your subordinates official training records and ensure they keep up. Periodic refreshers and "pop quizzes" at shop meetings also go a long way. You owe it to your team to make sure they are ready. Also, create an environment free from unlawful discrimination and sexual harassment that could undermine unit cohesiveness and mission capability.

Airman

Although your organization may set up some kind of training and/or evaluation system based on this manual, the bottom-line responsibility for your professional well being-especially deployed-rests with you. We hope you will refer to this manual frequently, not for details on the regulations for any one of the subjects printed here, but for reminders, hints, and references on the specifics of your demanding job or situation. Our intent is to provide you those things you may have forgotten in formal training or reminders of areas we think are important and worth pointing out again. To assist you with this goal, we have included some review questions at the end of each section.

You have already seen what your commander and supervisor owe you. But, ultimately, training comes down to you. Whether you're a Colonel or an Airman, success or failure depends on your personal commitment to mastering the skills in this material, which is only a summation of training you have already received. Remember, the skills in this book are presented to protect **YOU!** Take the time to learn and practice them, and they will, in-turn, make you a more effective warrior in our Expeditionary Aerospace Force.

All

Throughout the manual you will notice a variety of methods used to draw your attention to important information. The "attention grabbers" may be in the form of colored text boxes, or highlighted, italicized and/or bold text. Whatever the method, pay particular attention to them - they may save your life.

Section 1 - Introduction

Evaluation Guidance

This manual is set up on a "learn, practice, evaluate" basis. The primary responsibility for accomplishing that rests with the individual. We encourage you to read it, refer to it frequently, and review the section questions. Don't hesitate to ask questions of your leadership. Find better ways to do some of the things suggested in the manual based on your current or planned mission or location. Most of the material has been referenced so you can find more detailed information if necessary.

If you are responsible for training or evaluating, here are some suggestions on how to get members of your unit to use this manual.

- Assign members of your unit a short block of material to read
- In small group sessions, have those short blocks summarized by your people
- Go over the main points in the sections verbally
- Quiz your people, using the review questions after each section
- Repeat sections as necessary with different people; you may get a different perspective that will help the team as a whole
- Where appropriate, stage a demonstration of a skill or task

In short, we urge you to use your imagination for the circumstances you find yourself in, and use this manual to help ensure your people can accomplish their jobs in a deployed environment safely and smartly.

Good luck!



Section 1 - Introduction

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Teamwork allows us to be an effective fighting force—a rapid expeditionary force capable of deploying anywhere in the world in minimum time and in austere conditions—not operations from where we are stationed, but from where we are needed, not when we can, but when we must.

General Michael E. Ryan, USAF



Section 2 - Deploy

Personal Concerns*Ref AFH 32-4014, Vol 4***Mobility Bags**

There are four mobility bags that are maintained by you or your unit and issued depending on the type and/or location for your deployment. A fifth bag that contains your personal effects is also described here.

A Bag—General Purpose

This bag is issued to all deploying personnel. It consists of sleeping bag, insect repellent, ammo pouch, poncho, mess pan, utensils, first aid kit, individual equipment belt, helmet, canteen, canteen cup, canteen cap, and canteen cover.

*B Bag—Cold Weather*

This bag is issued to personnel deploying into cold-weather climates. It consists of mittens, lined field cap, extreme cold weather parka, extreme cold weather boots, and cold weather socks.



Section 2 - Deploy

C Bag—Chemical Defense

Ref AFI 32-4001

This bag is issued to personnel deploying into nuclear, biological, and chemical (NBC) medium and high threat areas. A full issue consists of four complete chemical warfare defense ensembles (CWDE).

- ✈ CONUS forces will deploy with the first and second ensembles maintained by their home station
- ✈ Third and fourth ensembles will be deployed from the Consolidated Mobility Bag Control Center (CMBCC)



D Bag—Aircrew Protection

This bag contains aircrew protective equipment. Upon deployment, aircrew members should have checked or hand-carried a D-1 bag (containing one complete aircrew ensemble) on to the aircraft. The remaining D bag items should have been palletized and shipped as cargo.



Section 2 - Deploy

Personal Bag—Content requirements are usually developed by units and based on a most probable deployment scenario, and usually consisting of the following minimum items to support a limited length of deployment:

- ➔ Uniform sets
- ➔ Undershirts, undergarments, socks
- ➔ Cold/Wet weather protection
- ➔ Athletic gear
- ➔ Civilian clothing
- ➔ Towels, washcloths, and baby wipes
- ➔ Coat hangers
- ➔ Battery operated radio/CD player/alarm clock
- ➔ Extra batteries
- ➔ Flash light
- ➔ Insect repellent
- ➔ Sun-block and sun glasses
- ➔ Toiletries (toothpaste & brush, shampoo, soap, razor, lotions, and tissues)
- ➔ Ziploc bag with laundry detergent (depending on the deployment location, laundry facilities may not be immediately available)



Keep in mind it may take some time for the Tactical Field Exchange to be established—take at least a 30 to 45 day supply of consumable items. Also, you should take along some cash and a credit card. Planes can be diverted or break down, leaving you at an interim location for extended periods of time. Be prepared!

Besides the items mentioned in the mobility bags above, you should have these items with you as you deploy:

- ➔ Mobility equipment if issued (flak vest, Kevlar helmet, web belt, gas mask)
- ➔ Current ID card
- ➔ Current Leave and Earnings Statement (LES)
- ➔ Dog tags
- ➔ Deployment folder (shot records, locator card, training records)
- ➔ Restricted area badge if issued (base badge is usually used at the deploying location for access and identification)
- ➔ Weapon (if issued)

Don't forget glasses/gas mask inserts/contact lenses, hearing aids, ear protection, and required medications for the planned duration of the deployment plus 30 days.

Section 2 - Deploy

Legal Assistance

Ref 10 USC, Sec 1044, AFI 51-504

Yours is a dangerous profession. **Consequently, you must have your personal affairs in order at all times.** A deployment line or a hospital bed is no place to make some of the biggest personal decisions in life. By giving plenty of thought to these matters before you deploy, you can avoid problems later. Consider these documents:

Will—Legal instrument everyone should have that allows you to:

- ➔ Dispose of your property after death
- ➔ Name guardians to raise your minor children and manage property left to them
- ➔ Declare who should carry out (or "execute") provisions of your will

Life Insurance—Contract between you and an insurance company (SGLI is a form of life insurance) that:

- ➔ Pays upon your death
- ➔ Is a contract separate and apart from a will

Review your policy periodically to ensure it's the correct type and amount needed and you still want the beneficiaries designated.

Power of Attorney (POA)—Allows you to designate another individual to perform one or more legal acts on your behalf for a set period of time. POAs are powerful documents—the individual you select to execute your POA must be trustworthy and have good common sense. Three types are:

- ➔ **General**—allows POA specified individual to do virtually anything you could legally do. This is an extremely powerful document.
- ➔ **Special**—grants a specified individual the legal authority to only do a specific thing for you, such as sell a car, buy real estate, or ship/store household goods.
- ➔ **Health Care**—allows you to designate another individual to make health care decisions in the event you are unable to do so due to injury, illness, or the effects of medication.

Review all legal documents periodically to be sure they are current and accurate. Marriage, births, divorces, deaths, and changes in wealth are principal reasons to update these legal documents.

Section 2 - Deploy

Other Considerations

Living Wills

Consider this option before you deploy, while you are calm and clearly thinking. A living will states your desire on how you will be medically treated when you cannot communicate yourself. You should clearly state whether you should be kept on life support equipment if proper medical expertise has determined that you are not mentally or physically able to make your own health care decisions, death is imminent, and the only thing keeping you alive is life support equipment.

Emergency Data Card

Ref AFI 36-3002

All active duty Air Force, Air Force Reserve, and Air National Guard personnel must complete an Emergency Data Card (DD Form 93) to provide essential information on primary and secondary next-of-kin in the case of death, injury, or other emergency.

- ➔ Law requires the Emergency Data Card be used to designate beneficiaries for death gratuity and unpaid pay and allowances
- ➔ Entitlements may be paid to wrong beneficiaries if DD Form 93 is not current

Incorrect next-of-kin addresses may delay notification in case of an emergency.

Emergency Contact Information

Prior to your departure, ensure that your spouse and/or immediate family members are aware of how they can contact you in the case of emergency. Some bases may have squadron procedures in place to notify the First Sergeant, Commander, or Family Support Center. However, the **primary emergency contact agency is the American Red Cross (ARC)**. When your family member calls the ARC they will need to provide the following information: your name, rank, and location. The ARC will verify the emergency and contact you and the family member as soon as possible.

Family Care Plan

Ref AFI 36-2908

A Family Care Plan (FCP) is required if you are a single service member or part of a dual-service couple and you are responsible for the care of family members. This applies to both Active and Reserve forces. A FCP can be helpful for other service members too. An up-to-date and thorough Family Care Plan is essential to you and your family's peace of mind and welfare. The Family Support Center and your squadron can help you prepare your plan, but only you can ensure that it is ready to execute when you deploy.



How it helps

A Family Care Plan ensures that members of your family get the care they need while you're away. Whether it's a financial or legal matter, or a medical need, your plan will provide specific details on how you want it handled.

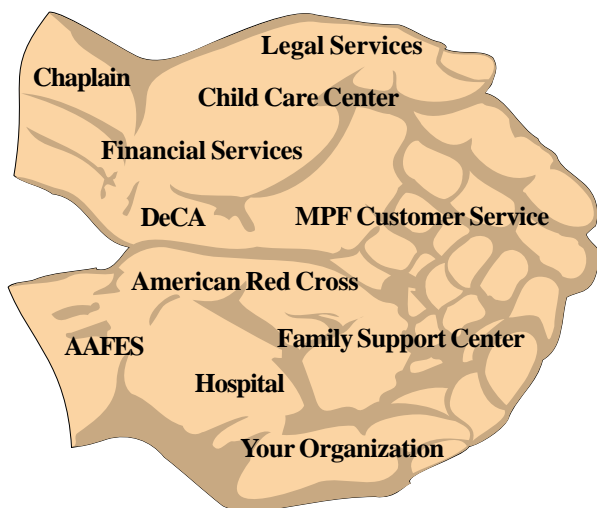
What's in it



- ➔ AF Form 357, Family Care Certification
- ➔ Instructions for care; you can give any special instruction not covered elsewhere
- ➔ Financial arrangements, such as allotment information or special bank accounts
- ➔ Family papers, such as birth certificates and custody agreements
- ➔ Legal documents, such as wills and powers of attorney for dependent medical care and child care
- ➔ Medical documents, such as immunization records and prescriptions
- ➔ Contact information for all people involved, such as health-care professionals and other family members
- ➔ Identification cards for eligible dependents
- ➔ Authorization letters for appropriate base agencies (AAFES, DeCA, hospital)

Section 2 - Deploy

Support Agencies



Financial Services

Don't leave your dependent's caregiver with a financial burden. Prior to your departure ensure changes to LES allotments and direct deposits are completed, if needed. Allotments can be made for almost any financial commitment. Do it now, it will be harder once deployed.

MPF Customer Service

Before you leave, review your Servicemen's Group Life Insurance and Emergency Data Card forms to ensure they are correct.

Legal Services

They will assist you in the drawing of wills, notary public, and powers of attorney. Don't wait until the last minute to complete these important legal documents.

Family Support Center

They provide numerous programs and services to support the deployed member and your spouse or caregiver.

Child Care Center

Make sure they know you are leaving and support will continue for your children in your absence.

Medical Services

Make sure the clinic or doctor who treats your children knows you are leaving and who will be responsible for care during your absence.

Chaplain

Always a good source for support and comfort during stressful times. Make sure your family knows how to contact your chaplain or religious counselor.

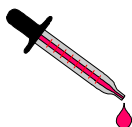
Section 2 - Deploy

Pre-deployment Medical Requirements

Ref AFI 44-117, AFI 48-110, PHA Implementation Guide



DNA—A blood sample is taken for identification in the event of your death. This procedure usually occurs during basic training or at your first permanent duty location.



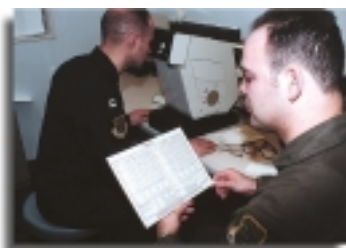
Immunizations—To reduce your susceptibility to disease, you are immunized on a routine basis. Certain overseas locations require additional shots. The base immunization clinic can provide information on the type and frequency of shots needed.



Preventive Health Assessment (PHA)—You receive a PHA annually to assess your health and determine if you are medically ready for worldwide duty.

Pre- and Post-Deployment Health Assessment and Blood Sample—You are required to complete a health survey before and after each deployment to monitor health trends. Additionally, an HIV screening sample is required and can be taken up to 12 months prior to deployment.

Corrective Lenses—If you wear eyeglasses, you are required to have two sets (4 for aircrews: 2 clear and 2 sunglasses) and a special type for your gas mask. See the eye clinic to order the lenses.



Medications—If you are taking medications, notify your health-care provider to obtain enough for the duration of the deployment plus 30 days.

Your local hospital will assist you with all your deployment health needs.

Section 2 - Deploy

Team Integrity/Accountability*Ref AFI 10-403, AFI 10-215*

Most every member of the Air Force is deployable. In the majority of cases you will deploy as a group, usually from your home installation, and be processed by the procedures below. However, there will be instances when you deploy by yourself or in a small group and do not follow these procedures. In those cases contact your Personal Readiness Unit for specific deployment details.

Deployment positions are identified to support all types of contingency operations. These positions form into chinks when they arrive at the Personnel Deployment Function



Troop commanders (officers or enlisted) are assigned to each chalk. Keeping track of personnel on their chalk during the deployment process is their responsibility

Each chalk will process through finance, legal, family support, medical, personnel, and the base chaplain



After processing, a Personnel Accountability Kit is given to the troop commander. This kit contains necessary personal information about your chalk

At the deployed location, a PERSCO team will collect the Personnel Accountability Kit and in-brief your chalk



Lodging representatives will make tent and bed assignments based on security, team integrity, and gender. Do not switch beds or tents without approval

Rules of Engagement

Ref DOD 5100.7, CJCSI 3121.01

Rules of Engagement (ROE) are issued by command authorities and describe the circumstances and limitations under which we can start or continue military operations. They are normally incorporated into every operations plan (OPLAN) and operational order (OPORD). ROE are the way our commanders ensure all our operations are carried out in accordance with national policy goals, mission requirements, and the rule of law. ROE help ensure your respect for the law of armed conflict. Each of us has a duty to understand, remember, and apply ROE.

In armed conflict, the law of armed conflict and ROE specifically tailored for each mission of Area of Responsibility (AOR) provide guidance on the use of force.



In peacetime, the CJCS Standing ROE give direction on the use of force in self-defense against a hostile act or hostile intent against you, your unit, other friendly forces, and other persons or property you are ordered to protect.



ROE do not limit your inherent right to use all means necessary and appropriate for personal or unit self defense!

- The use of force in self-defense must be necessary and limited to the amount needed to eliminate the threat and control the situation
- Deadly force should only be used in response to a hostile act or a demonstration of hostile intent
- Deadly force is defined as force that causes or that you know has a substantial risk of causing death or serious bodily harm
- ROE questions and concerns should be promptly elevated up the chain of command for resolution
- Failure to comply with ROE may be punishable under the Uniform Code of Military Justice

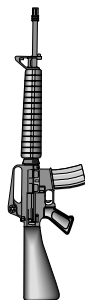
Section 2 - Deploy

Law of Armed Conflict *Ref CJSI 3121.01, DOD 5100.7, AFI 51-401*

To prevent unnecessary suffering, destruction, and death during armed conflicts, countries have agreed to place some limits on the actions of military forces. This law-Law of Armed Conflict (LOAC)-includes the Geneva and Hague Conventions, other treaties, and international customs. Although LOAC is intended to apply only during armed conflict, it is the policy of the U.S. that our forces operate in compliance with LOAC in all operations. Failure to comply may be punishable under the Uniform Code of Military Justice.

Do...

- ➔ Use the amount of force required to complete your mission and counter hostile acts or hostile intent
- ➔ Fight those combatants declared hostile
 - ➔ Combatants are all persons participating in military operations or activities, or that pose an immediate threat to you, your unit, or other friendly forces
 - ➔ Noncombatants include civilians, sick and wounded, medical personnel, POWs, and chaplains

**Do Not...**

- ➔ Harm enemy personnel who surrender
- ➔ Kill or torture enemy prisoners of war
- ➔ Attack medical personnel, facilities or equipment
- ➔ Attack persons, vehicles, or buildings marked with a Red Cross, Red Crescent, Red Star of David, or other protected symbols
- ➔ Misuse a protected symbol, such as wearing a medical armband when not performing medical duties

**Always...**

- ➔ Collect and care for all wounded
- ➔ Treat civilians and POWs humanely and with respect
- ➔ Respect private property and possessions
- ➔ Report actual or suspected LOAC violations to your commander, JAG, IG, or chaplain



It is every military member's legal responsibility to adhere to LOAC

Host Nation

Sensitivities

Prior to departing your home base you must consider where you are going. Keep in mind that it may not be even remotely similar to the United States. Many people deploy and are surprised to find several of their rights, freedoms, and customs are not accepted or recognized. It will be to your benefit to know as much as possible about your host nation. It would be virtually impossible to list all the potential countries and their laws and customs in this manual. So, consider the following topics as a starting point.

- ✈ Religion-not all countries guarantee religious freedom
- ✈ Dress and Appearance-what may be acceptable in the U.S. may be offensive or possibly illegal somewhere else
- ✈ Literature-be very careful of material that might be considered pornographic
- ✈ Food Items-many countries have restrictions as to what can and cannot be brought in, especially tobacco and alcohol
- ✈ Gender Specific Laws and Customs-women and men may not have the same rights
- ✈ Social Customs-do's and don'ts if you find yourself in a social environment
- ✈ Good information sources include the State Department, your local legal office, the Air Force Office of Special Investigations (AFOSI), and Public Affairs.



Remember you are a guest of your host nation and your actions could reflect directly upon the Air Force and the United States.

Contacts

Ref AFI 71-101, Vol 1

If you have contact with a host nation local or third country national and they attempt to extract information concerning base operations and organization, you must report them to the AFOSI. If you do not have a local AFOSI detachment assigned report it up your chain of command.

Media

Make sure you are briefed to what you can say and who to refer media to.



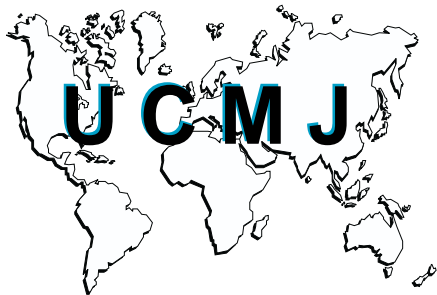
Section 2 - Deploy

Overseas Legal Concerns

Ref UCMJ

As a U.S. military member, you must be a good **ambassador** while serving in foreign countries. You must understand the pertinent laws and customs in host countries to properly accomplish the mission.

The Uniform Code of Military Justice (UCMJ) applies **wherever** U.S. military members are serving in the world.



Many government regulations and U.S. laws apply overseas, such as LOAC, fiscal and tax laws, and some criminal laws.

Status of Forces Agreement (SOFA) are negotiated between the U.S. government and foreign governments regarding U.S. military forces present in the foreign country.

- ✈ If the U.S. has no SOFA or other agreement, host nation laws apply for local matters
- ✈ Host nation laws may be very different from U.S. laws and customs
- ✈ Host nation laws include everything from tax to criminal laws and more
- ✈ Even when a SOFA exists, **some host nation laws still apply** to U.S. military members



Information about applicable SOFA arrangements, host nation laws, and local customs is available at your legal office.

Section 2 - Deploy

Pallet Construction

Ref DOD 4500.9R

The 463L pallet is used for palletizing material for deployments and redeployments. You may be tasked to help in pallet construction during any time during these phases. Be prepared for safe pallet building and know what to look for. *The 463L is the standard C-141 pallet, other aircraft will require different pallet configurations.*

Safety Considerations

Be sure to remove all jewelry, wear work gloves, steel-toed boots, and use proper lifting techniques. See page 30 for details on lifting

Pallet Inspection



Serviceable Tie Downs

Damage Free



Cargo Inspection



Required Markings Visible

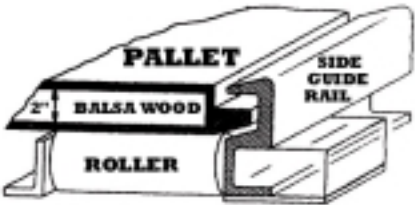
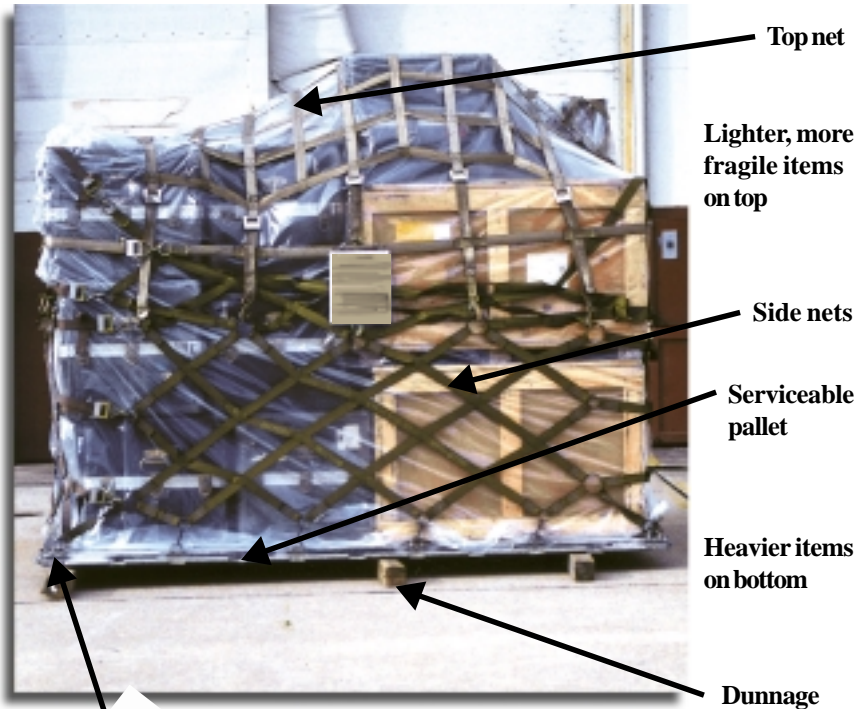


Packing Lists Visible

Hazardous material must be processed IAW AFJMAN 24-204

Section 2 - Deploy

If you have to build a pallet, it must meet proper safety and flight rules or the loadmaster won't accept it. Here's what it should look like.



Pallet Dimensions	108 x 88 inches
Maximum Cargo Dimensions	104 x 84 inches
Maximum Load	10,000 pounds
Maximum Height	96 inches

Section Review

- Which mobility bag contains your chemical defense gear? [page 9]
- How many mobility bags are there and what are their purposes? [page 8-9]
- Regarding your personal bag, what type of items should you carry? [page 10]
- As a minimum, what legal documents should you have prepared before you deploy? [page 11]
- What is the purpose for a Health Care Power of Attorney? [page 11]
- What is the purpose for DD Form 93? [page 12]
- What is the purpose of a Family Care Plan? [page 13]
- Who must prepare a Family Care Plan? [page 13]
- What documents should be a Family Care Plan? [page 13]
- What is a PHA, and how often are you required to get one? [page 15]
- What purpose does the DNA blood sample serve? [page 15]
- Where do you go to get information about pre-deployment immunizations? [page 15]
- How much extra prescription medication must you obtain for deployment? [page 15]
- What does the acronym JFC mean? [page 157]
- What does ROE mean and who issues them? [page 17]
- What is the purpose of ROE during armed conflict? [page 17]
- How much armed force can you use in self-defense? [page 17]
- What is a 463L pallet used for? [page 21]

Section 2 - Deploy

- If called upon to help build pallets, what two items of equipment do you personally need? [page 21]
- What should a completed pallet look like? [page 22]
- What manual covers processing of hazardous material? [page 21] Do you know where to find that manual?
- What is the maximum pallet weight allowed? [page 22]
- When should deadly force be used? [page 16]
- What is a chalk? [page 16]
- Who is responsible for the chalk throughout the deployment? [page 16]
- Who makes tent/bed assignments? [page 16]
- Can I find my own living space? [page 16]
- What does LOAC stand for? And what does it mean to me? [page 18]
- What sensitivities should you consider while deployed in a foreign nation, if any? [page 19]
- If a foreign employee in your work area is a really nice person and has become quite friendly, is there any reason for concern if he asks questions about you, your family, and your job? [page 19]
- To what organization do you report breaches of security? [page 19]
- True or False: It is every military member's legal responsibility to adhere to LOAC? [page 18]
- True or False: Since the UCMJ already binds me, I am not subject to host nation laws? [page 20]
- What is a SOFA? And what does it mean to me? [page 20]
- Where do you get information about legal requirements in a foreign country during a deployment? [page 20]
- What does the acronym CTF mean? [page 154] (If you want to know more, ask your OIC)

In the development of air power, one has to look ahead and not backward and figure out what is going to happen, not too much what has happened.

Brigadier General William 'Billy' Mitchell



Section 3 - Set Up

Your Concerns When Deployed

If nothing else, your deployment is going to be a great adventure. And despite the thrill and exhilaration you may feel about going to a foreign location to perform a mission for your country, there are some concerns you should keep in mind while deployed. Medical threats from water, food, disease, poor sanitation and pollutants are all just as big a threat as being wounded. First and foremost, *safety...Yours!*

Major Health Hazards and Precautions

Heat

Can be incapacitating or deadly

- Drink water frequently... before you get thirsty 1-2 quarts per hour during moderate work in temperatures over 82 °F
- Avoid caffeine (cola, coffee) as it increases water loss and promotes dehydration
- Take appropriate rest breaks
- The Chemical/Biological protective overgarment increases the need for drinking water

Cold

Can cause serious injury or death

- Wear proper cold weather gear and remember to layer clothing for added warmth
- Limit amount of time spent outdoors
- Watch for signs of frostnip, frostbite and hypothermia

Local Food

Can cause serious illness and may contain parasites

- Do NOT eat local foods unless approved by U.S. military medical authorities
- Wash your hands before eating and after using the latrine

Insects

May transmit life-threatening diseases

- Use insect repellent, such as DEET on exposed skin
- Pretreat flight suits/BDUs with permethrin spray; one can per uniform (clothes retain permethrin even after several washings)
- Sleep under a bed net treated with permethrin-tuck bed netting under the mattress all around
- DEET and permethrin replacements can be obtained through your deployed supply channels
- Obtain anti-malarials, if required, from the flight surgeons clinic

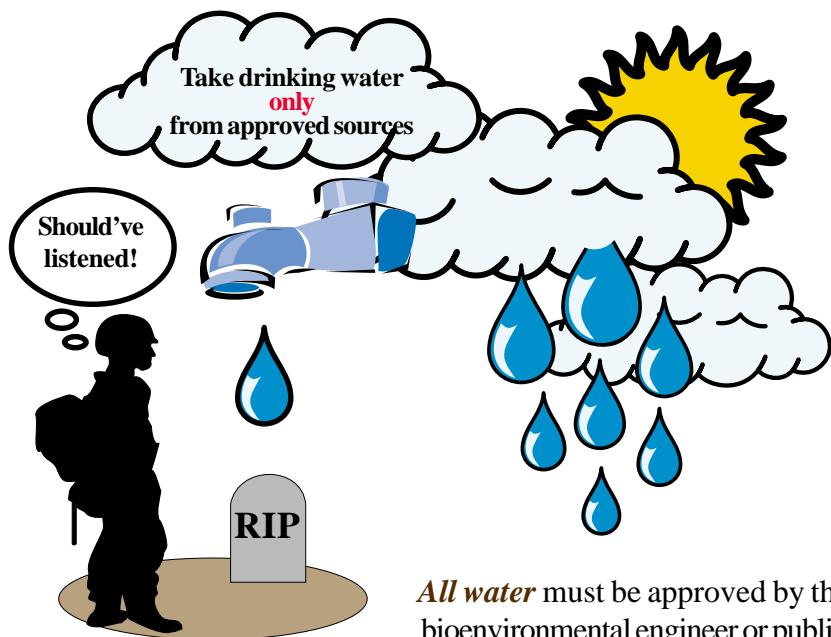


Do NOT wear flea collars—they can cause severe chemical burns!

Section 3 - Set Up

Water Purification

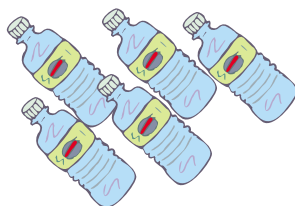
Ref AFI 48-119



All water must be approved by the bioenvironmental engineer or public health officer prior to use, including bottled water.



**Do not Drink
UNTIL APPROVED**

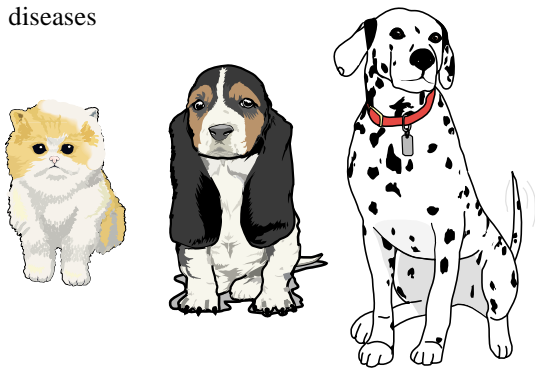


Section 3 - Set Up

Other Health Concerns

Animals

- Avoid contact with **ALL** animals—they may transmit rabies or other life threatening diseases

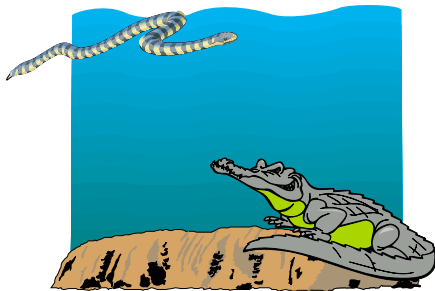


**Do NOT keep local animals
as pets or mascots.**

- If bitten or scratched by **any** animal, wash wound with soap and water and seek medical attention **immediately!**

Rivers, Lakes, Swamps, Canals

- May contain parasites that can penetrate unprotected skin and cause serious illness. Or may contain obstacles, natural or man-made, that could be just as dangerous
- Avoid standing stagnant water and open sewers. These attract mosquitoes and other disease vectors
- Do **NOT** swim or bathe in rivers, lakes, swamps, or canals
- If you must wade, avoid direct contact between your skin and the water if possible

*Malaria*

- If you are going to a malaria risk area, take malaria pills as issued

Malaria is a killer-follow prescriptions!

Section 3 - Set Up

Be Domestic

How you live when you are deployed has a direct effect on your physical and mental well being.

Keep yourself **well groomed**. Aside from presenting a professional appearance, personal grooming is healthy. It'll make you feel good in what may be an otherwise miserable environment. Also, good grooming standards discourage health problems that may occur if your attitude is less than what is expected.

Keep your family and friends back home **informed**. Naturally, you won't be able to tell them everything, especially facts about the operation you are on or details of your location. But you can reassure them that things are going well and you have a good attitude about what you are doing. This effort will not only make you feel better, but will help minimize the worry and concern your family and friends back home have for you.

Participate in camp activities. Your unit is going to do everything they can to help you during your deployment, including provide entertainment and other distractions to keep you busy during non-duty hours. It's not only good for your morale, but also the morale of the entire organization. Get involved with camp life. You may enjoy the experience and be able to significantly contribute to everyone else's well being.



Section 3 - Set Up

Ground Safety

Lifting

Although there are a variety of methods for lifting objects, the *kinetic* method is the most widely accepted and taught because it provides more stability, while reducing load on the back muscles and intervertebral disks.

- ✈ *Position feet correctly*-Place feet far enough apart for balance with one foot to the rear of the object and the other foot slightly ahead of the other and to the side of the object



- ✈ *Crouch close to the load*-Stay close to the load to minimize strain on the lower back. Before beginning the lift, be sure the back is straight as possible and back muscles are tightened. These steps prepare the body to accept the load

- ✈ *Pick up materials with a full palm grip*-Do not attempt to pick up weights with a fingertip grip. Ensure the load is free of grease or sharp points that could cause injury. Use suitable gloves at all times



- ✈ *Always keep the back as straight as possible*-It may not be possible to keep the back in the vertical plane but avoid arching the back. Keep the back muscles tightened throughout the duration of the lift. Do not relax the back until the load is released. Bend from the hips and not from the middle of the back

- ✈ *Start movement*-With the arms, slide the object toward the body to give it some motion (kinetic energy). At the same time, use the legs to lift the object and bring the back to a vertical position. Keep the object close to the body while lifting



Section 3 - Set Up

Team Lifting is required to move heavy or unusually shaped items. When two or more people are required to move or carry an object, adjust the load so each person carries an equal part. Test lifts should be made before proceeding. The key to lifts using two or more personnel is to make every move in unison. The supervisor and workers are responsible for assessing all available methods to safely handle materials and use mechanical assistance whenever possible.

Carrying methods are determined based upon the type of material, distance, and number of workers. Workers should be instructed during initial training in each procedure-for example: neck, shoulder, side, tray, two-person, and under-arm carry methods.

- ✈ Use gloves, safety shoes/boots, hard hat, and any other available safety equipment when appropriate
- ✈ Inspect objects for slivers, sharp edges, and rough or slippery surfaces
- ✈ Keep fingers away from pinch and shear points
- ✈ Do not carry a load that obstructs the view of the direction of travel. Make sure that the path of travel is clear
- ✈ Do not turn at the waist to change direction or to put an object down. Turn the whole body and crouch down to lower the object
- ✈ When carrying items up or down stairways:
 - ✈ Adhere to the guidance provided by the supervisor
 - ✈ Reduce the size of the object carried to allow for maximum visibility
 - ✈ Use assistance when required and available



...Always...
Think Safety!

Combat Environment

You may be going into an environment that will be totally foreign to you. The normal safety guidelines you would follow at home may not apply in the field. Consequently, you must be very careful at all times. Flammables, cables everywhere, exposed wires, containers, open light sources (like burning bulbs), ditches, engines, and a lot of other potential hazards will become second nature to you. But don't ever underestimate their potential to hurt you. Safety is everyone's business, and your number one responsibility.

Section 3 - Set Up

Tent Construction

Ref AFH 10-222, Vol 2

Your tent site should be in a level area, free of rocks and underbrush, be sheltered from high winds, have good drainage, and provide natural cover.

CAUTION

- ➔ Avoid stepping on tent components during assembly
- ➔ Raise the tent uniformly to avoid damage due to twisting
- ➔ Wear gloves
- ➔ Use proper lifting techniques

Temper Tents

Extendible, modular, metal-frame-supported shelter consisting of collapsible aluminum frame covered with a coated polyester fabric. Typical configuration provides 32'X20' (640 square feet, four sections) of covered space for billeting, dining hall, chapel, recreation, offices, and other uses.

This is not a one-person job. In fact, you will probably be part of a team of 10 people and under the supervision of someone who knows how to build this tent. Everyone has to work together or it won't go up and stay up. Read the assembly directions found on the inside of the tent packing cover.



To start, the frame will be assembled on the ground with the legs extended outward. Each arch has to be attached to each of the others as they are assembled.



Section 3 - Set Up

Place the tent covering over the frame while it is still on the ground. Exercise great care so you don't tear the cover. At least four people should place the covering on the frame.



Next, it's time to raise the tent, one side at a time. Prior to staking the tent sides, push the base of the sidewalls towards each other to relieve pressure on the tent door flap zippers. Then, you stake the tent down straight out from the side. In loose soil or sand, the stakes should be angled towards the tent; in hard soil, the stakes should be angled away from the tent.



Section 3 - Set Up

General Purpose (GP) Medium Tents

Ref AFH 10-222, Vol 2

Canvas-fabric-covered structure with wooden support poles. Typical configuration provides 32' x 16' (512 square feet) of covered space for billeting, dining hall, chapel, recreation, offices, and other uses. Temporary installations are typically soft-backed. Semi-permanent installations may be hard-backed (provided with constructed wooden interior frame).



This project is designed for eight people and you will have to work closely with your team to ensure a smooth and safe construction. Read the assembly directions found on the inside of the tent packing cover.

To start, connect the ridgepoles for the roof and support together on the ground. Then, place the canvas over the top of the poles.



Section 3 - Set Up

As you are attaching the roof canvas to the ridgepoles, you will also be attaching the side support poles to complete the roof. At the same time, you will attach the sidewall canvas.



Before raising the tent, place the side poles straight out from their positions and stake them where the poles will be lashed using strong rope. It will take all four people to raise each side of the tent, and each side needs to be secured tightly as you complete the process.



Lastly, raise the ridgepole by positioning two people on each center support pole (two poles). Lift the poles simultaneously into the upright position. Once the center poles are up, stabilize the tent by having the four people on the outside tension the guy ropes on each side pole.

Section 3 - Set Up

Other Shelters

You may use and enjoy other types of shelters and facilities during your deployment. You may have an opportunity to stay in fixed facilities on and off military installations and from regular hotels to hangar space on the flightline. Also, some mobile assets the Air Force uses are sophisticated hard-shell structures that require experts to raise and maintain. You won't be asked to raise these facilities. The pictures and descriptions below give you an idea of what you might see in the field.



Mobile Field Kitchen



Expandable Shelter Container



General Purpose Shelter



Expedient Latrine/Laundry



Shower/Shave Unit

Field Sanitation and Hygiene

Ref AFH 48-107

In the field, diseases are a major concern. Maintaining good personal hygiene will prevent illnesses and help morale. Good general health also supports your body in fighting off infections and other illnesses better than if your health is already compromised.

Good field hygiene requires your personal and constant attention.

Personal Hygiene

The first line of defense is YOU. To help prevent disease...



Frequently wash your hands

Change your socks daily



Practice proper dental care

Section 3 - Set Up

Maintain clean, dry clothing



Use foot powder to prevent fungal infections

Bathe in approved, safe water as often as practical



If a shower is not available, wash where you perspire

Section 3 - Set Up

Trash and Garbage Disposal

A large amount of solid waste is generated at a deployment site. Because this waste provides an excellent breeding ground for insects and rodents, it must be disposed of properly.

- Dry combustible waste can be burned when there are no landfills or landfills are too far for timely disposal. However, ensure the smoke will not interfere with base operations. You can burn in an open pit or metal container such as a 55-gallon drum
- The host nation or your civil engineer disposes of most garbage in a common sanitary landfill. This landfill should be located some distance from your encampment and covered with dirt to prevent infestation by rodents and insects
- Trash should never be allowed to accumulate within the camp area



All trash should be placed in sturdy containers, preferably with a lid that can be secured

Pest Control

- If not identified and contained quickly, pests in the encampment area or your personal living area can make you sick—or worse
- If you see rodents, wild dogs, other animals, or a large number of insects, tell the civil engineer or commander through your chain of command

Section 3 - Set Up

Mess Kit Laundry

Ref AFI 48-116

While deployed, Meals Ready to Eat will be your primary food source until arrangements can be made to provide Hot A-Rations. Once Hot A-Rations are available, the mess kit will be your primary eating utensil. The mess kit must be properly cleaned before and after you eat. A clean mess kit will help prevent food-borne illnesses, and it's your responsibility.

Before You Eat



Submerge your mess kit in the pre-dip can provided at the entrance to the dining facility for a ***minimum of 30 seconds***

After You Eat



Scrape food particles into trash can



Remove remaining large particles in first can filled with soapy water



Thoroughly wash in second can of soapy water

Rinse in third can of clear water



Sanitize in fourth can by submerging for a ***minimum of 30 seconds***



Allow mess kit to air dry before packing it up

Section 3 - Set Up

Human Waste Disposal

Ref AFI 32-7080

Human waste must be properly disposed to prevent the spread of disease and presence of insects/rodents in the camp area.

- ✈ Ventilated improved pit latrine-"out-house"
- ✈ Pail latrine
- ✈ Harvest Falcon latrine



Harvest Falcon Latrine

Section 3 - Set Up

Passive Defense

Ref AFH 32-4014, Vol 4

Passive defense includes any measure you take to lessen damage from enemy attack to your installation. Most such measures should be quickly executed, inexpensive, and require minimum manpower and material.

Hardening

Hardening refers to reinforcing measures taken to reduce the loss of critical resources due to the destructive effects of conventional weapons.



Facilities may already exist that are hardened, such as concrete reinforced buildings or aircraft hangars

Hardening could mean sandbagging or building earth berms to provide splinter protection to facilities



See page 49 for sandbag construction.

Section 3 - Set Up

Camouflage, Concealment, Deception

*Ref AFI 32-4007,
AFPAM 10-219, Vol 2*

Camouflage, Concealment, Deception (CCD) means hiding critical assets from enemy aircraft or ground forces and/or deceiving the enemy into attacking less valuable targets.

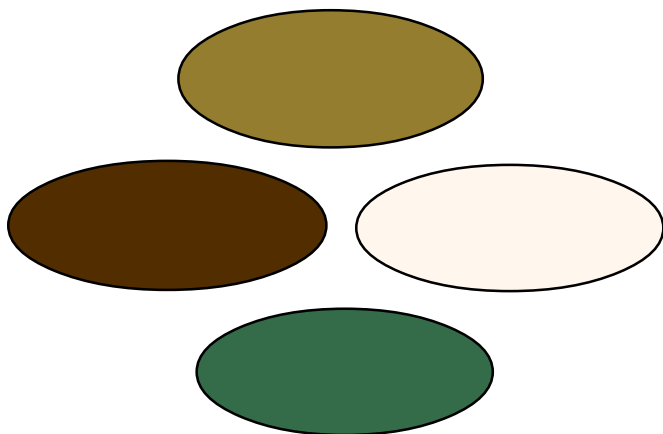
Camouflage-Net for Effect

Camouflage nets are used to break up outlines of what you're trying to conceal.



Concealment-Tone Down Colors

Paint can tone down an object to help it blend into the surroundings. Paint the top of buildings to mask patterns and distinct contours.



Section 3 - Set Up

Deception-Decoys

Decoys are used to deceive the enemy and are employed to achieve a variety of objectives. Decoys can give the perception that forces and structures are there that really are not, or can divert attacking forces away from the real assets. Additionally, decoys are great force multipliers. Decoys can be as simple as outlines painted on the ground or as sophisticated as inflatable mockups that emit heat and radar signatures.

Inflatable aircraft mock-ups



False operating strips



Inflatable vehical mock-ups



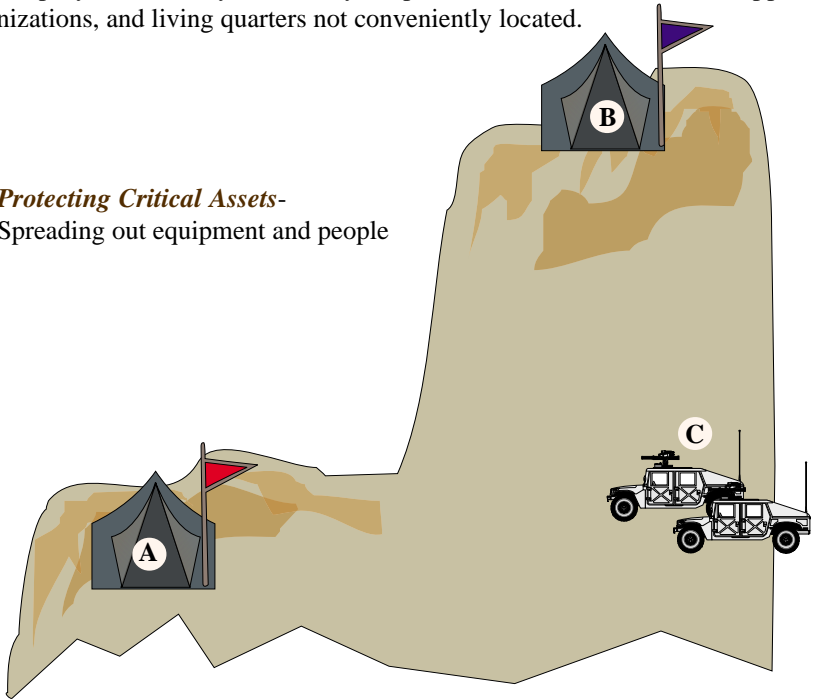
Section 3 - Set Up

Dispersal

Ref AFPAM 10-219, Vol 2

Your commander will be very concerned about your safety and the survivability of other critical assets, especially from terrorists or larger scale attacks. Consequently, your deployed unit may be widely dispersed, with work centers, support organizations, and living quarters not conveniently located.

- **Protecting Critical Assets-**
Spreading out equipment and people



- **Coordinating Dispersal Plans-**
Not collocating units with target potential and not using such areas

- **Avoiding key facilities**



Section 3 - Set Up

Blackout*Ref AFH 32-4014, Vol 4*

Be "invisible" at night-cut down or eliminate light from facilities and vehicles to hide from enemy aircraft/forces.



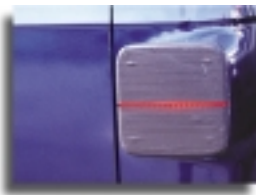
Cover windows with anything opaque- plywood, blankets, dark plastic, or other available material.



Extinguish outside lights and use light sticks versus flashlights, if possible.



Cover shiny objects and make cutouts on vehicle lights that allow enough light to drive but not enough to be seen from a distance.

**Side-view mirror****Headlight****Tail light**

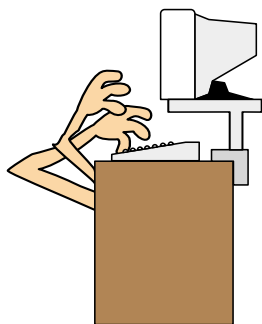
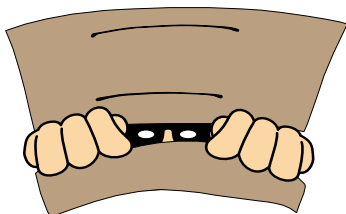
Section 3 - Set Up

Contamination Avoidance

Ref AFMAN 32-4005

Before an attack, do as much as you can to avoid possible consequences of contamination in your work or living area. After you have survived an attack and ensured that you and your comrades are safe, you need to be aware of any contamination-all kinds and in any form. Any material or condition that could adversely effect your environment is contamination and should be avoided-for example: smoke, lingering sand or soil in the air, pools of water or flammables, downed electrical lines, and obnoxious smells.

- ✈ Keep vehicle windows rolled up and doors locked
- ✈ Close facility windows and tape up cracks
- ✈ Ensure hatches on unsheltered aircraft are closed and sealed when possible
- ✈ Place as much equipment as possible indoors or under cover. If the equipment cannot be placed under cover, wrap or cover it with plastic sheets, canvas, or tarpaulins. Double up coverings so the top cover-along with any contamination can be easily removed and replaced
- ✈ During an attack, stay under cover to avoid contamination
- ✈ Do not kneel or sit on the ground. If you have to perform low-level work, squat down versus kneeling
- ✈ If you see or enter an area that is obviously contaminated with some foreign substance-like a white powdery material after a bomb blast, or smoke-avoid contact, especially inhaling. Any unfamiliar material can kill you
- ✈ Report possible contamination immediately to your unit control center



Section 3 - Set Up

Noise, Light, Litter Discipline

Noise

The enemy is listening for you-Keep it down

- Talking, coughing, sneezing, sniffing, may not seem loud, but these sounds are very distinctive and catch attention easily especially at night
- It's each and everyone's responsibility to practice noise discipline continuously
- Any time of the day-in darkness or light-noise can enhance friendly or enemy forces in their movement in an attempt to maneuver into a position of advantage
- The sound of aircraft flying or engine run-ups can be used as an advantage to the enemy but a disadvantage to the Air Force

Light

The smallest bit of light targets you at night

- Do not smoke except when concealed from enemy forces. Keep in mind, if enemy forces are using night vision devices, you may think you are concealed, but the enemy can still see you smoking
- Conceal flashlights or other sources of light during blackout conditions
- Use all available concealment-Cover anything that may reflect light (i.e. glass, mirrors, metal)
- Camouflage your self, equipment, and vehicles

Litter

You may attract more than the enemy if you litter

- Eliminate litter-it's a nuisance and it can also signal your presence
- Banish food leftovers and trash from your work areas or defensive fighting positions-they invite rodents and insects
- Establish a litter plan and use/secure collection points
- Dispose of litter properly to minimize the chance of disease and bacteria in your areas of operation



Section 3 - Set Up

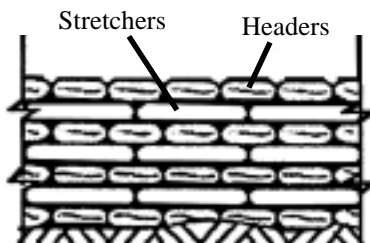
Sandbagging

Sandbags provide expedient hardening of resources to protect them against the effects of conventional weapons. Sandbag walls can be laid against buildings or can be freestanding. The sandbag wall should have a side slope of 1:4 or 1:5 to prevent collapse. You may be called upon to help build a sandbag revetment.

Ref AFPAM 10-219, Vol 2

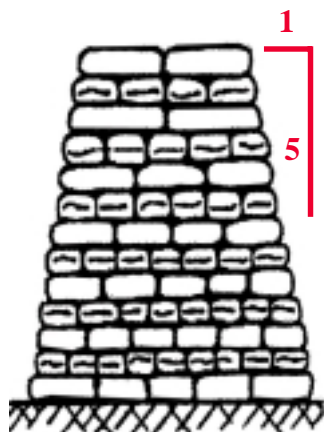


CROSS SECTION



ELEVATION

- Fill bags three-fourths full with earth or a dry soil-cement mixture. If too full, the bags stay rounded and do not flatten
- Tuck in the bottom corners after they are filled
- Lay the first course as a header (long direction of the bags perpendicular to the wall)
- Build the wall with alternating courses laid as stretchers (long direction parallel to the wall) and headers with the joints broken between courses. The top row should be placed as a header
- Position sandbags so the layers have the same pitch as the base
- Place bag so the tied-off end and side seams are turned inward away from the threat



Build a side slope of 1:4 or 1:5 to prevent collapse.

Section 3 - Set Up

Defensive Fighting Positions

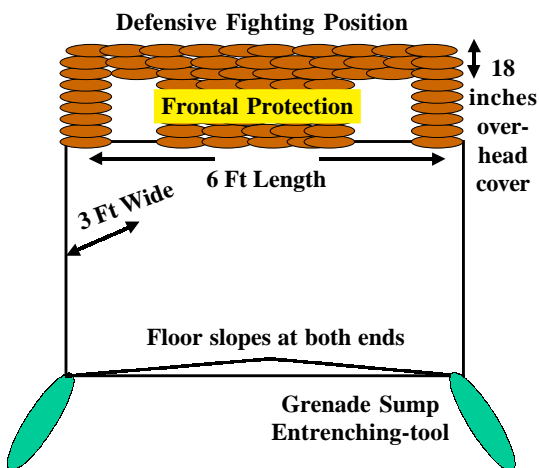
Two categories of defensive fighting positions (DFP) are constructed to provide all-around cover from enemy fire but allow the defender to observe and fire upon enemy forces. DFPs are positioned laterally and in-depth and around base perimeters, flightlines, communication sites, or any Air Force resources requiring security during high-threat situations.

Hasty DFPs

- Temporary-Provides partial protection from enemy fire
- Select position that provides ample frontal coverage
- Should be a small depression or hole that is at least 18 inches deep

Fighting DFPs

- Construction-Provide all-around coverage for two people and allow you to observe and engage enemy forces
- Position should provide frontal cover so you can engage the enemy without exposing yourself
- DFP should be 6 feet long (1.82 m), 3 feet wide (.91 m), and arm-pit deep



- Should be equipped with grenade sumps at both ends of the DFP
- Grenade sumps should be one entrenching tool wide and deep
- Overhead cover should be at least 18 inches (.45 m) of dirt
- The position should be camouflaged with natural and artificial foliage in order to conceal the position from enemy observation
- Check camouflage daily-moving 38 yards (35 m) in front of the position to view it, if you can't spot it easily, it's good



Section 3 - Set Up

Fire Prevention

Ref AFMAN 10-219, AFI 32-2001

Unfamiliar environments, crowded accommodations, high operational tempo, and an increased urgency to accomplish the mission can adversely affect fire safety. The key to fire-safe mission execution is a well-informed individual willing to make fire prevention a part of his or her daily routine.

General Concerns

- Test smoke detectors, where available
- Have a personal fire escape plan, participate in unit drills, and know your assembly location
- Practice good housekeeping in personal and storage areas



- Keep travel routes to exits clear
- Ensure all fire extinguishers are operational and installed near exits and hazardous operations areas
- Smoke in approved locations, only, and always properly dispose of smoking materials
- Use approved undamaged electrical cords and appliances



- Clear self-help projects through Civil Engineering and the Fire Department

Additional Tent City Concerns

- Use approved tent lighting and electrical kits
- Separate combustible materials from heat sources
- Ensure all exits from tents are not blocked or tied shut
- Blankets, tarps, sheets of wood, and other items used as tent space partitions increase fire loads and fire intensity



No Smoking Inside Tents....All Tents

Section 3 - Set Up

Field Command and Control

Ref AFH 32-4014, vol 4

An effective Command and Control structure is essential to mission effectiveness and base survivability. At your deployed location you may notice some differences in the command and control environment compared to your home station. Below is an example of a typical deployed Command and Control organization.

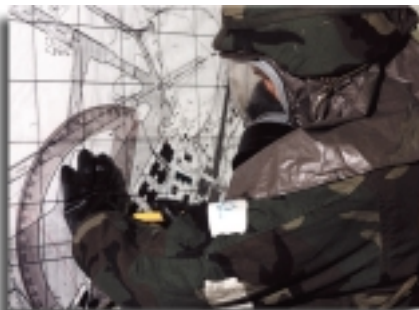
Command Post

The installation's primary command and control hub. With the Survival Recovery Center (SRC) it controls and implements operational plans and priorities; controls and monitors mission generation capabilities; and ensures installation survivability.



The Survival Recovery Center

Coordinates and conducts tactical planning and contingency responsive activities, and major accident and natural disaster response/recovery actions. Collects and analyzes status reports from unit control centers (UCC) and reports to the senior commander through the Command Post.



Unit Control Centers

Dispatches and controls their resources and provides status reports to the SRC. The control centers work priorities, disseminates information, and interacts with other installation control elements to ensure mission accomplishment.



Section 3 - Set Up

Some key UCCs that will be in effect throughout the deployed environment and one's you may deal with are these:

<p>Operations Control Center Controls aircrew, tactics, mission planning, and other aspects of the flying mission</p>	<p>Maintenance Control Center Responsible for launch, recovery, service, parking, and maintenance of aircraft. Coordinates fuel and supply functions</p>
	<p>Damage Control Center Controls damage assessment and recovery teams. Coordinates and monitors base repairs</p>
<p>Air Terminal Operations Center Controls aerial port functions, cargo and passenger processing and loading</p>	
<p>Personnel Control Center Responsible for personnel accountability and manpower replacements</p>	<p>Medical Control Center Reports status of hospital/clinics, supports medical requirements and supply requisition</p>
	<p>Base Defense Ops Center Acts as the focal point for air base defense and all security measures</p>
<p>Services Control Center Responsible for all service functions: food, billeting, laundry, recreation and fitness, mortuary affairs</p>	<p>Transportation Control Center Controls the distribution of transportation assets and prioritizes vehicle maintenance</p>
<p>NBC Control Center Manages NBC reconnaissance teams, reports NBC contamination, coordinates with unit shelter management and contamination control teams</p>	

Section 3 - Set Up

Field Communications

A reliable deployed communications system is essential to mission accomplishment and maintaining high moral. Depending on your location your primary means of voice communication will be standard western-style phones, cellular phones, and two-way radios (see page 69 for radio use). If you encounter non western-style phones, your communications support agency should be able to provide instructions on their use. Another form of communication at your disposal will be e-mail. Make sure you follow established guidelines on the use of e-mail.

Local Calling

- ✈ Upon arrival you will be briefed on the available phone system and its use
- ✈ If not, contact your local communications support team for assistance

Long Distance Calling

- ✈ Your deployed location will most likely be connected to the Defense Switched Network (DSN)
- ✈ Use the DSN for official business or in the interest of the government calls only
- ✈ At the discretion of your commander, the DSN may be used for morale calls
- ✈ You should deploy with a calling card or credit card for making personal long distant calls



Video Phones

- ✈ Your location may have video phones and or desktop Video Teleconferences (VTC) available
- ✈ Most home bases and even some units have their own VTC facilities available so that your family members can contact you
- ✈ Contact your First Sergeant for the location and use of these facilities



Section 3 - Set Up

Communications Security (COMSEC)

- One weakness of the telephone and radio is that anybody with basic monitoring equipment can listen to your calls
- Never discuss sensitive or classified information over a non-secure phone
- Never attempt to talk around, paraphrase, or use code words to disguise sensitive or classified information
- Always use a STU III system when discussing sensitive or classified information
- With the exception of bomb threat calls, you may not monitor or record a phone call without the consent of the other party



Telephone Etiquette

- Always use proper phone etiquette when using a government phone. You never know who might be on the other end
- It is unlawful for you to make a telephone call during which obscene, lewd, or immoral language is used with the intent to offend
- If you receive a nuisance call, contact your Security Forces

Bomb Threats

- If you receive a bomb threat call, obtain and retain as much information about the call and caller as possible. Refer to a Bomb Threat Checklist if available
- Immediately after the caller hangs up, notify the Security Forces and follow their instructions



Section 3 - Set Up

Section Review

- What four steps should you take to reduce the hazards of heat? [page 26]
- How can local water sources be dangerous to you? [page 28]
- Under what conditions are you allowed to keep a pet? [page 28]
- What three precautions should you take with local food? [page 26]
- Name two steps to prevent health hazards from insects. [page 26]
- How much permethrin spray is required to treat a BDU? [page 26]
- What are the rules regarding the maintenance of pets in your tent? [page 28]
- If the boss says it okay, what considerations should you have about bathing or swimming in a river? [page 28]
- True-False: Taking security into consideration, you should never contact your family while deployed? [page 29]
- True-False: One of the ways of maintaining good health is by keeping yourself well-groomed? [page 29]
- What does "ECP" mean and how do you think applies to you? [page 155]
- Describe the proper technique for lifting heavy objects. [page 30]
- What should determine the carrying method you use to move a heavy object? [page 31]
- What should be your most important consideration on a team detail? [page 31]
- What is a temper tent? [page 32]
- Name six attributes a good tent site should have. [page 32]
- In raising a tent, what cautions should you always remember? [page 32]
- Describe how to assemble a temper tent. [pages 32-33]
- Describe how to assemble a GP medium tent. [pages 34-35]
- What is the first line of defense against field diseases? [page 37]
- What kind of waste can be disposed of by burning? [page 39]
- What is the minimum time required for pre-meal cleaning of a mess kit? [page 40]
- Under what conditions is it acceptable to allow trash to accumulate in an encampment area? [page 39]

Section 3 - Set Up

- When can you consume uninspected/unapproved water? [page 27]
- What is passive defense? [page 42]
- Name the different types of passive defense? [page 42-46]
- What does CCD stand for and mean to you? [pages 43]
- What is the difference between camouflage and concealment? [page 43]
- Name three types of decoys and how you think decoys could be used in the current operation you are involved with, if you are? [page 44]
- What is the most important point to remember about dispersal? [page 45]
- Describe a blackout technique for a building entrance. [page 46]
- Describe methods of avoiding contamination. [page 47]
- What three things could indicate your presence to the enemy? [page 48]
- True-False: At night, camp noise isn't as loud and doesn't have the same impact on position awareness as during the day? [page 48]
- What is the purpose of sandbagging? [page 49]
- What are the steps to ensure your revetment does not collapse? [page 49]
- Why must sandbags be filled no more than three-quarters full? [page 49]
- What are "headers" and "stretchers" in a revetment? [page 49]
- What are the two categories of defensive fighting positions and what are their functions? [page 50]
- What depth, width, and length should a fighting position for two people be? [page 49]
- What does "LMR" mean? [page 158]
- What general concerns should you have for fire prevention/safety no matter where you live? [page 50]
- What specific concerns should you have about living in a tent? [page 51]
- What types of command and control centers might you expect to see in a deployed environment? [page 52-53]
- What organization is responsible for overall control and responses to emergency situations? [page 52] (Do you know how to contact them?)
- What should you never do when using a telephone? [page 55]
- What is the first thing you do after you receive a bomb threat via phone? [page 55]

Section 3 - Set Up

This page intended to be blank.

Offense is the essence of air power.

General H. H. 'Hap' Arnold, USAAF



Section 4 - Fight

Before the Fight

Ref AFMAN 10-219, Vol 2

Cordons

Ref AFI 10-403

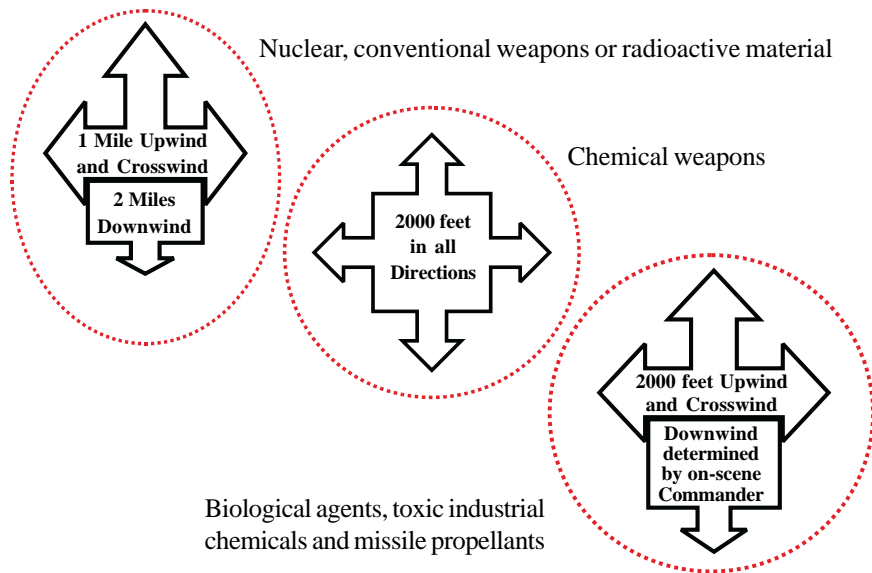
A cordon is defined as 360° controlled access of an area where an accident/incident has occurred and is used to keep innocent bystanders out and clear of possible hazards associated with the cordon. Cordons are established to protect personnel, equipment, and classified matter.

Some situations that may warrant establishment of a cordon are:

- Bomb threat
- Discovery of unexploded ordnance
- Natural disaster
- Aircraft accident/crash
- **Major** accidents involving nuclear or conventional weapons, biological or toxic chemicals, or missile propellants



Cordons are usually marked with rope, tape, and appropriate signs. The size varies with the type of incident involved and environmental concerns, such as crosswinds; typical cordon sizes are as follows:



Where no toxic or explosive materials are involved, size is dictated by the area affected and the work area needed by the disaster response force.

Section 4 - Fight

Cordon size can be adjusted only at the discretion of the on-scene commander

Accident cordons are established and controlled by senior fire fighters and Security Forces. However, assistance from other military organizations and personnel may be required to work as cordon guards and aid in establishing entry control points.

Cordon Guards...

- ✈ Are posted at all entry and exit routes that lead to the accident site
- ✈ Assist evacuating personnel with departing the accident site using the most direct route
- ✈ Direct personnel to the established entry control point
- ✈ Direct responsibility for evacuation rests with each individual and supervisor within the cordon
- ✈ Prevent access to the accident site
- ✈ Direct mission essential personnel who require entry into the cordon to the established entry control point
- ✈ Refer all media requests to the public affairs representative usually located near the entry control point



The installation commander or public affairs officer is responsible for releasing all information to the news media

Entry Control Points

Ref AFPAM 10-219, Vol 2-3

Entry Control Points (ECP) are used to control entry into installations, controlled areas, or restricted areas. All Air Force personnel are subject to processing through an ECP.

ECPs...

- ✈ Are established upwind on the perimeter of the cordon
- ✈ Are located within a 90° arc on either side of the current surface wind
- ✈ Are marked with signs and/or flags for easy visibility



Section 4 - Fight

What to expect when processing through an ECP



- ✈ Be prepared to show an identification card

- ✈ You and your belongings may be searched



- ✈ Your vehicle may be searched



Visual

Dogs

- ✈ Entry Authority Lists are checked when gaining access to controlled and restricted areas



Section 4 - Fight

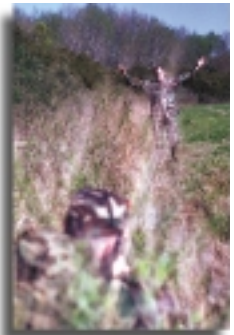
Challenging Intruders

Ref AFMAN 32-4005

Intruders can be aggressive or passive, male or female, adult or child, and can show up at any location, at any time. It is your responsibility to be vigilant at all times and to challenge all intruders. Whether you are armed or not, you can challenge an individual, but always ensure you maintain proper cover and concealment while doing so. Challenges are divided into two areas: individuals or groups.

Individual Challenge Steps

- On hearing or seeing someone approach, command the person to "**Halt!**"
- When the intruder stops, command "**Who goes there?**"
- The challenged person should respond with **Rank**, **Name**, and **Unit**.
- If not, notify your control center immediately



- After the challenged person identifies him or herself, command "**Advance to be recognized!**"
- When the individual comes to within 10 ft (3 m) of you, command "**Halt!**" and then issue the **Challenge Word** or **Sign**
- The individual should then respond with the correct **Password** or **Countersign**

- If you still are uncertain of the challenged person's identity, ask for an ID card for further verification
- If the person is authorized, release and proceed with your normal duties
- If not, detain and notify your control center or security forces personnel immediately



Section 4 - Fight

Group Challenge Steps

- On hearing or seeing a group approaching, command them to "**Halt!**"
- When the challenged personnel stop, command "**Who goes there?**"
 - The leader of the group should respond with **Rank**, **Name**, and **Unit**, plus the **Number of Personnel** accompanying them
 - If not, notify your control center immediately
- After the challenged person identifies him or herself, command "**Advance one person to be recognized!**"



- When the challenged person comes within 10 ft (3 m), command "**Halt!**" and then issue the **Challenge Word** or **Sign**
- The individual should respond with the correct **Password** or **Countersign**
- If you still are uncertain of their identity, ask for their ID card for further verification
- If the person is authorized, have them identify the rest of the group one at a time, ensure the **leader identifies each person**
- Detain those who cannot be identified and notify your control center or security forces personnel immediately

Challenge and Password (Sign/Countersign)

- Words or numbers can be used as the sign and countersign. Odd numbers are best; they are less easy to defeat
- For example, if the words for the day are **Blue Cards**, the challenge word or sign is **Blue** and the response is **Cards**



Section 4 - Fight

Threat Conditions

Ref AFI 31-210

Threat conditions (THREATCONS) are used to describe progressive levels of terrorist threats to U.S. military facilities and personnel. The selection of the appropriate response to terrorist threats is the responsibility of the commander having jurisdiction or control over the threatened facilities or personnel.

Normal-Applies when a general threat of possible terrorist activity exists
Warrants only a **routine security posture**

ALPHA-Applies when there is a general threat of possible activity against personnel and facilities, the nature and extent of which is unpredictable

- ✈ Secure unoccupied buildings, rooms, and storage areas
- ✈ Increase spot checks of entering personnel
- ✈ Review plans for implementing higher THREATCONS



BRAVO-Applies when an increased and more predictable threat of terrorist activity exists

- ✈ Inspect interior and exterior of buildings for suspicious packages
- ✈ Increase spot checks of entering personnel
- ✈ Move vehicles, crates, and trash containers at least 82 ft (25 m) from buildings



Section 4 - Fight

CHARLIE-Applies when an incident has occurred or intelligence is received indicating some form of terrorist action against personnel and facilities is imminent

- ✈ Complete ALPHA and BRAVO checklist items
- ✈ Check ID of all personnel entering work centers



DELTA-Applies in the immediate area where a terrorist attack has occurred or when intelligence has been received that terrorist action against a specific location or person is likely

- ✈ Complete ALPHA, BRAVO, and CHARLIE checklist items
- ✈ Ensure 24-hour-a-day security for controlled areas
- ✈ Conduct security checks every 6 hours
- ✈ Provide armed escort for all high-value items
- ✈ Suspend all nonessential commercial deliveries



Section 4 - Fight

Alarm Signals

Ref AFH 32-4014, AFVA 32-4011

Alarm signals and conditions are transmitted by the Survival Recovery Center (SRC) using voice, public address systems, radios, flags, lights, and/or sirens. Be aware of your location's method of transmission and color usage.



When you hear **ALARM YELLOW**-no siren sound-or see a yellow flag, an attack is **probable**

In a conventional environment-

➔ Don your helmet

➔ Don available body armor

➔ Seek shelter when directed



In a chemical/biological environment-

- ➔ Don your helmet and any available body armor
- ➔ Seek shelter or overhead protection when directed
- ➔ Assume **MOPP 1** (see page 134 for MOPP descriptions) unless otherwise directed



When you hear **ALARM RED** (Alarm **Blue** in Korea) - or a **1 minute warbling tone (3 seconds on, 1 second off)**-or see a red flag, an attack is **imminent** or **in progress**.

In a conventional environment-take cover

In a chemical/biological environment-take cover and assume **MOPP 4**



When you hear **ALARM BLACK** "Gas-Gas-Gas", or a **broken warbling tone (1 second on, 1 second off)**-or see a black flag, the attack is over

In a conventional environment-Stay in your shelter unless otherwise directed, and initiate post-attack reconnaissance

In a chemical/biological environment-contamination is expected or present; stay in shelter unless otherwise directed, initiate post-attack reconnaissance, and **remain in MOPP 4** until directed

When you hear **ALL CLEAR**, an attack is not probable nor is NBC contamination present. Resume normal operations or initiate recovery if applicable

Section 4 - Fight

Anti-Terrorism Measures

Ref AFMAN 32-4005

Terrorists do not discriminate! The mere fact that you are an American makes you a potential target for terrorists. Here are a few key steps you can take to lessen your threat.

Keep a Low Profile

- Your dress, conduct, and mannerisms should not attract attention
- Make an effort to blend in
- Avoid publicity, large crowds, demonstrations, and civil disturbances



Be Unpredictable

- Vary your route, time, and mode of travel
- Vary where and when you go
- Vary your appearance
- Let others know where you're going and when you plan to return



Be Alert

- Watch for anything suspicious
- Do not release personal information
- If you believe you're being followed, go to a predetermined safe area
- Immediately report any suspicious incidents to security forces



Taken Hostage

The chances of you being taken hostage are very remote. But should it happen, remember your personal conduct can influence your treatment. If you are taken hostage there are three important rules to follow:

- Analyze the problem so as to not aggravate the situation
- Make educated decision to keep the situation from worsening
- Maintain discipline to remain on the best terms with your captors

Section 4 - Fight

Be Suspicious

Ref AFMAN 32-4005

Hostile governments and terrorist organizations may use improvised explosive devices (IED) to reach their objectives. The construction of an IED is limited only by the imagination of the builder. Therefore, standard identification features do not exist. Like unexploded ordnance (UXO), IEDs come in various shapes and sizes, but the lethality of an IED is not always determined by its size.

When you discover a suspected IED, react very much as you would to discovering a UXO:

- ✈ Be Vigilant
- ✈ Be familiar with work center surroundings
- ✈ Challenge or report unknown personnel around your work center
- ✈ Be suspicious of anything out of the ordinary (protruding wires, abandoned vehicles)
- ✈ Protect yourself and others
- ✈ **Identify, mark, evacuate, and report** the device just as you would any UXO. See page 105 for UXO handling.



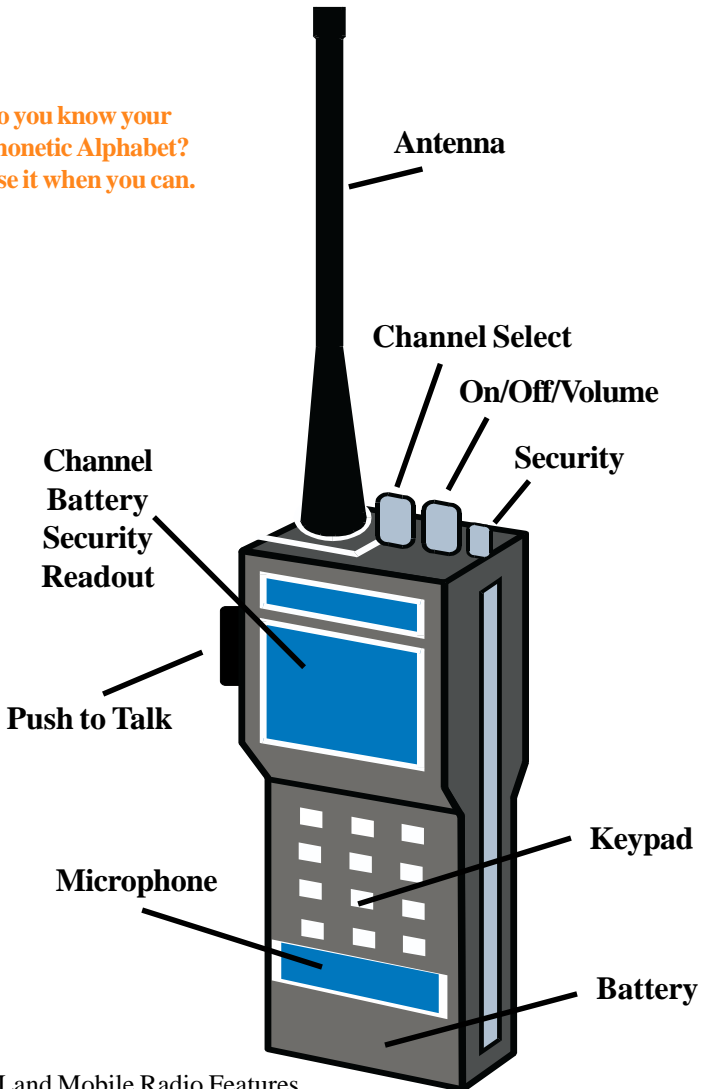
Don't risk your life by moving or opening a suspect device!

Section 4 - Fight

Radio Procedures

Whether you work in civil engineering, communications, medical emergencies, fire department, security forces, transportation, or flightline operations, the land mobile radio (LMR) will be your communication lifeline. Several LMR types - hand-held, mobile, base station, and repeater models exist, but they basically operate the same. The most commonly used is the hand-held.

**Do you know your
Phonetic Alphabet?
Use it when you can.**



Basic Land Mobile Radio Features

Section 4 - Fight

Basic Radio Operating Procedures

- ✈ Speak clearly into the microphone and use proper call signs
- ✈ Protect your radio
- ✈ Conduct radio checks
- ✈ Always be aware of OPSEC for radios, phones, discussions and computers



- ✈ Periodically check physical condition and battery connections
- ✈ Know your unit radio manager



DO NOT...



OPSEC is Everyones Job...

Section 4 - Fight

Reading a Grid Map

Ref AFJMAN 24-306

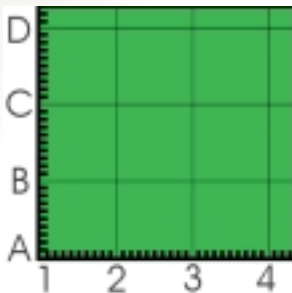
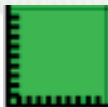
A grid map is used to identify locations using alphanumeric symbols rather than descriptions, which would take too long to relay even if passed accurately or clearly

Base or operating location maps are standardized so that everyone sees the facility within a series of squares that are labeled for easy reference

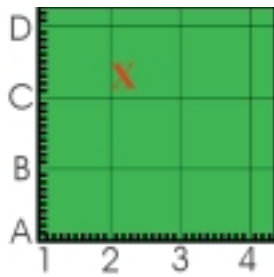


Along the bottom of the map, each square is labeled with a number running consecutively (i.e., 4, 5, and 6)

Along the side of the map, each square is labeled with a letter or letters that are in familiar order (i.e., D, E, F, and G)



Each square is further subdivided into 10 evenly spaced blocks across the top and side for clarity. These sub-blocks may or may not be marked. If not marked, use your best judgment in determining where in the block you are trying to identify a location.



Grid coordinate for the

"X" is 2.2-C.3

The coordinates of a location are determined by reading across the map from left to right for the number, and reading from the bottom to the top for the letter.

The number/letter combination is known as the **grid coordinate**.

Topographic maps use color and contour lines-refer to map legend.

Section 4 - Fight

Convoy Procedures

Ref AFJMAN 24-306

At some time during your deployment, you may be required to operate or ride in a vehicle that is part of a convoy. Critical information on convoy procedures will be given during the convoy briefing—pay attention. You **must** ensure that as a driver:

- You are **qualified** to drive that specific vehicle
- Your vehicle is **inspected every 24 hours**
- Your vehicle has some form of communication equipment
- Your vehicle is equipped with a fire extinguisher, first aid kit, and AF Form 1800, *Operator's Inspection Guide and Trouble Report*
- As a driver or rider, you **must** know:
 - That day's call signs and frequencies
 - The primary and alternate route of travel, to include checkpoints and timelines
 - The **location** of the **convoy commander**
 - The order of movement
 - What to do during attacks, road blocks, and breakdowns
 - Maps if needed (make sure you can read them)



Speed Limits

- 10 mph (16 kph) on trails
- 15 mph (24 kph) on unimproved (dirt) roads
- 30 mph (48 kph) on improved roads
- 45 mph (72 kph) on high-speed roads



When using blackout markers, lead vehicle will not exceed 15 mph (24 kph) on open roads and 10 mph through built-up areas

Distance/Intervals

- 328 ft (100 m) minimum on high-speed roads
- 164 ft (50 m) on all other roads
- Inclement weather or enemy activity will increase vehicle intervals
- Vehicle intervals while stopped are 33 ft (10 m) except in build-up areas, cities, and at traffic lights



Section 4 - Fight

What to do when a Convoy...

Is Under an Air Attack

- ➔ If you see an enemy aircraft, sound the alarm-a series of short blasts on the vehicle horn
- ➔ Pull vehicles off the road, maintain intervals
- ➔ **Dismount** and **seek cover away** from the vehicles
- ➔ Radio operators should notify control centers-at a minimum, give time, location, and activity using **SALUTE** (see page 76)
- ➔ Remain under cover until the convoy commander or senior available person sounds "All Clear"-a continuous blast of the vehicle horn



Encounters an Ambush

- ➔ If you **suspect** you're about to enter an ambush, **halt the convoy**
- ➔ Immediately take an alternate route
- ➔ Notify your control center using **SALUTE**
- ➔ If your vehicle enters the "kill zone"
 - ➔ If possible, speed up and drive out of the kill zone (directed by convoy commander)
 - ➔ Dismount and return fire as a last resort
 - ➔ Assemble and move out of the area
- ➔ If your vehicle is out of the "kill zone"
 - ➔ Assemble at a safe distance
 - ➔ Senior person must contact the remainder of the convoy and provide help



Vehicle Breaks Down

- ➔ **Repair** the vehicle, if possible
- ➔ If the vehicle can't be repaired, **tow** it if possible
- ➔ If towing is not possible, call for a wrecker
- ➔ If the convoy must leave, a minimum of two personnel must remain in a defensive posture
- ➔ Senior leader must ensure personnel left behind have needed equipment, food, water, communications, and currency if it becomes necessary
- ➔ If you think the vehicle may fall into enemy hands, destroy or disable it



Section 4 - Fight

Encounters a Roadblock

- ✈ If you are the lead vehicle, notify the rest of the convoy
- ✈ All vehicles must stop
- ✈ Personnel must disperse in a defensive posture



- ✈ The convoy commander or senior person must assess the road block
- ✈ If it can be moved or breached, do so immediately
- ✈ Watch for booby-traps or an ambush
- ✈ If the roadblock can't be moved or breached, switch to your alternate route
- ✈ Always report the location and nature of the roadblock to your control center

The above information on convoying is only recommended guidance and subject to change due to mission, guidance, and procedures set forth by the convoy commanders.

Section 4 - Fight

During the Fight

Reporting an Attack

Ref STP 21-1 SMCT, AFH 32-4014

Use the **S-A-L-U-T-E** report as a quick and effective way to communicate enemy information up the chain of command.


S-A-L-U-T-E

S A L U T E	Size	The number of personnel/vehicles seen or size of an object
	Activity	Enemy activity (assaulting, fleeing, observing)
	Location	Where the enemy was sighted-use a grid coordinate or readily identifiable reference point
	Unit/ Uniform	Distinctive signs, symbols, or identification on people, vehicles, or weapons (numbers, patches, or clothing type)
	Time	Time the activity was observed
	Equipment	All equipment/vehicles associated with the activity

Example of a S-A-L-U-T-E report

"Six enemy soldiers, running away from the command post, heading towards the flightline. Uniforms solid green fatigues-possibly Republic Guards. Time was 0230 hours. Equipment-AK-47 rifles, backpacks and gas mask being carried."

Remember COMSEC-Use the most expedient means necessary/possible for the urgency you place on the information you have to upchannel. If your report needs to get to the commander **NOW**, use **any means** available!

- ➔ **Messenger**-most secure-most time consuming
- ➔ **Wire/telephone**-more secure than radio-not mobile & may be monitored
- ➔ **Radio**-fast and mobile-least secure. However, a secure radio lessens the possibility of being monitored and should always be used over an open net

Section 4 - Fight

Actions During an Attack

Air Attacks (aircraft, helicopters, and mortar fire)

- If in a vehicle, dismount and take cover away from the vehicle
- If in the clear, take cover in low lying ground (ditches or ravines)
- If in a fortified position, stay low and covered
- ALWAYS ensure you are wearing your helmet and flak vest
- ALWAYS try to cover your face and ears



Ground Attack (Enemy infiltrations, terrorist violence, armored vehicles)

- If in a vehicle, dismount with engine keys and take cover away from the vehicle return fire if possible
- If in the clear, take cover in low lying ground (ditches or ravines) and return fire if possible
- If in a fortified position and armed, return fire-attempt to defend, delay or destroy the enemy force
- Notify control centers and leadership using the SALUTE format

After the Attack

- Conduct battle damage assessment
- Initiate sweep for Unexploded Ordnance (UXO)
- Initiate Self-Aid/Buddy Care
- Notify control centers and leadership immediately of damage, casualties, wounded, and mission impacting damage

Section 4 - Fight

Reactions to Flares

Aerial Flares

- ✈ Seek cover and concealment and assume the prone position immediately
- ✈ Protect your night vision by closing or covering one eye while observing with the other. If you don't need to observe, close both eyes
- ✈ Don't ever look at the burning flare
- ✈ Don't move until the flare is completely burned out
- ✈ Be aware eyes take 30 minutes to adjust to darkness after exposure to light
- ✈ Report the flare activity to your control center

Ground Flares

- ✈ Ground flares are usually set up as booby-traps and can be manually triggered
- ✈ Immediately move out of the illuminated area
- ✈ Seek cover and concealment and assume the prone position immediately
- ✈ Wait until flare is finished burning and light extinguished before moving
- ✈ Be aware eyes take 30 minutes to adjust to darkness after exposure to light
- ✈ Report flare activity to your control center



Section 4 - Fight

Seeking Shelter

One of the best and easiest ways to protect yourself from injury during an attack is to take shelter. Most attack related injuries are due to shrapnel, flying debris, and fallout, all of which are avoidable with good sheltering. Your best defense is to put as much distance and mass as possible between you and the detonation.

What to consider when the attack warning is sounded:



Find the best shelter immediately

If overhead protection is not close by, lie flat, face down on the ground



Only remain in low-lying areas as long as necessary-chemical agent vapors migrate to and remain in low-lying areas

Any building, bunker, or tent is better than the open ground



Below ground-level shelters (ditches or foxholes) provide still better shelter

The center of the lowest floor provides the best protection inside a building



Avoid using potential targets as shelters

Section 4 - Fight

Weapons Skills-Rifles

Ref AFMAN 36-2227, Vol 2

The security of Air Force bases and the survival of personnel may be dependent upon individual proficiency with assigned firearms. All Air Force personnel have defense responsibilities against overt and covert enemy action. To discharge these responsibilities, the fundamental military concept of competency with firearms is a requirement. The weapon handling skills you receive from your base combat arms instructors, along with this manual, will ensure you are ready and able to fulfill your force protection role.

Weapon Safety

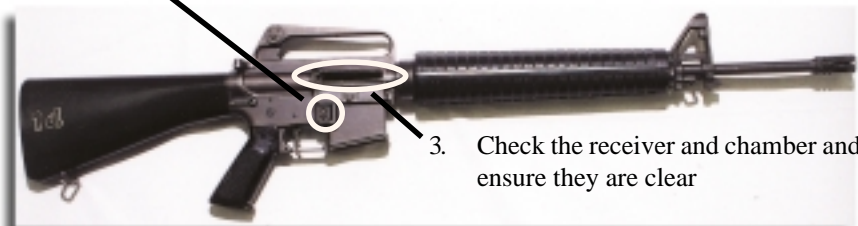
- Consider all weapons as loaded
- Clear all weapons each time you handle them

**Never point your weapon at anyone or anything
you are not willing to shoot, injure, or damage**

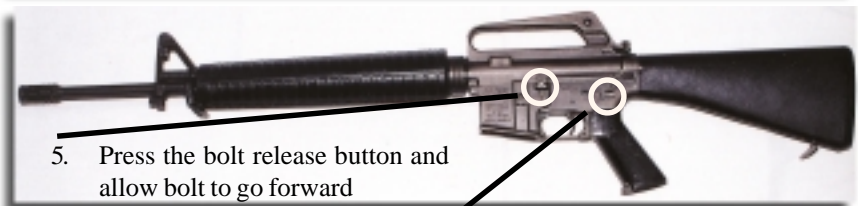
- Keep your finger off the trigger until your weapon is pointed down range and your sights are on your target
- Don't shoot anything if you can't positively identify it or know what's behind it

Clearing Procedures

1. Place the selector lever to safe (if possible)
2. Push the magazine release button and remove magazine



3. Check the receiver and chamber and ensure they are clear



5. Press the bolt release button and allow bolt to go forward

4. Ensure the selector lever is on safe

M16 Characteristics



- Muzzle velocity-3250 ft per second (fps)
- Maximum rates of fire:
 - Semiautomatic-45 to 65 rounds per minute (rpm)
 - Automatic-150 to 200 rpm
 - Sustained-12 to 15 rpm
 - Cyclic-700 to 800 rpm (not considered an effective rate for target engagement)
- Maximum range-2901 yards (2653 m)
- Maximum effective range-503 yards (460 m)

M16A2 Characteristics



- Muzzle velocity-3100 fps
- Maximum rates of fire:
 - Semiautomatic-45 rpm
 - Automatic (3-round burst)-90 rpm
 - Sustained-12 to 15 rpm
 - Cyclic-700 to 800 rpm
- Maximum range-3938 yards (3600 m)
- Maximum effective ranges:
 - Point target-602 yards (550 m)
 - Area target-875 yards (800 m)

Section 4 - Fight

Nomenclature

The three main groups of the M16 and M16A2 rifles are:

**M16 Ammunition**

- **M193 Ball**-55-grain full metal jacket round-standard round for the M16 rifle
- **M196 Tracer**-M193 with red tip

**M16A2 Ammunition**

- **M855 Ball**-62-grain full metal jacket round-lead alloy core with a steel penetrator and a green tip
- **M856 Tracer**- M855 with orange tip but no steel penetrator
- This is the standard round for the M16A2 and M249 Automatic Rifle (AR)

**Note:**

According to Field Manual 23-9, M16A1 and M16A2 Rifle Marksmanship:

"The M855 NATO round is designed to fire in the M16A2. While it is safe to fire this cartridge in the M16 rifle, it should only be used in a combat emergency, and then for close ranges of 91.4 m or less. The M193 ball round can be safely fired in both the M16 and M16A2 rifles."

Section 4 - Fight

Loading, Charging, Reloading, and Unloading

1. To load, let the bolt go forward, place selector on SAFE, and insert the magazine.
2. To charge, pull the charging handle fully to the rear and release.



**DO NOT ride the charging handle forward.
If you do, the round will not fully seat
in the chamber.**

3. To reload, remove the empty magazine, insert a loaded magazine, and hit the bolt catch to release the bolt.
4. To unload, place the selector lever on SAFE if possible, remove the magazine, ensure the bolt is to the rear and chamber empty, and place on SAFE.

Disassembly (Fieldstrip)

1. Clear the weapon.
2. Once you have cleared the weapon, remove the sling from the sling swivels.
3. Remove the handguards from the upper receiver and then separate the upper and lower receivers.
4. Remove the bolt carrier group from the upper receiver and disassemble it.
5. Remove the buffer and action spring from the buttstock. This completes the fieldstrip.



Do NOT disassemble any other part of the weapon.

Section 4 - Fight

Care and Cleaning

Equipment

- The ideal cleaning kit consists of:
 - Handle section, three-rod sections, swab holder, and swabs
 - Bore, chamber, small arms cleaning brush (nylon bristle toothbrush), and pipe cleaners
 - Cleaner, Lubricate Preservative (CLP), ½-oz bottle
- Other authorized cleaning equipment:
 - Cleaning compound, rifle bore, (RBC)
 - Dry cleaning solvent, (SD).
 - Lubricating oil weapons (semi-fluid LSA)
 - Lubricating oil, arctic weapons (LAW)
- Under all but the coldest arctic conditions, LSA and CLP are the lubricants to use in temperatures above -10° F (-23° C)
- LAW is used when temperatures range below -10° F (-23° C)
- Do not use any two lubricants at the same time. When changing types of lubricant, clean the weapon thoroughly



Cleaning the Weapon

1. First clean, inspect, and lubricate the upper receiver and barrel assembly.
2. Next clean, inspect, and lubricate the charging handle and bolt carrier group.
3. Clean, inspect, and lubricate the lower receiver and extension assembly.
4. Finally clean, inspect, and lubricate the magazine.
5. Now that the weapon is clean it can be assembled in the reverse order of disassembly.



Field Expedient Cleaning

1. Clear weapon
2. Clean bolt carrier
3. Clean barrel

Note: Required daily when in a field environment.

Section 4 - Fight

Function Check

- ➔ Start with a CLEARED WEAPON, bolt forward, on SAFE. Pull the trigger. Weapon should not dry fire (hammer should not fall)



- ➔ Place on SEMI and pull the trigger. Weapon should dry fire (hammer falls)
- ➔ Hold the trigger to the rear and charge the weapon. Release trigger slowly and you should hear an audible click. Repeat semi test five times
- ➔ Place the weapon on AUTO and pull the trigger. Weapon should dry fire (hammer falls)
- ➔ Hold the trigger to the rear and charge the weapon. Release the trigger. Weapon should not dry fire. Attempt to place on SAFE. It should not go to SAFE

Destruction of Weapons

- ➔ Weapons may be destroyed to prevent enemy use. The order and means to destroy your weapons will come from the commanding officer
- ➔ The five methods used to destroy weapons are:
 - ➔ Mechanical-axe, pick, sledgehammer, or crowbar. Do not use this method to destroy munitions
 - ➔ Burning-gasoline, diesel, JP-4, oil, incendiary grenades, cutting torches, other
 - ➔ Gunfire-artillery, machine-guns or rifles
 - ➔ Demolition-requires suitable explosives or ammunition
 - ➔ Disposal-bury in the ground or dump weapons in streams or marshes You can also disassemble and scatter the parts over a wide area
 - ➔ Destroy the same part on all weapons

Whatever method you choose, make sure your weapon is no longer useable

Section 4 - Fight

Fundamentals of Rifle Shooting

- **Position and Technique**-steady position and proper techniques for holding the rifle in all positions are the first fundamentals of shooting
- **Aiming**-sight alignment (aligning the front and rear sight) and sight picture (aiming point)
- **Breath Control**-it is important to know when and how long you need to hold your breath while firing
- **Trigger Control**-allows you to apply enough pressure on the trigger to fire the weapon without disturbing the sights

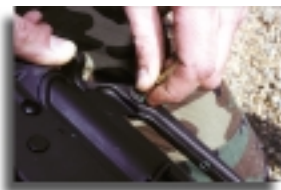


M16 Sight Adjustment

- **Front sight** adjustments are used to make **elevation changes**.
 - One click = 1/4 inch (0.7cm) at 82 ft (25m) or 1 1/8 in (2.8cm) at 328 ft (100m)



- To adjust the front sight, depress the detent and rotate-clockwise (CW) to move the strike of the bullet up or counterclockwise (CCW) to move the strike of the bullet down-with the tip of the round
- **Rear sight** adjustments are used to make changes in the windage-**right and left movement**-of the bullet. To adjust the rear sight, depress the detent and rotate-CW will move the strike of the bullet to the right and CCW will move the strike to the left-with the tip of the round. The same calibration is used for both rear and front sights



Section 4 - Fight

M16A2 Sight Adjustment

- Front sight adjustments are used to make elevation changes.
 - One click = $\frac{3}{8}$ inch (0.9cm) at 82 ft (25m) or $1\frac{3}{8}$ in (3.5cm) at 328 ft (100m)



- To adjust the front sight depress the detent and rotate-CW to move the strike of the bullet up or CCW to move the strike of the bullet down-using the tip of a round
- Rear sight adjustments are used to make changes in the windage-right and left movement-of the bullet and elevation or range distance corrections
 - Windage correction is one click = $\frac{1}{8}$ inch (0.3cm) at 82 ft (25m) or $\frac{1}{2}$ inch (1.25cm) at 328 ft (100m)
 - Elevation correction is one click = $\frac{1}{4}$ inch (0.7cm) at 82 ft (25m) or 1 inch (2.8cm) at 328 ft (100m). Elevation adjustment on the rear sight is to adjust for proper target distance



M16 Mechanical and Battlesight Zeroing

- Mechanical zero is making adjustments to the sights of the rifle to give the shooter a good starting point. It should only be applied to weapons not previously zeroed or to newly assigned weapons
- Adjust the front sight up or down until the top of the sight post is 5 mm above the machine surface of the front sight frame. Use cardstock with five lines apart, to conduct mechanical zero
- Adjust the rear sight windage drum right or left until the short range sight (unmarked aperture) is centered
- Battlesight zero begins with a mechanically zeroed rifle using 5.56 mm ball ammunition. Adjust the sights for elevation and windage as needed. On your mechanical zero cardstock, write down your battlesight zero for future reference

Section 4 - Fight

M16A2 Mechanical and Battlesight Zeroing

- ✈ Mechanical zero is making adjustments to the sights of the rifle to give the shooter a good starting point. It should only be applied to weapons not previously zeroed or to newly assigned weapons
- ✈ Adjust the front sight up or down until the top of the sight post is 5mm above the machine surface of the front sight frame. Use cardstock with five lines, 1mm apart, to conduct mechanical zero
- ✈ Adjust the rear sight windage knob left or right until the normal range sight (unmarked aperture) is centered
- ✈ Turn the elevation knob down (CCW) until the rear sight is down to the last whole click. Before it bottoms out, turn it up (CW) until it is on the 8/3 mark on the range scale



- ✈ Battlesight zero starts out with a mechanically zeroed rifle using 5.56 mm ball ammunition. Adjust the sights for elevation and windage as needed
- ✈ For zeroing on a 25-meter range, turn the elevation knob one click past 8/3 on the range scale. After zero, set the elevation knob back to the 8/3 mark for actual target distances
- ✈ Once zero is complete, for target distance greater than 328 yd (300 m), place the correct range setting on the elevation knob to obtain the proper point of aim. On your mechanical zero cardstock, write down your battlesight zero for future reference

Section 4 - Fight

Weapons Skills-Pistol

Ref AFMAN 36-2227, Vol 2

The security of Air Force bases and the survival of personnel may be dependent upon individual proficiency with assigned firearms. All Air Force personnel have defense responsibilities against overt and covert enemy action. To discharge these responsibilities, the fundamental military concept of competency with firearms is a requirement. The weapon handling skills you receive from your base combat arms instructors, along with this manual, will ensure you are ready and able to fulfill your force protection role.

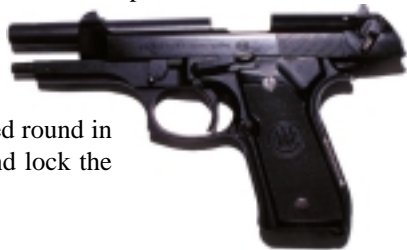
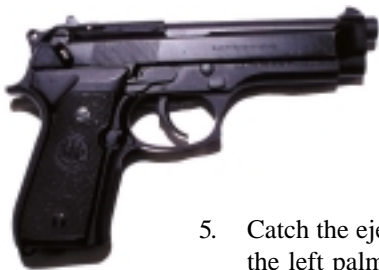
Weapon Safety

- Consider all weapons are loaded
- Clear all weapons each time you handle them
- Keep your finger off the trigger until your weapon is pointed downrange and your sights are on your target
- Don't shoot anything if you can't positively identify it and know what's behind it

**Never point your weapon at anyone or anything
you are not willing to shoot, injure, or damage**

Clearing Procedures

1. Holding the pistol in the right hand, move the decocking lever DOWN to the SAFE position
2. Press the magazine release button and remove the magazine
3. Grasp the slide with the left hand, cupping the left hand over the ejection port
4. Next, rotate the weapon slightly to the right while pushing the slide to the rear
5. Catch the ejected round in the left palm and lock the slide to the rear
6. Visually inspect the chamber and receiver area to ensure there is no ammunition present



Section 4 - Fight

Characteristics

- Weapon will fire both single and double action. Safety feature includes a manual decocking lever and firing pin block
- Maximum effective range is 55 yd (50m) with a maximum range of 1.1 miles (1800m)
- Muzzle velocity of the M9 is 1230 fps

Nomenclature

- Slide assembly consists of the decocking lever, firing pin, extractor, barrel, firing pin block, locking block, and sights
- Receiver assembly consists of disassembly button and lever, slide stop, trigger, magazine catch assembly/release button, grips, hammer, and lanyard loop
- Magazine assembly consists of the floor plate, magazine spring, follower, and magazine tube

Types of Ammunition

- M882 Ball-124-grain jacketed bullet-basic cartridge for field use
- No tracer round is authorized for use in the M9



Loading

1. Clear the weapon and insert a loaded magazine.
2. Depress the slide stop. Slide moves forward and chambers a round. Extractor will protrude, indicating a round in the chamber.
3. Place the decocking lever in the **UP/FIRE** position.
4. Weapon is now ready for firing the first round double-action.



Unloading

Unload the weapon using the clearing procedures above.



Section 4 - Fight

Disassembly (Fieldstrip)

1. Clear the weapon and then allow the slide to go forward.



2. Hold pistol in right hand with muzzle slightly elevated.
3. Press in on the disassembly button and hold. Rotate the disassembly button down until it stops.
4. Pull slide and barrel assembly forward and remove from the receiver.

5. Remove and separate the recoil spring and guide.
6. Lift and remove the barrel and locking block assembly from the slide.

Magazine Disassembly

1. Release the floorplate by pushing down on the floorplate retainer stud in the center of the floorplate with the locking block plunger.
2. At the same time, slide the floorplate forward a short distance using the thumb. The magazine spring is under spring tension. Use CAUTION when removing the floorplate.
3. While maintaining the magazine spring pressure with the thumb, remove the floorplate from the magazine.
4. Remove the floorplate retainer and magazine spring and follower from the magazine tube. Remove floorplate retainer from the magazine spring. This completes the field strip.



This is as far you can disassemble the weapon.

Section 4 - Fight

Care and Cleaning

- ✈ Ideal cleaning kit consists of the following materials:
 - ✈ Cleaning rod and swabs
 - ✈ Bore brush, small arms cleaning brush (nylon bristle toothbrush), and pipe cleaners
 - ✈ Cleaner, Lubricate Preservative (CLP) ½ oz bottle
- ✈ Other authorized cleaning equipment:
 - ✈ Cleaning compound, rifle bore, (RBC)
 - ✈ Dry cleaning solvent, (SD)
 - ✈ Lubricating oil, weapons (semi-fluid LSA)
 - ✈ Lubricating oil, arctic weapons (LAW)
- ✈ Under all but the coldest arctic conditions, LSA and CLP are the lubricants to use in temperatures above minus 10 degrees Fahrenheit
- ✈ LAW is used when temperatures range below 10 degrees Fahrenheit
- ✈ Do not use any two lubricants at the same time. When changing types of lubricant, clean the weapon thoroughly

Cleaning the Weapon

1. Clean, inspect, and lubricate the slide and barrel assembly.
2. Clean, inspect, and lubricate the receiver assembly.
3. Clean, inspect, and lubricate the magazine.



Now that the weapon is clean, it can be reassembled in the reverse order of disassembly.

Section 4 - Fight

Function Check

- ✈ Clear the weapon
- ✈ Release the slide and insert an empty magazine
- ✈ Retract the slide. The slide should lock to the rear
- ✈ Remove the magazine
- ✈ Ensure the decocking lever is down, release the slide forward, hammer should fall fully forward
- ✈ Press/release the trigger. Firing pin block should move up and down
- ✈ Move decocking lever UP to FIRE position
- ✈ Press the trigger. Weapon should dry fire double action
- ✈ Press the trigger and hold to rear
- ✈ Retract and release slide
- ✈ Release the trigger. You should hear a click and the hammer should not fall forward
- ✈ Press trigger to check single action. Hammer should fall

Destruction of Weapons

- ✈ Weapons may be destroyed to prevent enemy use. The order and means to destroy your weapons will come from the commanding officer
- ✈ The five methods used to destroy weapons are the same for all weapons (refer to page 85)

Whatever method you choose, make sure your weapon is no longer useable

Section 4 - Fight

Fundamentals of Pistol Shooting

- ✈ **Aiming-sight** alignment (aligning the front and rear sight) and sight picture (aiming point)
- ✈ **Breath Control**-when and how long you need to hold your breath while firing is important
- ✈ **Trigger Control**-allows you to apply enough pressure on the trigger to fire the weapon without disturbing the sights
- ✈ **Sight Adjustment**-the M9 pistol does not have adjustable sights. To adjust your fire, you adjust your aiming point. In other words, you must aim and fire based on where the bullet last struck. For example, if the last round hit lower left, you would aim upper right



Perimeter Defenses

Ref AFMAN 32-4005

Base defense operations, regardless of where conducted, are governed by several key fundamentals and procedures. These fundamentals and procedures are critical in sustaining and defending Air Force operations around the globe. As an Air Force member, you could be detailed to augment base defense operations or could be placed in a situation that would require you to defend your area of responsibility.

Theaters of Operation-Air Force personnel are called to perform a variety of tasks in diverse theaters, under joint or combined command, with or without host nation support, and under adverse conditions. Typical theaters of operations are:

- ➔ **Major Theater War (MTW)**-a regionally centered crisis based on significant threats to U.S. vital interests in a region that warrants the deployment of significant forces. Example: Desert Shield/Storm
- ➔ **Small Scale Contingency (SSC)**-regionally centered crisis, but with less compelling threat than an MRC. Example: The U.S. invasion of Grenada
- ➔ **Military Operations Other than War (MOOTW)**-missions outside the purview of war are considered MOOTW. Example: The UN peacekeeping mission in Bosnia

Fundamentals of Defense

Five fundamentals must be considered while conducting Air Force operations in a base defense posture: aggressive, in depth, all-around, integrated, and terrain/critical resources

Aggressive Defense

- ➔ Enemy has the option as to when, where, and what forces to use. Base defense commanders must seize and hold the initiative early
- ➔ Detect enemy from as far away as possible to begin the attrition of his force at the earliest opportunity before they place direct/indirect fire on an objective
- ➔ Accomplished using active patrols, sensors, listening posts (LP), and observation posts (OP)

Section 4 - Fight

Defense in Depth

- Units are deployed in depth to prevent an attacker from exploiting a penetration and positioned to protect key terrain so enemy cannot observe or bring fire upon our operations
- Establish blocking positions along likely avenues of approach
- Achieved by patrols, listening posts, observation posts, sensors, and static positions to deny locations for stand-off weapon systems

All-Around Defense

- Generally, a defense is organized around the idea of stopping an attack from a principal direction
- Threat may come from any direction including direct assault on the base by airborne/air landed forces or internal threat from local nationals and civilians
- This defense is achieved by positioning forces purposefully to include supplementary positions and dedicated aerial denial weapons (anti-aircraft)

Integrated Defense

- Forces are positioned laterally to provide mutual support
- Gaps present a particular problem and can be controlled by sensors, obstacles, planned direct/indirect forces, random patrolling, or physically occupying if enemy forces threaten

Defense Organized Around Key Terrain/Critical Resources

- Key terrain is any objective that, when occupied, provides a marked advantage over the opponent
- Holding key terrain is vital to your defense; failure to secure key terrain will allow the enemy a position of advantage over your forces
- Defense plan should incorporate all known/potential key terrain into the defensive scheme to the extent your forces are capable of protecting it

Section 4 - Fight

Expedient Fire Fighting

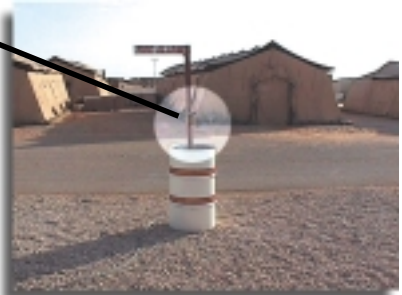
Ref AFMAN 10-219, AFI 32-2001

Professional firefighters may be engaged in crash rescue or fire suppression tasks involving aircraft and weapons systems and will not always be available to fight fires. If you are faced with a fire, efficient reporting, evacuation, and quick extinguishing will significantly reduce mission impact. You must be familiar with fire reporting procedures and be ready to perform basic firefighting tasks as an auxiliary firefighter.

Fire Alarm

Fire Reporting

- Sound the alarm
 - Fire alarm
 - Triangle
 - Air horn
 - Voice-Yell "Fire, Fire, Fire"
- Notify the fire department and report
 - Name and rank
 - Location of fire
 - Nature of emergency
 - Status of personnel
- Evacuate the area and account for personnel
- Extinguish small fires (trash can size), if possible
- Direct firefighters to the fire



General Firefighting Guidance

- Know the location and operation of fire extinguishers
- Fight small fires within the limitations of available firefighting resources
- Always maintain an escape route
- CW masks **will not** provide protection in smoke filled environments
- Separate fuel sources from ignition sources
 - Shut off fuel and gas valves
 - De-energize electrical equipment
- Munitions involved in a fire are unpredictable
- Wildland fires can generate intense heat and move rapidly



Section 4 - Fight

Tent City Firefighting Guidance

Ref AFD 32-20, AFI 32-2001

Depending on camp layout and weather conditions, fires will spread rapidly if initial attempts to extinguish them fail. In many locations, adequate firefighting water supplies do not exist. Timely alerting and evacuation are critical.

Before a Fire

- Keep access roads to tents clear for fire vehicles
- Pre-position emergency water supplies and firefighting equipment
- Set up a fire alerting system
- Develop and practice fire alerting and firefighting plans



During a Fire

- Life safety and evacuation of all tents is a prime concern
- **A tent will burn completely in only 2-3 minutes**
- Never enter a burning tent
- Cut power to the tent city
- Focus on preventing the spread of fire
 - Get well ahead of the fire to make a stand
 - Wet tents down
 - Drop tents, cut supports and let tent collapse
- Designate a fire-safe zone for emergency withdrawal



Firefighting Agent Resources

- Dry Chemical Extinguisher: **ABC rating** (all fires except metals)
- Dry Powder Extinguisher: **D rating** (metal and metal-alloy fires)
- Halon Flightline Extinguisher: **BC rating** (petroleum fuels and electrical)-used for aircraft and related equipment only
- Water
- Sand

A



B



C



After the Fight

Ref AFPAM 10-219, Vol 3

Base Recovery after Attack (BRAAT)

A determining factor in your ability to quickly return to mission-related duties is your unit's ability to recover after an attack. But before you rush outside to start the recovery process you must ensure it is safe. You must determine the Alarm Condition, MOPP level, and THREATCON before leaving your shelter.

If the condition is:

- ✈ **All Clear or Alarm Yellow**, you may cautiously venture out to gather information and start recovery
- ✈ **Alarm Red**, stay in your protective area unless you have critical mission essential duties or directed to do so by an appropriate authority
- ✈ **Alarm Black**, only mission-essential personnel and those assigned to reconnaissance duties should go outside

If you are unsure of the Alarm Condition, stay put!

BRAAT Kit

Every occupied work center and shelter should have a BRAAT kit available to those individuals who will perform the initial post-attack reconnaissance. At a minimum the kit should contain:



Basic first aid supplies

Standard UXO and NBC contamination markers



Items to mark damage, UXOs, and NBC contamination at night, such as flashlights and "chem sticks"



Chemical detection equipment, such as M8 paper, M9 paper, a M256 kit, or some other detection device



Reconnaissance checklists detailing where to look and what to look for

Section 4 - Fight

Recovery from an Attack *Ref AFPAM 10-219, Vol 3, AFH 32-4014, Vol 4*

Your unit's expedient recovery and reconstitution will take considerable teamwork. Immediate actions are necessary to treat casualties, assess damage, and contain contamination.

Treat Casualties

- Practice self-aid and buddy care
 - Use chemical agent antidotes if appropriate
 - Perform skin decontamination if appropriate
- Transport the injured as soon as possible



Damage

- Assess the extend of damage to buildings, aircraft, vehicles, and equipment
 - Immediately report any fires
 - Be prepared to start limited fire fighting procedures
- Relocation may be necessary



Contamination

- Avoid contact with objects and areas that may be contaminated
- Decontaminate any object you must touch to perform mission related tasks



Section 4 - Fight

Post-Attack Reporting

Ref AFH 32-4014, Vol 4

Following any attack, it is essential to report casualty and facility damage information to proper authorities

- ✈ All reports should be forwarded to **YOUR** unit control center or the Survival Recovery Center
- ✈ Use the fastest available means to report up the chain (telephones, radios, or runners)
- ✈ Use grid coordinates to report incident location



Reporting the absence of damage is just as important as reporting damage; this informs control centers what has already been checked. Your report should reflect:

- ✈ Observations of the attack
- ✈ Type of weapons used-small arms, bomb, missile, mortar, other
- ✈ Tactics used-direction, origin, strength, ground forces
- ✈ Damage-to mission essential equipment, aircraft, facilities, airfield pavements, other
- ✈ Casualties-especially mission personnel
- ✈ Contamination-M8/M9 paper results
- ✈ UXOs-locations and types



Section 4 - Fight

Post-Attack Damage and Casualty Checklist

Ref AFPAM 10-219, Vol 3

POST ATTACK DAMAGE & CASUALTY CHECKLIST ITEMS	
1. Call your unit control center or survival recovery center to report	
Name & Rank Unit Phone Number/Radio Net Date/Time	
2. Report the location of the incident	
Facility or Grid Coordinates Other pertinent information	
3. Report any damage	
Condition of area Condition of Facilities Condition of Equipment	
4. Report the status of casualties	
Number Dead Number Injured Number Missing Disposition of Casualties	
Evacuated to CCP Applied First-Aid	Awaiting transportation Any other pertinent information

Remember:
What you see and report



is often all the commander has to
base decisions on.

Section 4 - Fight

Area Decontamination

Ref AFH 32-4014, Vol 4

If chemical and/or biological agents are used during an attack, immediate decontamination may be required. As long as you and your equipment are well protected, such as inside an undamaged building, decontamination is not needed. However, if skin contact occurs with agents in liquid or solid form, instantaneous decontamination is necessary. Decontamination is performed at four levels: **immediate**, **operational**, **thorough**, and **reconstitution**.

Immediate-To minimize casualties, save lives, and limit the spread of contamination

Who: You-use the buddy system

What: Skin, personal clothing, and personal equipment

How: Use M291, or M258A1 kits (may expire from inventory 1 Jul 99) (see pages 140 and 141) for skin and M295 for equipment. If your eyes are exposed, flush with clean water

When: As soon as contamination occurs



Operational-To minimize contact, stop the transfer, and sustain operations

Who: Individuals, crews, teams, and units

What: Only those parts or areas that you must come in contact with to perform your mission

How: Use M291, M295 or M258A1 kits, or soap and water. Weathering and aeration are viable decontamination alternatives

When: When operations require



You will primarily participate in immediate and operational decontamination procedures

Section 4 - Fight

Thorough-To reduce contamination to the lowest possible level

Who: Units or wings with or without external support and specially trained teams.

What: Personnel, equipment, material, and work areas.

When: As soon as operations, manning, and resources permit.



Reconstitution-To eliminate contamination in an effort to allow unrestricted use of mission-critical resources

Who: Units or wings with external support and specially trained teams.

What: Mission critical aircraft, equipment, material, work areas, and terrain.

When: After hostile actions have terminated or directed by higher authority.



Section 4 - Fight

Unexploded Ordnance

Ref AFH 32-4014, Vol 4, AFI 32-3001

Unexploded ordnance (UXO) are hazards! They can be conventional, chemical, biological, or any combination thereof. They pose a risk of injury or death to all personnel. They can be missiles, bombs, rockets, mines, or other devices and can range in size from very small to large. If you to discover a UXO or suspect an object is one, there are four important steps to take: **identify**, **mark**, **evacuate**, and **report**.

Identify

- Recognize the UXO as a hazard
- Remember features; size, shape, color, and condition (intact or leaking)



Mark

- Mark it from where you are
- **Do not move closer**
- Use whatever material available
- Ensure markings are visible in all directions and at night



Do not attempt to remove anything that is on or near a UXO.

Evacuate

- Evacuate all personnel from the area
- If evacuation is impossible, isolate or barricade the area



Report

- Reporting by radio must be done from at least 82 ft (25 m) away
- Provide all pertinent details: size, shape, color, condition, landmarks, grid coordinates
- Use USAF ATSO Handbook AFH 32-4014 Volume 4. Tables 4.2 and 4.3 require reporting information and UXO classification

Section 4 - Fight

Handling Prisoners and Defectors*Ref Geneva Convention*

Although it is more likely to happen after the fight, the taking of enemy prisoners of war (EPW) and defectors can happen at any time. When it does, immediately notify your Unit Control Center (UCC). They will dispatch Security Forces to your location to take custody of the EPWs or defectors. In the meantime, you should **search**, **segregate**, **silence**, **speed to the rear**, **safeguard**, and **tag** your detainees.

Search

- Immediately search the EPW with an armed colleague monitoring
- Be conscious to any items that could be used as a weapon or an escape aid
- Thoroughly search for items of potential intelligence value
- Allow prisoner to keep uniforms and any protective clothing (e.g., bad weather and NBC gear)

**Segregate**

- Separate defectors, deserters, and EPWs
- Separate military and civilians
- Separate military into subgroups
 - Officers
 - NCOs
 - Airmen
- Separate male and female

**Silence**

- Limit communication between EPWs as much as possible
- If you don't understand the language, don't allow it
- Record anything the EPW says and send it up the chain of command



Section 4 - Fight

Speed to the Rear

- Speed is essential. Contact your UCC as soon as possible
- Much of the intelligence received from the EPW is time-sensitive



Safeguard

- Protect EPWs from local nationals
- Protect EPWs from friendly and allied forces
- Protect yourself and others from EPWs



Tagging

- You must complete an EPW tag if available for each detainee, weapon, and piece of equipment
 - If not, use any source available
- At a minimum you should include:
 - Date/Time of capture
 - Capturing unit/branch
 - Place of capture
 - Circumstances surrounding capture



Section 4 - Fight

Handling Human Remains

Ensure that you treat human remains with dignity and that they are returned to CONUS by the most expedient means available without destroying any identifying information.

Use the buddy system to transport human remains to a point identified by Services and Mortuary Affairs, which are normally located near site medical facilities.

Protect Yourself First

- Wear gloves when handling remains
- **DO NOT** endanger yourself to retrieve remains
- Wear NBC protective gear if you suspect/confirm the remains are contaminated

Secure Available Identification Information

- **DO NOT** remove any identification information from remains (dog tags, ID cards)
- **DO NOT** remove any personal effects from remains (pictures, jewelry, money)

Transport to the CCP ASAP

- Use available transportation and pass information up your chain of command



Section 4 - Fight

Section Review

- What are cordons used for? [page 60]
- Name some situations where cordons would be used? [page 61]
- True or False: Cordons may be adjusted to accommodate the number of personnel on-scene by the most knowledgeable person present [page 61]
- Who is authorized to release information to news media about an accident or situation? [page 61]
- What can you expect to happen when you try to process through an ECP? [page 62]
- What steps should you take to challenge an intruder? [page 63]
- What does the term "NBC" mean? [page 159]
- How does the "sign/countersign" procedure work? [page 64]
- Name the five THREATCON conditions and general actions for each [pages 65-66]
- Aside from actually being bombed or physically attacked, what methods are used to indicate your operating location is under imminent attack? [page 67]
- What does an unfurled red flag mean? [page 67]
- In a non-chemical/biological environment or threat, what actions are required in ALARM YELLOW? [page 67]
- What actions would you take if you saw an unfurled black flag while you are wearing your chemical protection? [page 67]
- What actions would you take if you recognized an individual explosive device laying on the ground? [page 69]
- What key steps can you take to lessen your threat to terrorists? [page 68]
- What is an LMR? [page 70]
- List four things you should remember or do in operating a hand-held radio. [page 71]
- List four things you should not do in operating a hand-held radio. [page 71]
- What is the purpose for the grids on a map? How is it set up? [page 72]
- How do you read or report a specific location on a grid map? [page 72]
- What should you do if a convoy you are in is attacked? [page 74]
- What does "FOL" mean? [page 155]

Section 4 - Fight

- What is the best method of reporting details of an attack over a radio? [page 76]
- What actions should you take if a ground attack occurs? [page 77]
- What actions should you take if a flare is detonated over you? [page 78]
- What are some considerations choosing a shelter for protection? [page 79]
- What are the basic steps for clearing a jam in an M16 rifle? [page 80]
- What ammunition is authorized for the M16? [page 82]
- What are the basic disassembly procedures for the M16? [page 83]
- What are the basic care and cleaning procedures for the M16? [page 84]
- What are the basic procedures for a function check on an M16? [page 85]
- How do you make sight adjustments for a rifle? [pages 86-87]
- What are the basic procedures for clearing a jam in an M9 pistol? [page 89]
- What are the basic procedures for loading an M9 pistol? [page 90]
- What three actions must you take to clean a pistol? [page 92]
- Describe the four basic fundamental of firing an M9. [page 94]
- Describe the five fundamentals of base perimeter defense? [page 95-96]
- What does "SA" mean? [page 160]
- What should you do if you see a fire in your encampment area? [page 97]
- What information should a post-terrorist attack report contain? [page 101]
- In a post attack chemical environment, what is operational decontamination? [page 103]
- What steps do you take if you discover unexploded ordnance? [page 105]
- How do you report a found unexploded ordnance? [page 105]
- What actions should you take and/or be aware of in handling prisoners. [page 106]
- What do you think is the most important consideration when searching a prisoner [page 106]
- What three steps should you take when handling human remains? [page 108]
- True-False: Handling human remains is one situation where you do not need to follow the buddy care system? [page 108]

*Success flourishes only in
perseverance—ceaseless, restless
perseverance.*

Baron Manfred von Richthofen



Section 5 - Survive

**Basic Lifesaving Steps
Immediate Steps***Ref AFH 36-2218, Vol 1 & 2*

When a person is injured:

- Establish an open **Airway**
- Ensure **Breathing**
- Stop bleeding to support **Circulation**
- Prevent further **Disability**
- Place dressing over open wounds
- Immobilize neck injuries
- Splint obvious limb deformities
- Minimize further **Exposure** to adverse weather

Shock

Symptoms:

- Confusion
- Cold, clammy skin
- Sweating
- Breathing shallow, labored, and rapid
- Rapid pulse

Treatment:

- Keep airway open
- If unconscious, place on side and monitor airway
- Keep the person calm, warm, and comfortable
- Elevate lower extremities
- Seek medical attention immediately



Common Injuries

Always observe and treat for Shock

Abdominal Wound

- Treatment:*
- ➔ If organs are outside body...
 - Do NOT replace organs into the body**
 - ➔ Cover exposed organs with moist clean dressing
 - ➔ Secure with bandages

Bleeding

- Symptom:*
- ➔ Obvious External Bleeding
- Treatment:*
- ➔ Apply direct pressure with hand; use a dressing if available
 - ➔ Elevate the extremity if no fractures are suspected
 - ➔ Use pressure points to control bleeding
 - ➔ Do NOT remove dressing
 - ➔ Add more dressing over old if needed

TOURNIQUET

The last resort to stop bleeding. Use to save life at possible loss of limb

1. Place 1" wide constricting band around arm or leg to stop severe bleeding
2. DO NOT use wire or shoe strings
3. Place band 2-4 inches above injury if possible
4. Tighten band enough to stop bleeding **and no more**
5. Once in place do not loosen or remove
6. Leave tourniquet area exposed for quick visual reference
7. Mark time and letter "T" on casualty's forehead (ink or blood)

Remember-Never use a tourniquet unless there is danger to life

Eye Injury

- Symptom:*
- ➔ Obvious pain or injury
- Treatment:*
- ➔ Do **NOT** remove any impaled objects
 - ➔ Dress around object to secure it
 - ➔ Apply bandage lightly to **BOTH** eyes
 - ➔ Do not leave patient unattended

Section 5 - Survive

Always observe and treat for Shock

Chest Wound

- Symptoms:*
- ➔ Sucking noise from chest
 - ➔ Frothy red blood from wound
- Treatment:*
- ➔ Look for entry and exit wound
 - ➔ Cover holes with airtight seal (tin foil, ID card)
 - ➔ Tape down 3 sides, leave bottom uncovered
 - ➔ Allow victim to assume position for easiest breathing

Fractures

- Symptoms:*
- ➔ Deformity, bruising
 - ➔ Tenderness over a specific part of body
 - ➔ Swelling and discoloration
- Treatment:*
- ➔ **DO NOT** straighten limb
 - ➔ If in doubt, splint injury-where they lie if possible
 - ➔ Splint joints above and below injury
 - ➔ Remove clothing from injured area
 - ➔ **Not in a Chemical Environment**
 - ➔ Remove rings from fingers, if possible
 - ➔ Check pulse below injury-away from heart to determine if blood flow is restricted

Spinal/Neck/Head Injury

- Symptom:*
- ➔ Lack of feeling and/or control anywhere below neck
- Treatment:*
- ➔ If conscious, caution victim not to move
 - ➔ Check airway without turning head
 - ➔ Immobilize the head and neck

If Victim Must Be Moved:

- ➔ Use hard surface for litter (door, cut lumber, other)
- ➔ Use as many people as needed to place victim on litter
- ➔ One person must immobilize the head and neck
- ➔ Turn whole body together, as a unit

Do NOT Bend Spinal Cord or Rotate Head and Neck

Section 5 - Survive

Heat Injuries

Heat Cramps

Symptoms:

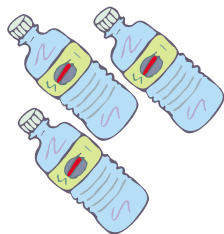
- ➔ Spasms, usually in muscles or arms
- ➔ Results from strenuous work or exercise
- ➔ Loss of salt in the body
- ➔ Normal body temperature

**Drink lots
of water!**

Heat Exhaustion

Symptoms:

- ➔ Cramps in abdomen or limbs
- ➔ Pale face
- ➔ Dizziness/faintness/weakness
- ➔ Nausea or vomiting
- ➔ Profuse sweating or moist, cool skin
- ➔ Weak pulse
- ➔ Normal body temperature



Treatment:

- ➔ Treat for shock
- ➔ Lay person down in cool area
- ➔ Loosen/open clothing
- ➔ Cool body by sprinkling with cool water or fanning (not to point of shivering)
- ➔ Give victim cool water to drink if conscious
- ➔ Seek medical attention

Heat Stroke

Symptoms:

- ➔ Headache
- ➔ Dizziness
- ➔ Red face/skin
- ➔ Hot, dry skin (no sweating)
- ➔ Strong, rapid pulse
- ➔ High body temperature (hot to touch)

Life Threatening

Treatment:

- ➔ Lay person in cool area
- ➔ Loosen/open clothing
- ➔ Cool body by sprinkling with cool water or fanning (not to point of shivering)
- ➔ Give cool water to drink if conscious-Add two teaspoons of salt to one canteen if available
- ➔ Seek immediate medical attention
- ➔ Treat for shock

Section 5 - Survive

Burns

Burns may be from heat (thermal), electrical, chemical, or radiation. Treatment is based on depth, size, and severity (termed degree of burn).

ALWAYS TREAT FOR SHOCK AND SEEK MEDICAL ADVICE

Thermal/First Degree

Symptoms: ➔ Skin reddens (sunburn-like) - Painful

Treatment: ➔ Stop the burning process
➔ Apply cool water to affected area

Thermal/Second Degree

Symptoms: ➔ Skin reddens with blisters - Very painful

Treatment: ➔ Stop the burning process
➔ Apply cool water to affected area
➔ DO NOT break blisters
➔ Apply dry dressing to affected area

Thermal/Third Degree

Symptoms: ➔ Charred or whitish looking skin
➔ May burn clear to the bone
➔ Burned area not painful but area around burn very painful

Treatment: ➔ Stop the burning process
➔ Do not remove clothing adhered to burned area
➔ Cover with a dry dressing

Electrical Burns

- ➔ Ensure power is off
- ➔ Look for entry and exit wound
- ➔ Treat burned area

Chemical Burns

- ➔ Flush with large amount of water
- ➔ Flush eyes for at least 20 minutes
- ➔ Brush off visible contaminants
- ➔ Keep phosphorous burns covered with a wet dressing (prevents air from activating the phosphorous)

Cold Injuries

Hypothermia

Symptoms:

- Body is cold under clothing
- May appear confused
- May appear dead

Treatment:

- Move to a warm place
- Remove wet clothing
- Put on warm clothes or wrap with dry blanket
- Do NOT rub body parts
- Do NOT give or consume alcohol

Frostbite

Symptoms:

- Skin has white or waxy appearance
- Skin hard to touch

Treatment:

- Move to warm place
- Rewarm affected area in warm water 104-108° F (40° C) for 15-30 minutes (NOT hot water)
- Cover with several layers of clothing
- Do NOT rub affected area
- Seek medical attention immediately

Emergency Life-Saving Equipment

The key to self-aid and buddy care is improvising when you don't have the equipment you need.

Shirts	=	Dressings/Bandages
Belts, Ties	=	Tourniquets, Bandages
Towels, Sheets	=	Dressings/Bandages
Socks, Panty Hose, Flight cap	=	Dressings/Bandages
Sticks or Tree Limbs	=	Splints
Blankets	=	Litters, Splints
Field Jackets	=	Litters
BDU Shirts	=	Litters/Splints
Ponchos	=	Litters/Bandages
Rifle Sling	=	Bandages
M-16 Heat Guards	=	Splints

Section 5 - Survive

Nuclear, Biological, Chemical Protection*Ref AFMAN 32-4017, AFH 32-4014, Vol 4***Nuclear Concerns***Detonation**Effects*

- ➔ Blast effects occur very quickly and can cause significant damage and personal injury. You could be seriously injured by flying debris or by being blown into other objects
- ➔ Thermal or heat injuries occur from direct thermal absorption and from indirect causes such as flash fires or flame
- ➔ Fallout is composed of radioactive particles from the bomb and material from the surface of the earth carried into the air by the explosion

*Protective**Measures*

- ➔ Shelters provide protection from blast and thermal effects. Take cover immediately. If outside, take cover in a ditch
- ➔ Time, distance, and shielding are your best overall protection against radiation hazards
- ➔ Limit your time outside the shelter and exposure to radiation. Wear gloves, field jacket and hood. Blouse your pants and tape openings in your uniform

*Radiation**Sickness**Symptoms*

- ➔ When fallout occurs, radioactive material may enter the body through breathing, ingesting, or absorbing. Early symptoms of radiation sickness are nausea, vomiting, loss of appetite, and illness
- ➔ Indications of high levels of radiation poisoning are severe body fluid loss, internal hemorrhaging, and diarrhea



Biological Agent Injuries

- Classification*
- Biological agents are classified as pathogens or toxins
 - Pathogens are disease-producing microorganisms that are either naturally occurring or altered by random mutation
 - Toxins are poisons naturally produced through the activities of living organisms
- Characteristics*
- Pathogens are living organisms that can reproduce and multiply in the host. It may take several days before symptoms appear
 - Biological agents lend themselves to covert use because only small amounts are needed and they are easily concealed and transported
- Delivery and Dissemination*
- Biological agents may be disseminated as aerosols, liquid droplets, or dry powders
 - Microorganisms are usually disseminated in an aerosol
 - Toxins are likely to be disseminated in a powder form or by contaminating water
- Protective Measures*
- Maintaining good health, good hygiene, proper sanitation, and keeping up your immunizations will increase your protective measures
 - Thoroughly wash fruit and vegetables before you eat them and drink only from approved water sources
 - Wear your chemical protective equipment as required



Section 5 - Survive

Chemical-Choking Agent

- Characteristics*
- ✈ Smells like new mown hay or green corn
 - ✈ Time taken to produce casualties can vary
 - ✈ Damages respiratory tract
 - ✈ Inhalation hazard does not absorb through skin
 - ✈ Choking agents are employed only in vapor form
 - ✈ Persistency can range from minutes to hours, depending on winds at your location
- Symptoms*
- ✈ Coughing
 - ✈ Tightness of chest
 - ✈ Nausea
 - ✈ Headache
 - ✈ Watering eyes
 - ✈ Breathing discomfort
 - ✈ Lungs fill with fluid
 - ✈ Fatigue
- Protection*
- ✈ Wear your protective mask as directed
 - ✈ Seek medical attention as soon as possible after any exposure or as soon as symptoms appear

Chemical-Blood Agent

- Characteristics*
- Rapid-acting
 - Interferes with use of oxygen by body tissues
 - Damages blood, liver, and kidneys
 - Vapor or aerosol form
 - Persistency generally only seconds to minutes
- Symptoms:*
- Dizziness, giddiness, confusion
 - Headache
 - Convulsions
 - Nausea
 - Rapid breathing rate or difficulty in breathing
 - Cramps
 - Loss of consciousness
 - Skin blue
- Protection*
- Mask immediately and evacuate to medics
 - Damages CB protective filters; change filters after agent has dissipated (as directed)
 - Seek medical attention as soon as possible after any exposure or as soon as symptoms appear

Section 5 - Survive

Chemical-Blister Agent

- Characteristics*
- May smell like garlic or have a fishy/musty odor
 - Employed as vapors, liquids, or solids
 - Causes blisters, destroys tissues, injures blood vessels
 - Some may violently irritate mucous membranes of eyes and nose
 - Affects eyes, respiratory system, skin
 - May be lethal if inhaled or ingested
 - Skin contact can be lethal
 - Persistency for heavily splashed liquid agent can range from hours under average weather conditions to a week or months under very cold conditions
 - Incapacitation may last for days or weeks; aircrews will probably be unable to fly for even longer periods
- Symptoms:*
- Symptoms may be immediate or take up to 4 hours to appear
 - May cause stinging sensation upon contact
 - Burns or blisters any tissue it contacts
 - Red, watering eyes, blurred vision, or blindness
 - Light sensitivity
 - Groin and armpits, which tend to be sweaty, are more susceptible to blister agents
 - Coughing or burning in throat
 - Vomiting
- Protection*
- Mask immediately
 - Decontaminate skin with M291 or M258A1 Skin Decontamination Kits
 - Avoid contaminated surfaces
 - Practice contamination avoidance and expedient decontamination
 - Flush eyes and open wounds with water and protect from further contamination
 - Seek medical attention as soon as possible after any exposure or as soon as symptoms appear

Section 5 - Survive

Chemical-Nerve Agent

- Mild Symptoms:*
- ➔ Difficulty seeing
 - ➔ Unexplained runny nose
 - ➔ Tightness in chest
 - ➔ Sudden drooling or headache
 - ➔ Localized sweating and muscular twitching
 - ➔ Stomach cramps
 - ➔ Nausea

- Severe Symptoms:*
- ➔ Muscle twitching and weakness
 - ➔ Difficulty breathing, wheezing, and coughing
 - ➔ Pinpoint pupils, red eyes, and tearing
 - ➔ Strange, confused behavior
 - ➔ Vomiting, Urination, Defecation
 - ➔ Convulsions
 - ➔ Respiratory failure
 - ➔ Unconsciousness
 - ➔ Death

- Treatment:*
- ➔ Mask Immediately
 - ➔ Remove external contamination with M291 or M258A1 Skin Decontamination Kits
 - ➔ Administer antidote as directed on the next page
 - ➔ Evacuate to the medics

See page 124 for details on injection procedures

Always use the casualty's own Autoinjectors, bandages, and Decon kits!



Save your own Individual Protection Kits-you may need them!

Section 5 - Survive

Atropine Auto-Injector Use

Ref 36-2218

Use Auto-Injectors for Nerve Agents ONLY!

Ensure gas mask is on

Remove one Mark 1 Kit from Ground Crew Ensemble (GCE) pocket

Remove the Atropine injector (smaller injector) and **remove safety cap**

Position needle against injection site, apply firm even pressure until needle is triggered. Hold the injector firmly in place for 10 seconds



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Carefully remove injector and bend needle, attach to the GCE pocket

Remove the 2 PAM Chloride injector (large injector), remove safety cap, and repeat the steps above



Seek Medical Attention

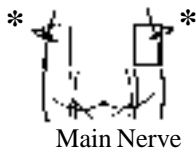
- ✈ If mild symptoms persist after 10 to 15 minutes, have a buddy administer a second Mark 1 kit
- ✈ With severe symptoms, administer all three Mark 1 kits. Do not wait between kits

WARNING

If within 5-10 minutes after administration of the first set of injectors, your heart beats very quickly and your mouth becomes very dry, do not inject a second Mark 1 Kit

Do NOT use more than three Mark 1 kits

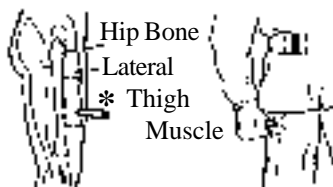
* Injection Sites



Main Nerve



Use caution when injecting in buttocks area, hitting main nerve could cause paralysis



Section 5 - Survive

Performing Tests for Chemical Agents*Ref AFH 32-4014, Vol 4*

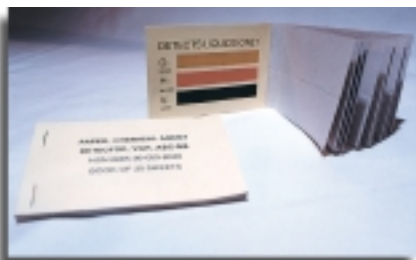
Testing for the presence of chemical agents is a critical step in your personal decontamination process. If you do it correctly, it can save your life. The Air Force fields a variety of chemical-agent-detection equipment, from the basic M8 and M9 paper to the highly sophisticated M22 Automatic Chemical Agent Detector Alarm. Most likely, you will only use the M8 and M9 paper.

M8 Paper

This paper provides a simple way of checking exposed surfaces for the presence of chemical-agent contamination. It is supplied in booklets of 25 4x2-inch pages of paper containing chemical agent sensitive dyes. The cover has a color comparison chart and describes general use instructions.

Always inspect the M8 paper prior to use:

- ✈ Discard any paper that shows signs of wetness, wrinkling, dirt, damage, or discoloration
- ✈ Discard any paper that is out of its original plastic package if you didn't just remove it

**How to Use**

- ✈ Remove one sheet of paper from the booklet
- ✈ Blot the paper over surfaces suspected of contamination; do not rub
- ✈ If an agent is present, colored blotches will appear on the paper
 - ✈ Nerve agents produce **yellow, brown, blue-green,** or **orange** discoloration
 - ✈ Blister agents produce **red** discoloration



- ✈ Color changes typically occur within seconds at 70-80° F (21-26° C), but may take as long as 3 minutes to develop at 32° F (0° C)

Section 5 - Survive

M9 Paper

Ref AFH 32-4014, Vol 4

M9 paper, like M8 paper, contains agent-sensitive dyes that change color in the presence of liquid chemical agents. M9 paper provides a rapid detection of traditional nerve and mustard agents. It is issued in 30-foot rolls of 2-inch wide paper that is green when issued. It may or may not be backed with adhesive.

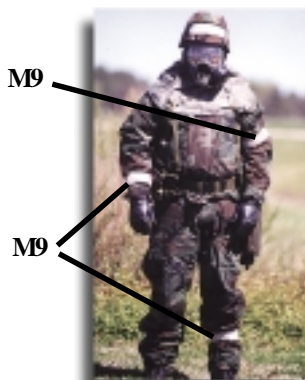
M9 tape inspection is your responsibility. Discard the roll if:

- The shipping bag is torn or open
- The tape has discoloration, tears, creases, or dirt
- The backing separates from the paper
- The dispenser is crushed, wet, or cutting edge is missing
- The expiration date has passed (once removed from shipping bag, 1 year in temperate, tropic, and desert regions; 2 years in frigid zones)



How to Use

- M9 paper is worn on clothing or attached to vehicles and equipment
- Liquid agent droplets can produce red, pink, red-brown, red-purple, blue, yellow, green, gray, or black spots
- M9 tape's operational range is 32° F (0° C) to 125° F (51° C); extreme climatic zones give different reactions—slower in cool conditions and false-positive readings above 160° F (71° C)
- Do not open bag until ready to use—operational life will be shortened



- **Never use the results from M8/M9 paper as the sole indicator** that liquid nerve or blister agents are present. Call your unit control center for verification.
- Color change is used to only make an **initial assessment** of the presence of liquid nerve or blister agent
- A number of chemical compounds produce **false-positive responses**
- M9 paper only **indicates a presence, NOT the type**

Section 5 - Survive

Protecting Yourself

Ground Crew Ensemble

Ref AFH 32-4014, Vol 4

Your Ground Crew Ensemble (GCE) is designed to protect you from direct exposure to chemical, biological, and nuclear (NBC) agents. Your GCE consists of a protective mask, an impermeable hood, a protective overgarment, gloves and glove inserts, and footwear covers.



Protective Mask

A key feature of your mask is to filter NBC agents, preventing them from entering your body through your mouth, nose, eyes, cuts, and abrasions. It is also an overgarment, which prohibits NBC agents from direct skin contact and absorption through the skin.

Proper fit and expedient donning of a protective mask is paramount

- Ensure you have a proper fit
 - A leaking mask will not protect you
 - Don't overtighten-that may actually cause leaks
 - Check the mask for leaks every time you put it on
- Don the mask quickly-It should be on and sealed before your next breath, about 9 seconds

**0 seconds****3 seconds****6 seconds****9 seconds****15 seconds**

MCU-2A/P

This mask is the primary USAF eye/respiratory protection device. The MCU-2AP is a filter respirator; it does not supply or produce oxygen.

Mask Features

- Large single viewing lens
- Drinking tube
- Voicemitter
- Single screw-on/off canister filter
- Intercom adapter
- Microphone adapter



M17A2

The M17 series masks were standard issue in the USAF from the early 1960s until the introduction of the MCU-2A/P. A few M17A2s remain in the USAF inventory for use by those for whom a small MCU-2A/P is too large.

Mask Features

- Two lenses
- Twin M13A2 cheek-mounted filters
- Voicemitter
- Self-contained drinking system



Your mask can save your life. Wear it properly, clean it after every use, inspect it regularly, and perform maintenance as needed.

Protective Hoods

Your hood will provide additional head, neck, and face protection from gaseous agent and from falling droplets



For detailed instruction on fit, donning/doffing, inspection, and maintenance of your mask and hood refer to AFH 32-4014, Vol 4

Section 5 - Survive

Overgarments

You will be issued either the Battle Dress Overgarment (BDO) or the Joint Lightweight Integrated Suit Technology (JLIST) overgarment. When worn properly they will protect you from both liquid and vapor chemical agents.

BDO

A two-piece heavy, air-permeable overgarment worn over the duty uniform

- ✈ Available in woodland or desert camouflage patterns
- ✈ May be worn up to 22 days after removed from factory bag
 - ✈ Depending on its condition, may be extended up to 30 days
 - ✈ Heavily worn or soiled should not be extended
- ✈ Should be changed within 24 hours after contact with a liquid contaminate
- ✈ Protective capabilities are reduced if wet
- ✈ BDO is designed to be worn with mask, hood, gloves, and overboots
- ✈ Can be decontaminated by aeration and/or M295 kit



Section 5 - Survive

JLIST

A two-piece heavy, air-permeable overgarment worn over the duty uniform

- Available in woodland camouflage pattern only
- May be worn up to 45 days after removed from factory bag, if uncontaminated
- Has a 10-year shelf life
- Should be changed within 24 hours after contact with any contaminate
- Protective capabilities are reduced if wet
- Can be laundered up to six times
 - Launder only for hygiene purposes
 - Use standard laundry detergent and water
- Designed to be worn with mask, hood, gloves, and overboots
- Can be decontaminated by aeration and/or M295 kit



Identification Markings

Remember to add identifying information, abbreviated rank and full last name, to strips of tape placed...

- On front and rear of helmet
- Above the mask and middle of the back of head on the protective hood
- On right breast pocket flap on the overgarment

For complete donning/doffing procedures and inspection criteria for your overgarment refer to AFH 32-4014, Vol 4

Section 5 - Survive

Footwear Covers

- Available in three types
 - Four eyelet style
 - Five eyelet style
 - Green or black vinyl overboots (GVO/BVO)
- Eyelet style covers...
 - Available in only small and large sizes
 - Are adjustable to fit foot
 - No distinction between left and right
 - Fit over combat footwear
 - Fastened with laces
- GVO/BVO style covers...
 - Available in 12 full sizes, 3-14
 - Fit over combat footwear
 - Fastened with buckles

**Gloves**

- Consist of two layers:
 - Butyl rubber, chemical-protective outer glove
 - Cotton liner for perspiration absorption
 - Both layers must be worn for complete protection
- Available in two thickness:
 - 14 mil-the standard issue, provides 24 hours of protection
 - 7 mil-provides better feel and facilitates execution of tasks requiring greater dexterity; should be replaced every 6 hours



Aircrew Protective Equipment

MBU-13/P

- ✈ A full face silicon mask
- ✈ Worn under the flight helmet
- ✈ Used both on the ground and in flight
- ✈ One size only



CP Undercoverall

- ✈ One-piece garment made of a non-woven fabric lined with active charcoal
- ✈ Worn over cotton long sleeve undershirt and underwear

Aircrew Cape

- ✈ Disposable plastic bag worn over the flight gear between the shelter and aircraft
- ✈ Must be removed before entering shelter or aircraft



Disposable Footwear Covers

- ✈ Made of light weight plastic
- ✈ Worn over flyer's boots
- ✈ Designed for protection between the shelter and aircraft
- ✈ Must be removed before entering a shelter or aircraft
- ✈ One size only

Section 5 - Survive

Mission-Oriented Protective Postures*Ref AFVA 32-4012*

Your GCE can be used in a variety of ways through Mission-Oriented Protective Posture (MOPP) options. The variations are dependent on levels of protection, grades of inconvenience, tactile loss, visual loss, communication loss, and heat stress. There are five MOPP levels in addition to MOPP Level Alpha. The decision as to which MOPP level to be in will come from the Command Post or the Survival Recovery Center. Do not come out of any MOPP level until directed!

MOPP Level 0

Worn during periods of increased alert when the enemy has an ability to employ chemical and/or biological agents. However, they have not, and there are no indications of their immediate use.

Wear:

- Mask carrier
- Field gear
 - Web belt w/canteen
 - Helmet

Individual Protection Equipment must be prepared and accessible within 5 minutes of notification. If there is any doubt, carry your bag with you everywhere you go



Take care of your equipment. You'll never know when you'll need it

Section 5 - Survive

MOPP Level 1

Worn when a chemical and/or biological attack is **possible**

Wear:

- Overgarment
- Mask carrier
- Field gear

Carry:

- Footwear covers
- Mask and hood
- Gloves

Drink plenty of water, and take frequent breaks. You don't know how long you'll be in MOPP



Notice identification markings

Section 5 - Survive

MOPP Level 2

Worn when a chemical and/or biological attack is **probable**

Wear:

- Overgarment
- Mask carrier
- Field gear
- Footwear cover

Carry:

- Mask and hood
- Gloves

Depending on your climate, consider donning your GCE directly over your underwear



Drink plenty of water



Section 5 - Survive

MOPP Level 3

Worn when you are in an area where contact with chemical and/or biological agents is negligible

Wear:

- Overgarment
- Mask carrier
- Mask and hood
- Field gear
- Footwear covers

Carry:

- Gloves

Keep a close eye on your co-workers. It doesn't take long to become overheated



Know your equipment. It will save your life



Section 5 - Survive

MOPP Level 4

Worn when the highest degree of protection is required. Chemical and/or biological agents **are present**.

Wear:

- Overgarment
- Mask carrier
- Mask and hood
- Field gear
- Footwear covers
- Gloves

Ensure you use the buddy system when donning your IPE. Make frequent equipment checks



By now you know the attack is real. Stay calm and continue doing your job. The IPE works

Section 5 - Survive

MOPP Level ALPHA

Provides flexibility for accomplishing the mission by performing mission critical tasks in a post-attack environment while wearing the mask/hood and gloves only. This level of protection is a realistic possibility only after confirmation of agent type, persistency, and actual hazard location. Some likely uses for MOPP ALPHA in a CB environment may be outdoors with a downwind hazard of a negligible chemical vapor hazard agent; when biological weapons are deployed; or for personnel that remain inside vehicles, buildings, or aircraft.

Only the Commander can determine whether you are under MOPP ALPHA conditions

Wear:

- Mask and hood
- Field gear
- Gloves

Carry:

- Overgarment
- Footwear covers



Section 5 - Survive

Performing Expedient Personal Decontamination*Ref AFH 32-4014 Vol 4*

Personal decontamination is your responsibility. Don't rely on a decon team or a Contamination Control Area to do it. If you have been, or suspect you have been exposed to chemical agents your first action should be to quickly start decontamination. But before you start, if you are not in a shelter, find one. Do not attempt to decontaminate in the open. Additionally, if you don't have your mask on, put it on! There are three types of personal decontamination kits: The two you'll most likely use are the M291 and M258A1 kits.

**Decontaminate all exposed skin, including neck and face as quickly as possible
(3 minutes or less)**

M291

- Very effective against liquid nerve and blister agents
- Kit consists of a wallet-like carrying case with six individual packets
- Each packet has an applicator pad filled with decontamination powder
- If the packet is leaking or been opened by someone other than you, discard it
- Immediately replace used kits

**Use the M291****Remove packet****Tear open at notch****Remove applicator****Slip fingers into handle****Thoroughly scrub skin until covered with
powder-discard applicator**

Section 5 - Survive

M258A1

Very effective against nerve and blister agents

- Consists of a plastic waterproof carrying case with six decontamination packets
 - Three number 1s and three number 2s
- Discard any packets that:
 - Have holes or are leaking
 - Have crushed glass ampoules
 - Are deformed or deteriorated



Use the M258A1 kit



- Open and remove a #1 packet
- Fold on dotted line
- Tear at notches

- Remove pad and unfold completely
- Wipe skin for 1 minute
- Discard pad



- Remove a #2 packet
- Crush glass ampoules
- Fold on dotted line
- Tear at notches



- Remove pad, let screen fall
- Unfold completely
- Wipe skin 2-3 minutes
- Discard pad



Section 5 - Survive

Contamination Control*Ref AFMAN 32-4005*

Contamination control is essential to sustained operations in a chemical and/or biological environment. If at any time you suspect your protective clothing has been contaminated, proceed to a Contamination Control Area (CCA) as soon as possible. Your contaminated clothing must be removed and replaced as soon as possible, but absolutely within 24 hours.

The CCA...

- Provides controlled entry
- Limits the spread of contamination into toxic-free areas
- Offers you a rest and relief shelter
- Allows you to practice effective contamination avoidance procedures

The exchange of contaminated clothing for clean protective clothing will take place at the CCA. A small delay before processing into the CCA allows the suits to aerate and reduce cross-contamination hazards in the CCA.

Each CCA has...**Drop-Off Point**

This area offers the first active efforts to reduce both contact and vapor hazards

**Entrance and Holding Area**

- Here you will be briefed on the sequence of events and any emergency response procedures
- Provides you a covered area to rest while waiting to process

**Contact Hazard Area (CHA)**

- You will remove the majority of your individual protective equipment in this area which will reduce the amount of contamination and increase the containment of all contact hazards
- Sub-areas of the CHA are:
 - Overgarment Aeration/Laundry Area
 - Contaminated Waste Disposal Area



Section 5 - Survive

Vapor Hazard Area (VHA)

The VHA provides the last chance for the CCA staff to verify you are free of any type of contamination before proceeding to a toxic free area.



Airlock

In an open-air configuration, the airlock is a designated transition area between the VHA and a toxic free area

Mask Decontamination and Refurbishment Area.

In this area your protective mask will be decontaminated, refurbished and stored for reissue.



Transition Buffer Zone

This area provides a buffer zone to prevent vapors from reaching the toxic free area

Toxic-Free Area

- A clean environment where you can rest and recuperate without wearing your GCE
- Can be on or off the base proper



Section 5 - Survive

Casualty Collection*Ref 36-2218*

Casualties are usually moved to a centralized, safe point for emergency treatment and forwarding, if necessary.



The Casualty Collection Point (CCP) is staffed by medical and base personnel who are close to operational forces, evaluate wounds for return to duty, reinforce Self-Aid & Buddy Care (SA/BC) as needed to stabilize casualties, and/or transport wounded to a deployed medical facility for further care

The CCP may be an Air Transportable Hospital (ATH), tent, building, an ambulance at a disaster site, or simply a spot on the ground



Shelter is preferable, but not essential

CCP location and use depend on the contingency operation, threat situation, and available medical and line (base) personnel

Base personnel-you perhaps-may be tasked to assist the medical staff at the CCP in casualty care management

Upon arrival at your deployed location, familiarize yourself with the local casualty care protocols and locations

Section 5 - Survive

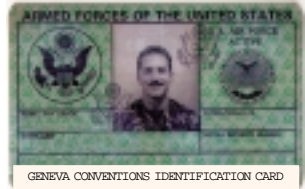
Rights as a Prisoner of War

Ref Geneva Conventions

As a member of a military force, you must be prepared to participate in armed conflicts anywhere in the world, and you must understand that you might be captured by a hostile force and held captive as a POW. However, the Third Geneva Convention provides special protections for you in the event you are captured. Your ID card is your Geneva Convention card.

The Convention states:

- If captured, you may be **disarmed, searched, and guarded** but you must be **humanely treated** without distinction based upon race, color, gender, religious belief or other arbitrary reason
- As a prisoner, you must **not be humiliated** or degraded and must **be protected** against all acts of violence, insults, public curiosity, and reprisals of all kind
- All prisoners must **be treated alike** with privileges only extended because of:
 - Poor health, advanced age, military rank, or professional qualifications
 - Medical personnel and chaplains are not considered POWs and should be allowed to tend to fellow prisoners
 - Gender-female POWs must be provided any special care required by their gender
- POWs should be promptly, safely, and humanely evacuated from battle area
- When questioned, you must give your **name, age, rank,** and service number but you do not have to give any other information. Although you may be questioned, you may not be harmed, tortured, or threatened in any way
- As soon as possible, but not later than a week after reaching a POW camp, you must be allowed to send a **"Capture Card"**
 - This Geneva Convention postcard informs your next-of-kin of your whereabouts and state of health
 - Completion of this card **does not** violate the Code of Conduct



CAPTURE CARD FOR PRISONER OF WAR			
<small>For use of POW form, see Article 106, the Prisoner of War Manual.</small>			
<small>WRITE TOBILLY IN BLOCK LETTERS. DO NOT WRITE IN PENCIL.</small>			
NAME (Last, First, MI)		GRADE	
SERVICE NUMBER	POWER SERVED	PLACE OF BIRTH	
DATE OF BIRTH	FIRST NAME OF FATHER	Maiden Name of Mother	
NAME, ADDRESS AND RELATIONSHIP OF NEXT OF KIN		DATE OF CAPTURE OR TRANSFER	
PHYSICAL CONDITION (Check applicable box)			
GOOD HEALTH	RECOVERED	SICK	SERIOUSLY WOUNDED
NOT WOUNDED	CONVALESCENT	SLIGHTLY WOUNDED	
FORMER ADDRESS		INTERVIEW SERIAL NO.	
PRESENT ADDRESS (Name of Camp, or Hospital, and Location)			
DATE	SIGNATURE OF PRISONER		

REVERSE OF DA FORM 2085-R, MAY 82

PRISONER OF WAR MAIL	
<p>IMPORTANT</p> <p>This card must be completed by each prisoner immediately after being taken prisoner and each time his/her address is changed (by reason of transfer to a hospital or to another camp).</p> <p>This card is distinct from the special card which each prisoner is allowed to send to his/her relations.</p>	
<p>TO: CENTRAL PRISONERS OF WAR AGENCY</p>	

DA FORM 2085-R, MAY 82

Section 5 - Survive

- POWs, with the exception of officers, may be forced to **work**
 - You may **never** be forced to do **military work** or work that is dangerous, unhealthy, or degrading
 - You **must be paid** for all work performed
 - Officers may voluntarily work
 - NCOs can only be required to perform **supervisory work**

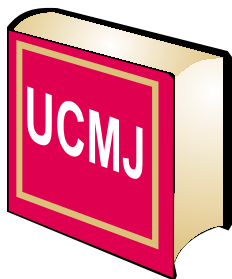
Complaints

- The text of the Geneva Convention **must be posted** in each camp in a language you and all other POWs understand
- You have the **right to complain** to representatives of a Protecting Power (the neutral State responsible for safeguarding your interests) or to delegates of the International Committee of the Red Cross



Discipline

- Military discipline continues in a POW camp and includes saluting high ranking enemy officers and the camp commander, regardless of rank
 - The Uniform Code of Military Justice applies to you while a prisoner
 - You must obey the senior U.S. POW regardless of service
- You are **subject to the laws** of the Detaining Power (enemy) for offenses committed during captivity or before capture but not for having fought against the enemy before capture
 - If tried by the Detaining Power, you **must be given** notice of the charges, provided counsel and an interpreter, and be allowed to call witnesses in your defense
 - If convicted, you still **retain your rights** as a POW



Survival Reminders

- ✈ Remember, if personnel above you are wounded or killed, you must step up to your responsibilities and continue the mission. Survivability and mission success often depends on redundancy; not only of resources but leaders too.
- ✈ Always drink plenty of water from a medically approved source
- ✈ Shake out clothing and boots before wearing them to remove spiders, scorpions, fire ants, or snakes
- ✈ Look out for your co-workers
- ✈ Transport the wounded before the dead
- ✈ For burns, do not apply antiseptic other than those approved
- ✈ Do not break or drain blisters
- ✈ Do not remove or change dressings
- ✈ Seek medical attention immediately for burns if blistering or charring is present

Section 5 - Survive

Section Review

- Identify steps you should take immediately for an injured person. [page 112]
- What handbook should you refer to for first aid information? [page 112]
- List symptoms for shock. [page 112]
- How should you treat a person in shock? [page 112]
- How do you give first aid for an abdominal wound? [page 113]
- What five steps do you take to stop or slow bleeding? [page 113]
- Describe the purpose for a tourniquet and how you would apply one. [page 113]
- List four steps for treating a chest wound. [page 114]
- What is the first aid treatment for an eye injury? [page 113]
- What does "TC4I" mean? [page 161]
- What six steps should you take if you suspect a fracture? [page 114]
- What treatment should you give a person with spine, neck or head injury? [page 114]
- If a person with a suspected spine, neck or head injury MUST be moved, what four things should you do? [page 114]
- Which heat injury type can kill you and what should you do to treat it? [page 115]
- List three types of thermal burns and how should you treat them? [page 116]
- List two symptoms for first-degree burn and treatment. [page 116]
- What are the two most injurious cold-related situations and how do you treat them? [page 117]
- Describe a biological agent. [page 119]
- How do you know if someone is suffering from radiation sickness? [page 118]
- What symptoms would lead you to suspect chemical/choking contamination? [page 120]
- What actions would you take if you suspected a nerve agent on a comrade? [page 123]
- What steps should you take to inject atropine into your own body, and why would you? [page 124]

Section 5 - Survive

- ✈ What is the purpose for a contamination control area? [page 142]
- ✈ What support can you expect at a casualty collection point? [page 144]
- ✈ How many Mark 1 kits are you authorized to use for a single treatment? [page 125]
- ✈ What two indications tell you NOT to use a second Mark 1 kit? [page 125]
- ✈ What is the difference between M8 and M9 paper? [pages 126]
- ✈ What indications would you see on M8 and M9 paper if contamination were present? [page 126]
- ✈ What is the purpose of Ground Crew Ensemble (GCE)? [page 128]
- ✈ What are the two most important things to remember about a protective mask? [page 128]
- ✈ What are physical differences between the new (MCU-2A/P) and old (M17A2) masks? [page 129]
- ✈ Describe the elements of the Ground Crew Ensemble and each of their functions. [pages 129-132]
- ✈ How often should you check your mask for leaks? [page 128]
- ✈ What is the life cycle for the GCE overgarment? [page 130]
- ✈ What identification markings should you be wearing on your GCE uniform and where? [page 131]
- ✈ What does "ISR" mean? [page 157]
- ✈ What is the purpose for the different thickness of GCE gloves? [page 132]
- ✈ If you suspect a chemical agent has contaminated you, what is your first course of action? [page 140]
- ✈ What are the general procedures for using an M291 kit? [page 140]
- ✈ What are the Mission-Oriented Protective Postures (MOPP) you must know at all times? [pages 134-139]
- ✈ What conditions dictate MOPP 1 and how are you dressed? [page 135]
- ✈ What conditions dictate MOPP 3 and how are you dressed? [page 137]
- ✈ What conditions dictate MOPP 4 and how are you dressed? [page 138]
- ✈ What rights do you have under the Geneva Convention if you become a POW? [page 146]

Section 5 - Survive

MICHAEL E. RYAN, General, USAF
Chief of Staff

This profession takes special people—dedicated to their teammates and committed to their nation—and brave enough to face the uncertainties associated with being first in and last out of global crisis.

General Michael E. Ryan, USAF



Section 6 - Notes

Glossary of Terms

These are terms Air Force people may hear or need for their duties:

A2	Air Chief of Intelligence
AAFES	Army and Air Force Exchange Service
AATO	Automated Air Tasking Order
ABCCC	Airborne Battlefield Command and Control Center
ABD	Air Base Defense
ABN	Airborne
ACC	Air Combat Command
ACO	Airspace Control Order
ACS	Agile Combat Support
ADA	Air Defense Artillery
ADOCS	Automated Deep Operations Control System
AEF	Aerospace Expeditionary Force
AEG	Air Expeditionary Group
AEW	Air Expeditionary Wing
AFB	Air Force Base
AFCA	Air Force Communications Agency
AFCIC	Air Force Communications Information Center
AFFOR	Air Force Forces
AFGWC	Air Force Global Weather Central
AFH	Air Force Handbook
AFI	Air Force Instruction
AFISA	Air Force intelligence Support Agency
AFIWC	Air Force Information Warfare Center
AFMC	Air Force Materiel Command
AFMSS	Air Force Mission Support System
AFOSI	Air Force Office of Special Investigation
AFPAM	Air Force Pamphlet
AFSC	Air Force Systems Center
AFSFC	Air Force Space Forecast Center
AFSOC	Air Force Special Operations Command
AFSPC	Air Force Space Command
AFSST	Air Force Space Support Team
AFTFS	Air Force Tactical Forecast System
AFTRC	Air Force Technical Reference Codes
AIA	Air Intelligence Agency
ALCM	Air-Launched Cruise Missile
ALO	Air Liaison Officer
AMC	Air Mobility Command
AMD	Air Mobility Division
AMRAAM	Advanced Medium-Range Air-to-Air Missile
AO	Area of Operations
AOR	Area of Responsibility

Section 6 - Notes

AR	Automatic Rifle
ARC	American Red Cross
ARF	ASEAN Regional Forum
ASAP	As Soon As Possible
ASAS	All Source Analysis System
ASC	Aircraft Systems Center
ASETF	Air and Space Expeditionary Task Force
ASOC	Air Support Operations Centers
ATH	Air Transportable Hospital
ATM	Asynchronous Transmission Mode
ATO	Air Tasking Order
ATR	Automatic Target Recognition
ATSO	Ability to Survive and Operate
AWACS	Airborne Warning and Control System (E-3A)
AWSIM	Air Warfare Simulation Model
BB	Bare Base
BCAT	Beddown Capability Assessment Tool
BCD	Battlefield Coordination Detachment
BD	Battle Drill
BDA	Battle Damage Assessment
BDO	Battledress Overgarnment
BDCC	Base Defense Operations Center
BDU	Battledress Uniform
BLOS	Beyond Line-of-Sight
BNCC	Base Network Control Center
BP	Battle Position
BRAAT	Base Recovery After Attack
BVO	Black Vinyl Overboots
C2	Command and Control
C2IPS	Command and Control Information Processing System
C2MC	Command and Control Mobile Capability
C2TIC	Command and Control Training and Innovation Center
C4	Command, Control, Communications and Computer
C4I	Command, Control, Communications, Computers, and Intelligence
CA	Combat Assessment
CAFMSX	Computer Automated Force Management System - X Windows
CARS	Contingency Airborne Reconnaissance System
CAS	Close Air Support
CATM	Combat Arms Training and Maintenance
CBU	Cluster Bomb Unit
CCA	Contamination Control Area
CCD	Camouflage, Concealment, and Deception
CCP	Casualty Collection Point
CCT	Combat Control Team

Section 6 - Notes

CCW	Counterclockwise
CDRL	Contract Data Requirements List
CED	Captured Enemy Document
CEE	Captured Enemy Equipment
CFE	Coalition Force Enhancement
CHA	Contact Hazard Area
CHAMPUS	Civilian Health and Medical Program of the Uniformed Services
CI	Combat Information or Counter Intelligence
CINC	Commander In Chief
CIS	Combat Intelligence System
CJCS	Chairman, Joint Chiefs of Staff
CJTF	Combined Joint Task Force
CLAWS	Carrier, Light Auxiliary Weapons System
CLP	Cleaner, Lubricate Preservative
CMBCC	Consolidated Mobility Bag Control Center
COA	Course of Action
COB	Collocated Operating Base
CODB	Combat Operations Database
COE	Common Operating Environment
COEA	Cost and Operational Effectiveness Analysis
COMACC	Commander, Air Combat Command
COMAFFOR	Commander of Air Force Forces
COMSEC	Communications Security
COMMZ	Communications Zone
CONOPS	Concept of Operations
CONUS	Continental United States
COP	Common Operating Picture
CORONA	Meeting of Air Force 4 Star Generals
COTS	Commercial Off-the-Shelf
CP	Command Post
CRA	Continuing Resolution Authority (budget)
CRC	Control and Reporting Centers
CRE	Control and Reporting Elements
CSAF	Chief of Staff of the Air Force
CTAPS	Contingency Theater Automated Planning System
CTBT	Comprehensive Test Ban Treaty
CTF	Combined Task Force
CVW	Collaborative Virtual Workspace
CW	Clockwise
CWDE	Chemical Warfare Defense Ensemble
dAPE	dynamic Assessment, Planning and Execution
DCI	Defensive Counter Information
DeCA	Defense Commissary Agency
DEERS	Defense Enrollment Eligibility Reporting System
DFC	Defense Force Commander

Section 6 - Notes

DFP	Defensive Fighting Position
DGSS	Deployable Ground Support System (associated with Joint STARS)
DIGMAS	Dynamic Information Gateway Management System
DIICOE	Defense Information Interchange Common Operating Environment
DII	Defense Information Infrastructure
DIRMOBFOR	Director of Mobility Forces
DISA	Defense Information Systems Agency
DISN	Defense Information Systems Network
DIV	Division
DIW	Defensive Information Warfare
DMRA	Distributed Mission Rehearsal and Analysis
DMSP	Defense Meteorological Satellite Program
DNA	Deoxyribonucleic Acid
DSN	Defense Switched Network
DTG	Date-Time Group
EA	Executive Agent
EAF	Expeditionary Aerospace Force
ECM	Electronic Countermeasures
ECP	Entry Control Point
EEl	Essential Elements of Information
EELV	Evolved Expendable Launch Vehicle
EFX	Expeditionary Force Experiment
E-mail	Electronic Mail
EOB	Enemy Order of Battle
EOC	Expeditionary Operations Center
EP	Electronic Protection
EPLRS	Enhanced Position Location Reporting System
EPW	Enemy Prisoner of War
ESAR	Enhanced Resolution SAR
ESC	Electronic Systems Center
EW	Electronic Warfare
FAC	Forward Air Controller
FAMS	Fuels Automated Management System
FCP	Family Care Plan
FDC	Fire Direction Center
FEBA	Forward Edge of the Battle Area
FL	Flight Leader
FLEX	Force Level Execution
FLIR	Forward Looking Infrared
FLOT	Forward Line of Own Troops
FM	Field Manual
FMC	Fully Mission Capable
FOA	Field Operating Agency
FOL	Forward Operating Location

Section 6 - Notes

FPF	Final Protective Fire
FPL	Final Protective Line
FPS	Feet Per Second
FRAGO	Fragmentary Order
FS	Flight Sergeant
GA	Global Awareness
GAT	Guidance, Apportionment, and Targeting
GBS	Global Broadcast Service
GCCS	Global Command and Control System
GCE	Ground Crew Ensemble
GCSS	Global Combat Support System
GG	Global Grid
GO	General Officer
GOTS	Government Off-the-Shelf
GP	General Purpose
GPS	Global Positioning System
GR-GP	Global Reach - Global Power
GSM	Ground Station Module (associated with Joint STARS)
GTWAPS	Global Theater Weather Analysis and Prediction System
GVO	Green Vinyl Overboots
GZ	Ground Zero
HARM	High-Explosive Anti-Radiation Missile
HE	High Explosive
HEAT	High Explosive Antitank
HF	High Frequency
HIV	Human Immuno Deficiency Virus
HMMWV	Highly Mobile Multi-Wheeled Vehicle (Humvee)
HNS	Host Nation Support
HQ	Headquarters
HSUS	High-speed UHF SATCOM
HTS	HARM Targeting System
I&W	Indications and Warning
IAD	Infiltrate, Attack and Defend (Information Warfare term)
IAW	in accordance with
IBIS	Interactive Battlefield Intelligence System
ICBM	Intercontinental Ballistic Missile
ID	Identification
IDM	Improved Data Modem
IDS	Intrusion Detection System
IED	Improvised Explosive Device
IFE	Inflight Emergency
IFF	Identification, Friend or Foe
IFOR	Implementation Force
IG	Inspector General
ILC2	Agile Combat Support Improved Logistic C2
ILLUM	Illumination

Section 6 - Notes

IMETS	Integrated Meteorological Tactical System
INTSUM	Intelligence Summary
IO	Information Operations
IOC	Initial Operational Capability
IOT	Information Operations Tools
IPB	Intelligence Preparation of the Battlespace
IPEC	Integrated Planning and Execution Concepts
IPE	Individual Protective Equipment
IR	Infrared
ISR	Intelligence, Surveillance and Reconnaissance
IW	Information Warfare
J2	Joint Chief of Intelligence
JAG	Judge Advocate General
JAOC	Joint Air Operations Center
JAOC-F	Joint Air Operations Center - Forward
JAOC-R	Joint Air Operations Center - Rear
JAOP	Joint Air Operations Plan
JASOP	Joint Air and Space Operations Plan
JAST	Joint Advanced Strike Technology
JBS	Joint Broadcast Service
JCS	Joint Chiefs of Staff
JDAM	Joint Direct Attack Munitions
JDISS	Joint Deployable Intelligence Support System
JDP	Joint Defense Planner
JFACC	Joint Force Air Component Commander
JFC	Joint Force Commander
JLIST	Joint Lightweight Integrated Suit Technology
Joint STARS	Joint Surveillance and Target Attack Radar System
JP4	Jet Petroleum 4
JPATS	Joint Primary Aircraft Training System
JRA	Joint Rear Area
JRAC	Joint Rear Area Coordinator
JPITL	Joint Prioritized Integrated Targeting List
JROC	Joint Requirements and Oversight Council
JSAS	JFACC Situational Awareness System
JSF	Joint Strike Fighter
JSIMS	Joint Simulation System
JSMB	Joint Space Management Board
JSOAC	Joint Special Operations Air Component
JSOTF	Joint Special Operations Task Force
JSOW	Joint Standoff Weapons
JSS	Joint Surveillance Squadron (Joint Stars)
JSTARS	Joint Surveillance Target Attack Radar System
JTAV	Joint Total Asset Visibility
JTENS	Joint Tactical Exploitation of National Systems
JTIDS	Joint Tactical Information Distribution System

Section 6 - Notes

JTTP	Joint Tactics, Techniques, and Procedures
JTW	Joint Targeting Workstation
JULLS	Joint Uniform Lessons Learned System
JV 2010	Joint Vision 2010
JWCA	Joint Warfighting Capability Assessment
JWICS	Joint Worldwide Intelligence Communications System
JWID	Joint Warrior Interoperability Demonstrations
Kph	kilometers per hour
kbps	kilobits per second
kHz	kiloHertz
KRA	Key Result Area
LALPS	Laser Aiming Light Pointing System
LAN	Local Area Network
LANTIRN	Low Altitude Navigation and Targeting Infrared for Night
LASTE	Low Altitude Safety and Targeting Enhancement
LAW	Light Antitank Weapon
LD	Line of Departure
LDHD	Low Density High Demand
LES	Leave and Earnings Statement
LLRICS	Lightweight Long-Range Information and Communications System
LMR	Land Mobile Radio
LOAC	Laws of Armed Conflict
LOG	Logistics (or LG)
LOS	line-of-sight
LP	Listening Posts
LRC	Lesser Regional Conflict
LSA	Lubricating, Semi-fluid, Arctic
LSD	Large Screen Display
M16	.223 Caliber (5.56 mm) Assault Rifle
M&S	Modeling and Simulation
MAAP	Master Air Attack Plan
MAJCOM	Major Air Command
MAP	Mission Area Plan
MASINT	Measurement and Signatures Intelligence
MATT	Multi-mission Advanced Tactical Terminal
MBP	Master Battle Planner
Mbps	megabits per second
MCEB	Military Communications-Electronics Board
MEADS	Medium Extended Air Defense System
MEZ	Military Exclusion Zone
MILSPEC	Military specification
MILSTAR	(not an acronym--satellite communications system)
MOOTW	Military Operations Other Than War
MOPP	Mission-Oriented Protective Postures
MP	Military Police

Section 6 - Notes

mph	miles per hour
MR	Mobile Reserve
MRC	Major Regional Conflict
MTI	Moving Target Indicator
MWD	Military Working Dog
NAF	Numbered Air Force
NATO	North Atlantic Treaty Organization
NB	Narrow-band
NBC	Nuclear, Biological, Chemical
NCA	National Command Authorities
NCO	Noncommissioned Officer
NCOIC	Noncommissioned Officer-in-Charge
NDAA	Non-Developmental Airlift Aircraft
NEO	Noncombatant Evacuation Operation
NITF	National Imagery Text Format
NOAA	National Oceanic and Atmospheric Administration
NOSC	Network Operations Support Center
NOTAMS	Notices to Airmen
NPOESS	National Polar-Orbiting Operational Environmental Satellite System
NRO	National Reconnaissance Office
NRT	Near-Real-Time
NVD	Night Vision Device
NVG	Night Vision Goggles
NWS	National Weather Service
OCI	Offensive Counter Information
OIC	Officer-in-Charge
OPLAN	Operations Plan
OP	Observation Posts
OPCON	Operational Control
OPORDER	Operational Order
OPSEC	Operations security
OPTEMPO	Operations Tempo
ORP	Objective Rally Point
OSS	Operations Support Squadron
OTH	Over-The-Horizon
PA	Public Affairs
PAA	Phased Array Antenna
PAD	Point Air Defense
PDW	Personal Weapon Defense
PERSCO	Personnel Support for Contingency Operations
PERSTEMPO	Personnel Tempo
PGM	Precision-Guided Munitions
PHA	Preventive Health Assessment
PIST	Point-in-Space and Time
PMPS	Portable Mission Planning System

Section 6 - Notes

POA	Power of Attorney
POL	Petroleum, Oil, and Lubricants
POL/MIL	Political/Military
POM	Program Objectives Memorandum
POW	Prisoner of War
Prime BEEF	Prime Base Engineering Emergency Force
Prime RIBS	Prime Readiness in Base Services
R&S	Reconnaissance and Surveillance
RAOC	Rear Area Operations Center
RBC	Rifle Bore Compound
RED HORSE	Rapid Engineer Deployable-Heavy Operational Repair Squadron, Engineer
RF	Response Force
RFL	Restricted Fire Line
RFP	Request For Proposal
RIF	Reduction in Force
RJ	Rivet Joint (RC-135)
RM	Resource Management
ROE	Rules of Engagement
ROSC	Rear Operations Support Center
RPM	rounds per minute
RTIC	Real-Time Information in the Cockpit
RTOC	Rear Tactical Operations Center
RTS	Rapid Targeting System
S1	Administration and Personnel Staff Function
S2	Combat Information Section (Intelligence) Staff Function
S3	Operations Staff Function
S4	Logistics Staff Function
SA	Situational Awareness
SA/BC	Self-Aid & Buddy Care
SAB	Scientific Advisory Board
SADL	Situational Awareness Data Link
SALUTE	Size, Activity, Location, Unit/Uniform, Time, Equipment
SAM	Surface-to-Air Missiles
SAR	Synthetic Aperture Radar
SATCOM	Satellite Communications
SB	Sensor Box
SBIRS	Space Based Infra Red System
SBL	Space Battle Lab
SCDL	Surveillance Control Data Link
SCI	Sensitive Compartmented Information
SCIF	Sensitive Compartmented Information Facility
SD	Solvent, Dry
SDO	Squadron Duty Officer
SDS	Sensor-Decision Maker-Shooter
SEAD	Suppression of Enemy Defenses

Section 6 - Notes

SECDEF	Secretary of Defense
sf	square feet
SFG	Security Forces Group
SFW	Sensor-Fused Weapon
SGLI	Servicemen's Group Life Insurance
SIAP	Single Integrated Air Picture
SIGINT	Signals Intelligence
SIOF	Single Integrated Operational Plan
SIPRNET	Secret Internet Protocol Router Network
SITMAP	Situation Map
SITREP	Situation Report
SMA	Strategic Missile Alert
SOA	Special Operations Agency
SOF	Special Operations Forces
SOFA	Status of Forces Agreement
SOI	Statement of Intent
SOLE	Special Operations Liaison Element
SPAIF	Space Application and Integration Facility
SPINS	Special Instructions
SPO	Systems Program Office
SRC	Survival Recovery Center
SROE	Standing Rules of Engagement
SSG	Senior Steering Group
SSM	Surface-to-Surface Missile
STATREP	Status Report
STO	Special Technical Operations
STU	Secure Telephone Unit
SWC	Space Warfare Center
T-1	High capacity telephone lines linking sites
TA	Table of Allowances
TACC	Tactical Air Control Center
TACP	Tactical Air Control Party
TACS	Theater Air Control System
TADIXS-B	Tactical Data Information Exchange System-B
TAOR	Tactical Area of Responsibility
TAP	Theater Air Planning
TASS	Tactical Automatic Security System
TBMCS	Theater Battle Management Core System
TC4I	Tactical C4I
TCF	Tactical Combat Force
TCS	Theater Air Defense Counter-Air System
TCT	Time Critical Target
TCTA	Time Critical Targeting Aid
TDDS	TRAP Data Dissemination System
TELS	Transporter Erector Launchers
TENCAP	Tactical Exploitation of National Capabilities

Section 6 - Notes

TFP	Tactical Fusion Prototype
TFR	Terrain-Following Radar
THREATCON	Threat Conditions
TIBS	Tactical Information Broadcast Service
TLAM	Tomahawk Land Attack Missile
TMD	Theater Missile Defense
TOC	Tactical Operations Center
TOT	Time on Target
TPFDD	Time Phased Force Deployment Data
TRAP	Tactical Receive Equipment and Related Applications
TRP	Target Reference Point
TSOC	Theater Support Operations Cell
TSSAM	Tri-Service Standoff Attack Missile
TSTT	Talon Shield Tactical Terminal
TTP	Tactics, Techniques and Procedures
TTW	Transition to War
TWM	Targeting and Weaponeering Module
UA-HMMWV	Up Armored-High Mobility, Multipurpose Wheeled Vehicle
UAV	Unmanned Aerial Vehicle
UCC	Unit Control Center
UCMJ	Uniform Code of Military Justice
UHF	Ultra-High Frequency
UN	United Nations
USA	United States Army
USAF	United States Air Force
USMC	United States Marine Corp
USN	United States Navy
UTA	Unit Training Assembly
UTC	Unit Type Code
UXO	Unexploded Ordnance
VHA	Vapor Hazard Area
VHSIC	Very High-Speed Integrated Circuit
VSI	Voluntary Separation Incentive
VTC	Video Tele-Conference
WARNORD	Warning Order
WBS	Wireless Broadband System
WMD	Weapons of Mass Destruction
WOC	Wing Operations Center
WP	White Phosphorous
Y2K	Year 2000

References

Publication Series

Series	Title
10	Operations
11	Flying Operations
13	Space, Missile, Command and Control
14	Intelligence
15	Weather
16	Operations Support
20	Logistics
21	Maintenance
23	Supply
24	Transportation
25	Logistics Staff
31	Security
32	Civil Engineering
33	Communications and Information
34	Services
35	Public Affairs
36	Personnel
37	Information Management
38	Manpower and Organization
40	Medical Command
41	Health Services
44	Medical
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48	Aerospace Medicine
51	Law
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60	Standardization
61	Scientific/Research and Development
62	Developmental Engineering
63	Acquisition
64	Contracting
65	Financial Management
71	Special Investigations
84	History
90	Command Policy
91	Safety
99	Test and Evaluation

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Publications and Documents of Specific Interest

➔ AFI 10-215	Personnel Support for Contingency Operations
➔ AFI 10-403	Deployment Planning
➔ AFI 31-101, Vol 1	USAF Physical Security Program
➔ AFI 31-207	Arming and Use of Force by AF Personnel
➔ AFI 31-210	AF Antiterrorism Program
➔ AFI 31-301	Air Base Defense
➔ AFI 31-401	Information Security Program Management
➔ AFI 32-2001	Fire Protection Operations and Fire Prevention Program
➔ AFI 32-3001	Explosive Ordnance Disposal
➔ AFI 32-4001	Disaster Preparedness Planning and Operations
➔ AFI 32-4005	Personal Protection & Attack Actions
➔ AFI 32-4007	Camouflage, Concealment & Deception
➔ AFI 32-7042	Solid and Hazardous Waste Compliance
➔ AFI 32-7080	Pollution Prevention
➔ AFI 32-7086	Hazardous Materials Management
➔ AFI 36-2218, Vol 1	Self-Aid and Buddy Care Training
➔ AFI 36-2908	Family Care Plans
➔ AFI 36-3002	Casualty Services
➔ AFI 44-117	Ophthalmic Services
➔ AFI 48-110	Immunizations & Chemoprophylaxis
➔ AFI 48-116	Food Safety Program
➔ AFI 48-119	Medical Service Environmental Quality
➔ AFI 51-401	Training & Reporting to Ensure Compliance with the Law of Armed Conflict
➔ AFI 51-504	Legal Assistance, Notary, and Preventive

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→ AFI 71-101, Vol 1	Counterintelligence Awareness Program
→ PHA Implementation Guide	Physical Health Assessment
→ AFMAN 10-219, Vol 2	Revetment Construction
→ AFPAM 10-219, Vol 2	Preattack and Predisaster Preparations
→ AFPAM 10-219, Vol 3	Postattack and postdisaster Procedures
→ AFMAN 10-219, Vol 3	Essentials of Firefighting
→ AFMAN 32-4005	Personnel Protection and Attack Actions
→ AFPAM 32-4019	Commanders Guide
→ AFMAN 32-4017	NBCC Commander's Guide
→ AFMAN 36-2227, Vol 2	Combat Arms Training and Maintenance Rifle, Handgun, Shotgun, Grenade Launcher, M-72 Light Antitank Weapon, Submachine Gun, and M-249 Squad Automatic Weapon Training Programs
→ AFH 10-222, Vol 2	Guide to Bare Base Assets
→ AFH 32-4014, Vol 4	USAF Operations in a Chemical and Biological Warfare Environment (series of four volumes)
→ AFH 32-4014, Vol 4	ATSO Handbook
→ AFH 36-2218, Vol 2	Self-Aid and Buddy Care Guidance
→ AFH 48-116	Food Safety Program
→ AFVA 32-4011	Standardized Alarm Signals
→ AFVA 32-4012	Mission-Oriented Protective Postures
→ AFD 32-20	Fire Protection
→ AFD 51-4	Compliance with the Law of Armed Conflict
→ AFJMAN 24-204	Preparing Hazardous Materials for Military Air Shipment
→ AFJMAN 24-306	Manual for Wheeled Vehicle Driver Convoy

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→ CJCSI 3121.01	JCS Standing Rules of Engagement
→ DOD 2000.12	DOD Combating Terrorism Program
→ DOD 2000.12-H	Protection of DOD Personnel and Activities Against Acts of Terrorism and Political Turbulence
→ DOD 4500.9R	Defense Transportation Regulation, Part 3 - Mobility
→ DOD 5100.7	DOD Law of War Program
→ DOD 5200.1R	Information Security Program Regulation
→ JS Guide 5260	Service Member's Personal Protection Guide: A Self-Help Handbook to Combating Terrorism
→ JS Pamphlet 5260	Coping With Violence: Personal Protection Pamphlet
→ Personal Wallet Card	Antiterrorism Individual Protective Measures
→ 10 USC Section 401	Humanitarian & Other Assistance
→ 10 USC Section 2805	Unspecified Minor Construction
→ 10 USC Section 1044	Legal Assistance
→ STP 21-1 SMCT	Procedures for SALUTE Report
→ Geneva Conventions of 1949 Section VI	Relations between Prisoners of War and the Authorities

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