REGIMENT

The regiment does not normally conduct a route reconnaissance. Usually, the regiment obtains route information as part of another operation. When directed to obtain route information or when assigned a mission implying route reconnaissance, a regiment:

- Designates route(s) of interest.
- Assigns a mission(s) to a squadron(s) and/or the air cavalry troop.
- Should not assign a squadron more than three major routes if enemy contact is expected.

If speed is essential and terrain is relatively open, such as in a desert or great plains area, the air cavalry troop may be assigned a route reconnaissance mission. Normally, the reconnaissance is completed most rapidly if air and armored cavalry elements are used together. This can be done by:

- Using the air cavalry troop under regimental control to reconnoiter to the front and flanks of armored cavalry.
- Assigning the air cavalry troop the mission and reinforcing it with armored cavalry.
- Placing air cavalry teams under the control of a squadron.

On occasion, air cavalry may assume operational control of ground cavalry units. This, however, restricts the mobility of the air cavalry unit.

ARMORED CAVALRY SQUADRON

The armored cavalry squadron does not normally conduct a route reconnaissance. Usually, the squadron obtains route information as part of a zone reconnaissance or by assigning the mission to a troop. Only one major route should be assigned a troop when enemy contact is expected. If time is essential and the route and surrounding area is relatively open, such as in a desert or great plains area, the divisional squadron may assign a route reconnaissance to the air cavalry troop. A discussion of route reconnaissance by an air cavalry troop begins on page 5-45. A discussion of techniques of route reconnaissance by an armored cavalry troop begins on page 5-18.

ARMORED CAVALRY TROOP AND PlatoON

When enemy contact is expected, a troop should be assigned only one major route. If enemy contact is unlikely, a troop can reconnoiter three routes. Adjacent terrain dominating the route, woods, towns and lateral routes from which the enemy could place direct fire or attack friendly forces on the route must be reconnoitered. The class of bridges; location of fords and bypasses; clearance of overhead crossovers; width, slope, and composition of the roadway; and depth of streams are important factors which must be determined and reported. The velocity of a stream or river is important if units will have to "swim" vehicles.
**Armored Cavalry Troop.** A troop reconnoitering a single route normally deploys one platoon on the route flanked by the other two platoons. The center platoon reconnoiters the route and adjacent terrain.

Flank platoons reconnoiter lateral routes and terrain dominating the primary route. The flank platoons reconnoiter forward of the platoon reconnoitering the route to uncover enemy ambushes.

Commander may move with any platoon. He must not become so engrossed in the affairs of one platoon that he loses control of the overall troop mission.

When moving, the troop will most likely use the traveling technique. These elements, when halted, should move off the route and seek cover and concealment.
If three routes are assigned, the troop commander assigns a route to each platoon. If only two routes are assigned, one platoon moves behind the platoon assigned the most difficult or important route, ready for use as the situation develops.

The troop commander and FIST are forward. When the troop reconnoiters one route, the command group normally follows the platoon reconnoitering the route. If the troop is reconnoitering more than one route, the command group follows the platoon most likely to make enemy contact.

This element checks key terrain on the north flank of the route.

This element checks key terrain on the south flank of the route.

This element uses a combination of the three movement techniques during mission accomplishment.

Detailed reports, such as route and bridge reports, are compiled at troop based on spot reports submitted by the platoon(s). The troop commander may rendezvous with a platoon leader to obtain or provide detailed information.
**Armored Cavalry Platoon.** A cavalry platoon should be assigned only one route. A platoon reconnoitering a route may use either a two-team or three-team organization. The three-team tank-consolidated organization should be used when the tanks can provide overwatch fires over the route or when overcoming an obstacle. In the two-team method, one team is assigned the left flank and the other team the right flank. The scouts from one team are assigned to reconnoiter the actual route. The platoon leader moves where he can best control the platoon and maintain communications with troop headquarters. Actions of a platoon conducting a route reconnaissance are shown below. In this situation, the platoon is organized in two teams.
As the line of departure (LD) is crossed, the platoon leader sends Team A to reconnoiter the high ground at position 1 and Team B to reconnoiter the woods at position 2. The scouts reconnoitering the actual route proceed along the flanks of the route. Teams A and B use bounding overwatch to increase security. Teams A and B finish their reconnaissance and remain in position, while the scouts reconnoitering the route move to position 3 and report their findings to the platoon leader. The scouts in Team A then move forward to reconnoiter the lateral route at position 4. The tanks in Team A provide overwatch for the scouts from position 1. Upon completing the reconnaissance, the scouts return to position 4. Team B reconnoiter the high ground and position 5 and remains in place while the scouts checking the route move to position 6.

The scouts from both teams move forward to look for fords, cross the stream, and reconnoiter the high ground at position 7 and 8. Each team sends one vehicle back to the bridge to provide security. Next, the platoon changes into a three-team, tank-consolidated organization to clear the bridge. The tanks consolidate at position 6 to provide overwatch while the bridge is being cleared.

Personnel from the platoon leader's vehicle, with a mine detector, as well as the security personnel check the bridge and approaches while being overwatched by the tanks. Once the reconnaissance of the bridge and approach has been completed and the bridge has been classified capable of safely sustaining the heaviest vehicle weight, the crossing may begin. When the platoon is across the river, it reforms into the two-team organization and continues the route reconnaissance.

ZONE RECONNAISSANCE

Zone reconnaissance is a detailed reconnaissance of all natural and man-made features within specified boundaries. It is more thorough and time consuming than other types of reconnaissance. The purpose may be to locate enemy and/or suitable routes of advance for the main body. A zone reconnaissance mission is normally performed when the enemy situation is in doubt, or information on cross-country trafficability is desired. The following is a situation requiring zone reconnaissance.
The zone to be reconnoitered is defined by lateral boundaries, a line of departure, and an objective. The objective provides a termination point for the mission; it may or may not be occupied by the enemy. A phase line may also be used as a termination point. The zone must be thoroughly reconnoitered, whereas a route reconnaissance would require only a reconnaissance of route Red and the numbered features.

REGIMENT

The regiment performs zone reconnaissance as part of a covering force mission. Covering force missions are discussed in chapter 6.

ARMORED CAVALRY SQUADRON

A squadron may be assigned zone reconnaissance as a primary mission. The squadron conducts zone reconnaissance by advancing boldly, normally with three armored cavalry troops abreast. On those rare occasions when a squadron is assigned a narrow front requiring only two troops abreast, the third troop is kept in reserve. The reserve is committed to develop the situation rapidly, help maintain forward momentum, and help reconnoitering troops maintain freedom to maneuver.
The squadron must reconnoiter all routes and terrain and locate all enemy forces within its assigned zone. If enemy contact is made, the situation is rapidly developed through standard actions on contact. Courses of action available to the squadron are:

- **Attack** to destroy the enemy. This is done by a hasty attack or a series of hasty attacks at the troop and platoon level. It is best done by allowing the troop in contact to exert pressure on its own initiative. The other troops should continue to advance in an effort to find and attack a flank of the enemy position. In a regimental squadron, the tank company should be brought rapidly forward and committed to destroy the enemy force, preferably by attacking a flank. All of this must be accomplished rapidly because the longer the delay, the greater the effectiveness of enemy reaction. A squadron commander, with all maneuver forces in contact, should influence the situation by massing or shifting supporting fires and using attack helicopters and close air support. The more enemy he can kill with artillery, attack helicopters, and close air support, the fewer casualties the squadron will suffer. There should be no attempt at gradual escalation. Overpowering force (maneuver forces and supporting fires) should be used to crush the enemy as rapidly as possible.

- **Bypass** the enemy and leave an element in visual contact. Air cavalry is often ideal for this. It is best to know what a bypassed enemy is doing. The squadron is responsible for knowing until relieved by higher headquarters or following forces.

- **Defend**, if the enemy force encountered is superior in strength. A squadron conducting a zone reconnaissance is in an ideal posture to defend, or to delay a larger enemy force until the squadron can be reinforced or withdrawn. It is simply a matter of reorientation. In such a situation, the squadron maintains an aggressive attitude and continues to develop the situation by aggressive probing. This may result in detecting a weakness or a gap. It will certainly tend to confuse the enemy. The probing is done by skillfully using cover and concealment afforded by the terrain. At times, the probing elements will be able to catch an enemy force by surprise and destroy it in a matter of seconds or minutes with flanking fire.
A squadron's lateral limits of responsibility during zone reconnaissance are normally a forward extension of boundaries of the headquarters assigning the mission.

Troop B is assigned a narrow front because reconnaissance of route Dog will be time-consuming. This is primarily because of the requirement to reconnoiter much dominating rough and wooded terrain to the flanks offering good cover and concealment for the enemy.

The squadron assigns boundaries between troops to outline zones of responsibility. These boundaries should be along easily recognizable terrain features, such as roads, streams, fences, and ridge lines. When assigning troop boundaries, tasks should be equalized among the troops. This does not mean that equal frontages should be assigned. It means a careful study of the map, mission requirements, and known enemy situation must be made to ensure all troops can advance generally abreast.
After establishing boundaries, the squadron designates a line of departure and specifies the crossing time. This is done to ensure a simultaneous advance across the squadron’s front. Phase line(s) are drawn as needed to control and coordinate forward movement. Failure to keep reconnoitering troops generally abreast can result in bypassing of the enemy or envelopment of troops by enemy forces.

Phase lines (PL) should follow a feature or features easily recognizable at night or through the smoke and haze of battle. In cavalry, it is critical to know your location and that of subordinate units. The lack of such knowledge can end in defeat.

Troops report crossing phase lines. Troops do not stop at phase lines unless ordered to do so. Once the operation starts, the enemy may be alerted. Thus, forward momentum should be maintained in order to reduce enemy reaction time and keep him off balance.

After designating an LD and phase lines, contact points are designated on troop boundaries to ensure physical coordination between adjacent elements.

Contact point 1, between Troops A and B, is designated because of the lateral route in Troop A zone, which continues into Troop B zone. Contact at that point also ensures Troop B that Troop A can help by controlling the high ground on the left flank.

Contact points are designated:
- If the area is critical (for example, a route crossing from one troop zone into another).
- If contact is needed to control movement.
- To ensure the zone is covered.
- As a contingency measure (for example, a contact point may be designated a coordinating point if a defense is required).
In order to ensure continuity of effort, the squadron designates a phase line or objectives to stop the operation. Each troop and unit must be instructed what to do when the mission is finished. This provides orientation. If the squadron has not been given a follow-on mission, armored cavalry troops should be assigned objectives on dominating terrain.

At times, a squadron will contact an enemy force strong enough to halt its advance. If attacked, the squadron defends as necessary to avoid decisive engagement. This means the squadron's mission will end short of the designated phase line or objectives. It does not mean the squadron failed in mission accomplishment. It simply means the enemy was found and the main body has information required to refine its planning and orientation.

During movement to contact, air cavalry may be used to reconnoiter to the front and/or flanks of a squadron to increase the speed of the reconnaissance. If the terrain is fairly open, a divisional squadron may use its air cavalry troop to conduct zone reconnaissance and assign armored cavalry troops route reconnaissance missions. As the situation develops, armored cavalry elements reconnoiter areas that can't be effectively reconnoitered by air cavalry. If terrain provides good cover and concealment, armored cavalry troops may reconnoiter while air cavalry elements screen their advance. When this technique is used, air cavalry reconnoiters forward of armored cavalry troops to provide early warning of terrain and enemy. When enemy contact is made, air cavalry can be used to help develop the situation, to screen flanks, and/or maintain contact between troops. A regimental squadron uses available air cavalry elements in the same manner. The air cavalry troop may be placed in the OPCON of a squadron. In this case findings are passed directly to the squadron.
Enemy contact is normally made first by scouts and aerial scouts. When aerial scouts make first contact, they should maintain surveillance until ground units make contact. If first visual contact by aerial scouts results in a good target, such as a concentration of tanks, men, or vehicles, the squadron uses artillery, attack helicopters, and/or close air support while ground elements are en route. When enemy contact is first made by ground scouts, the parent troop should develop the situation. Elements not in contact continue reconnoitering in zone until contact is gained.

**ARMORED CAVALRY TROOP AND PLATOON**

Zone reconnaissance by an armored cavalry troop is conducted on a broad front. At the troop and platoon level it is essentially a movement to contact. All routes and terrain within the zone are reconnoitered. When available, air cavalry screens forward and to the flanks of ground elements to provide early warning. When enemy contact is gained, the situation is developed through actions on contact. Enemy forces are not bypassed without permission. Normally, a bypassing troop is required to leave a platoon to maintain contact until relieved by air cavalry or follow-on forces.

_Armored Cavalry Troop._ A troop normally deploys three armored cavalry platoons abreast. Each platoon is assigned a zone. A platoon's zone should contain only one main route or axis of advance. Depending on terrain and situation, a platoon may be assigned a zone, route, or area reconnaissance mission. It is desirable to not divide responsibility for key terrain features or avenues of approach. However, avenues of approach in a desert, great plains area, and valley are so wide, responsibility must be divided. Similarly, a key terrain feature, such as dominating terrain, may be too large for one platoon to reconnoiter. Therefore, phase lines, contact points, and objectives are used to help keep platoons abreast.

_Armored Cavalry Platoon._ A platoon organizes into two, three, or four teams. During the mission, team organization may change as the terrain and situation change.

Actions of a troop and platoon conducting zone reconnaissance are shown below. The troop commander follows troop leading procedures. His oral order to platoon leaders and other key personnel is:

**ENEMY SITUATION**

WE CAN EXPECT TO FIND THE SECURITY ZONE OF A MOTORIZED RIFLE DIVISION FORWARD OF PHASE LINE WHITE.

**FRIENDLY SITUATION**

SQUADRON HAS BEEN ORDERED TO COVER DIVISION'S MOVEMENT TO CONTACT. SECOND PLATOON OF COMPANY A, 25TH ENGINEERS IS IN GENERAL SUPPORT. THEIR PRIORITY OF WORK IS TO CLEAR AND IMPROVE ROUTE RED. EXECUTIVE OFFICER, COORDINATE THIS WITH 1ST PLATOON'S ADVANCE AND TROOP B.

**MISSION**

OUR MISSION IS TO CROSS LD AT 0700 AND RECONNOITER IN ZONE, REACHING PHASE LINE RED BY 1600. ON REACHING PHASE LINE RED, BE PREPARED TO OCCUPY OBJECTIVE GOLD AND ASSIST FORWARD PASSAGE OF 3D BRIGADE.
**EXECUTION**

WE WILL USE THREE PLATOONS ABREAST: 1ST PLATOON ON LEFT, 2D PLATOON IN CENTER, 3D PLATOON ON RIGHT.

1ST PLATOON. RECONNOITER IN ZONE. PAY PARTICULAR ATTENTION TO WOODED AREA AT A AND HIGH GROUND AT B.

2D PLATOON. RECONNOITER IN ZONE. HIGH GROUND AT C IS KEY TERRAIN IN YOUR ZONE. IT ALSO DOMINATES MOVEMENT FORWARD OF PHASE LINE GREEN IN THE 3D PLATOON'S ZONE. WHEN YOU HAVE CHECKED IT, REPORT SO I CAN MOVE THE 3D PLATOON FORWARD OF PHASE LINE GREEN.

3D PLATOON. AFTER CROSSING LD, RECONNOITER THE TOWN AT D, THEN MOVE TO WHERE YOU CAN OBSERVE THE SOUTH SLOPE OF THE HILL AT C. BE PREPARED TO ASSIST 2D PLATOON. DO NOT CROSS PHASE LINE GREEN WITHOUT MY PERMISSION. RECONNOITER IN ZONE AFTER CROSSING PHASE LINE GREEN.

*Note.* Third Platoon's initial mission is an area reconnaissance.

RADAR SECTION. BE IN POSITION AT R1 AND R2 BY 0645. THESE AREAS ARE SECURE. R1 MONITOR HIGHWAY IN 1ST PLATOON'S ZONE. R2 SEARCH HILL MASSES AT B AND C ALTERNATELY. OCCUPY POSITIONS R3, R4, R5, AND R6 ON ORDER.

**COORDINATING INSTRUCTIONS**

PHASE LINE WHITE IS LD. DO NOT CROSS PHASE LINE RED WITHOUT MY PERMISSION.

**COMMAND AND SIGNAL**

THE FO AND I WILL FOLLOW 2D PLATOON INITIALLY. CP AND TRAINS...
After receiving the troop commander’s order, subordinate leaders complete their troop leading procedures. They must ensure their men understand the situation and what the troop is to do. At 0645 hours radar teams are in position at R1 and R2 monitoring and searching their assigned areas. At 0700 hours the troop crosses the LD with three platoons abreast. The 1st and 2d Platoons, each using three teams moving by bounding overwatch, start reconnoitering in assigned zones. The 3d Platoon moves directly to and reconnoiters the town at D. Dismounted scouts are the first element to enter the town.

3D PLATOON
Two-team formation is selected because of dismounted capability needed to reconnoiter the town. After completing reconnaissance of the town, the platoon reorganizes into a three-team formation to reconnoiter rapidly forward to phase line Green. Because of the necessity to be prepared to support 2d Platoon’s vicinity of the hill, the platoon leader elects to have the tanks consolidated.

2D PLATOON
Because the terrain is open the tanks can support the scout element with fire from a central location. The platoon leader’s decision in this situation is also influenced by the strong possibility of an enemy position on high ground forward of phase line Green.

1ST PLATOON
The armor section is up, because the nature of the terrain and wooded areas prevented the armor section from supporting all elements from one location.
The 1st Platoon reconnoiters trails, routes, and likely locations for enemy positions within the woods at A. As the platoon leaves the woods, the platoon leader monitors the radar section’s report of movement on hill B. Shortly thereafter, Team B receives large-caliber automatic weapons fire followed by indirect fire. Team B’s bounding element moves to a covered and concealed position and reports to the platoon leader. The platoon leader, in turn, reports to the troop commander while Team B visually searches for enemy activity.

Team A continues to reconnoiter forward without enemy contact. Team C moves forward out of the woods toward Team B to help develop Team B’s situation. At this time, Team C comes under large-caliber automatic weapons fire followed by indirect fire. Team C deploys immediately to cover and concealment. The platoon leader decides the platoon must move forward to develop the situation. He reorganizes the platoon into two teams and reports his plan.

Upon receiving the platoon leader’s order to form two teams, Team A moves under cover and concealment toward Team C. When Team A reaches Team C’s location, the platoon leader moves Teams A and C forward toward Team B.

The troop commander brings artillery suppressive fires and smoke on hill B to cover 1st Platoon’s movement. He then orders 2d Platoon to occupy a position in zone from where it can support 1st Platoon with long range tank fire. First Platoon moves by bounding overwatch to the last covered position short of hill B. The leader then leads Team A toward hill B to further develop the situation while Team B and the mortar squad overwatch.
As the team is taken under fire by an antitank guided missile, light armor vehicles in Team B provide suppressive fire on the missile site and surrounding area.

As Team A maneuvers up hill B, an enemy antitank guided missile (ATGM) is launched at the lead vehicle. Team B immediately places suppressive fires on the missile launch site and the surrounding area. The gunner is often located away from the launch site. At the same time, Team A dashes to a covered and concealed position. The platoon leader signals Team B forward. The platoon continues moving by bounding overwatch, using direct and indirect fires for suppression against possible enemy positions. As the platoon closes on the impacting artillery, the platoon leader requests that artillery fires be shifted to the west and reverse slopes. As artillery fire shifts, the platoon increases automatic weapons fire and maneuvers by bounding overwatch around the east slope. Going around the east slope prevents cresting the hilltop and permits long range direct fires of the 2d Platoon’s armor section to support. The 1st Platoon suddenly receives high-velocity antitank fire and large-caliber automatic weapons fire from the west. The 2d Platoon’s armor section, having detected a muzzle flash, opens fire. The 2d Platoon leader requests indirect fire in the target area. When artillery shells begin falling, his mortar squad stops firing to conserve ammunition. As two explosions followed by flames and dense black smoke occur, enemy fire against 1st Platoon ceases. Concurrent with 2d Platoon’s action, 1st Platoon deploys to cover with the loss of one scout vehicle. The platoon fires into the target area while the platoon leader moves forward, Team B and the remaining vehicles of Team A provide overwatching suppressive fires.
The troop commander orders 1st Platoon to search the area and 2d Platoon to continue reconnoitering in zone. Third Platoon reports that the town at D is clear and moves forward toward phase line Green. First Platoon reports one PT-76 armored vehicle, two motorcycles, and two BRDM reconnaissance vehicles destroyed. This information indicates the enemy security zone has been reached. The platoon should also search for unit identification (maps, documents, and letters). The platoon should rapidly report such information and coordinate with the troop commander for evacuation of prisoners and items of possible intelligence value (appendix H). In some instances, captured items and prisoners may be taken to the troop CP by a scout squad. At other times, the troop commander may rendezvous or direct other elements to rendezvous with the platoon. The platoon should quickly search and leave the area because the enemy may saturate the position with artillery fire.

Platoons continue to make spot reports concerning routes, bridges, bypasses, towns, obstacles, cross-country trafficability, and the enemy. Each time the enemy is encountered, the situation is developed by a combination of bounding overwatch and suppressive fires. At times, an enemy element engaged by one platoon is destroyed by flanking fire from another platoon. As platoon leaders report crossing phase line Blue, the troop commander instructs 1st Platoon to make and report contact with troop B at contact point 1 and instructs the other platoons to make and report contact at contact points 2 and 3. He then displaces troop radars to R3 and R4. *Enemy forces found in a platoon's zone are destroyed, neutralized, or bypassed. A platoon does not bypass an enemy force without permission.*
AREA RECONNAISSANCE

Area reconnaissance is conducted to obtain information concerning a specified area. An area reconnaissance mission is assigned when the commander desires information about a town, ridge line, woods, or other feature that may be critical to operations. Below is an example of area reconnaissance.

The specific area to be reconnoitered is designated by a boundary line completely enclosing the area. The town, road junction, and controlling terrain must be thoroughly reconnoitered as in a zone reconnaissance.

REGIMENT

The regiment does not normally conduct an area reconnaissance. A regiment desiring information or directed to obtain information about a specific locality:

- Designates limits of the area of interest.
- Designates routes or avenues of advance and return.

NOTE: A squadron normally moves over several routes to reduce closing time.

- Assigns the mission to a squadron and/or the air cavalry troop.

Considerations pertaining to the use of the air cavalry troop for route reconnaissance pertain equally to area reconnaissance.
ARMORED CAVALRY SQUADRON

An area reconnaissance, with the exception of movement to and from the area, is conducted the same as a zone reconnaissance. An armored cavalry squadron may move to and reconnoiter one large area or several small dispersed areas, or it may assign such missions to one or more troops. Area reconnaissance may be performed behind friendly or enemy lines. Emphasis is normally placed on reaching the area quickly. Enemy situations encountered en-route are developed only enough to ensure that reconnoitering elements can bypass.

A squadron commander with an area reconnaissance mission studies the factors of METT. He then decides the force needed and whether to move on a single route or over multiple routes. A divisional armored cavalry squadron assigned an area reconnaissance mission forward of friendly lines should be reinforced with a tank company.

When moving to an area behind friendly lines, reconnoitering elements conduct a tactical march. When moving forward of friendly positions, routes must be carefully selected. Quick movement is important, but the main consideration is security. Avoid known enemy locations and surveillance. When possible, the squadron uses multiple routes to reduce movement time and gain greater flexibility. An element moving on a route blocked or threatened by the enemy shifts to another route. Enemy forces encountered during movement to the reconnaissance area are reported and bypassed. A squadron required to reconnoiter several separate areas assigns each armored cavalry troop an area and a route or avenue of march. An air cavalry troop is used as in zone reconnaissance. It may have a reconnaissance objective of its own or it may screen committed troops. A tank company organic to a regimental squadron or attached to a divisional squadron is used as discussed on page 5-54.
A squadron conducting an area reconnaissance forward of friendly lines may be required to remain in the area or to return to friendly lines. A returning squadron should use routes other than those used in movement to the reconnaissance area. This makes it more difficult for the enemy to prepare an ambush. When a squadron is required to remain in the area it prepares for all-round defense. Combat support and combat service support elements are in the center of the area. The cavalry troops are on the periphery and prepare to defend. If available, a reserve, such as a tank company, is centrally located and prepared to counterattack anywhere in the squadron's area.

ARMORED CAVALRY TROOP AND PLATOON

During movement to an area for reconnaissance, enemy forces encountered are reported and, if possible, bypassed. If the enemy can’t be bypassed or quickly destroyed, it may be necessary to abort the mission. The decision is made above troop level. Once in the area, the operation is conducted as a zone reconnaissance. A troop conducting an area reconnaissance forward of friendly lines may be required to remain in the area or return to friendly lines. A troop should complete the mission rapidly and return on a different route to lessen the possibility of being ambushed. When a troop is required to remain in the area, it prepares for all-round defense. Armored cavalry platoons locate on the periphery and prepare to defend. Combat support and combat service support elements are in the center of the area.

Armored Cavalry Troop. A troop assigns platoon zones and missions as in zone reconnaissance. A troop conducting area reconnaissance behind friendly lines conducts a tactical march to the area. A troop, moving alone or with the squadron to reconnoiter an area forward of friendly lines, normally moves as when reconnoitering a single route. This method provides the greatest security and increases the possibility of quickly finding a bypass around an obstacle or enemy force. At other times, when speed is essential and the movement of a platoon along each flank of a route would significantly increase movement time, the troop moves in column. In such circumstances, the troop commander designates an order of march and a release point. During movement, the lead platoon moves as a platoon conducting route reconnaissance alone. Whenever possible, the platoon uses bounding overwatch between teams. Bounding overwatch is used at all times within the teams. Troop elements trailing the lead platoon use a combination of traveling overwatch and traveling, as required by the situation. Whenever the troop halts, all vehicles clear the route and move to the best cover and concealment adjacent to the route. Each retains its position in the march formation.

When the lead platoon is halted by enemy action or an obstacle, trail platoons are deployed to the flanks to find a bypass and the situation is reported to squadron. As soon as a bypass is located, the troop resumes movement. If the halt is caused by enemy action, the engaged platoon is left in contact until the remainder of the troop clears. As in all contact situations, maximum use is made of supporting fires for suppression and smoke to obscure the enemy’s view. Once the remainder of the troop is clear, the engaged platoon breaks contact, under cover of supporting suppressive fires and smoke (mortar, artillery, close air support) and moves to rejoin the troop unless directed otherwise by the squadron.
On reaching the troop designated release point, the platoons move directly to their areas.

**Armored Cavalry Platoon.** A platoon, upon reaching its assigned area, reconnoiters as during a zone reconnaissance. A platoon moving to or reconnoitering its assigned area forward of friendly lines always moves using bounding overwatch within teams, and whenever possible, between teams. This holds true even when the platoon is returning through an area previously reconnoitered. The reason is that the area is surrounded by enemy territory and could be occupied by enemy elements.

Actions of a troop and platoons conducting an area reconnaissance mission forward of friendly lines are shown here. The mission assigned the troop is part of the squadron's scheme of maneuver preceding forward movement of the main body. The troop commander, following troop leading procedures, gives the following oral order to platoon leaders and other key personnel.

**ENEMY SITUATION**

THE ENEMY WAS BADLY MAULED WHEN IT ATTACKED OUR DIVISION. A SERIES OF AIR STRIKES AGAINST HIS FOLLOW-ON ECHELONS AND AIR INTERDICTION AGAINST HIS RESERVES AND SUPPLY ROUTES RESULTED IN HIS ATTACK BEING HALTED AND A GENERAL DISENGAGEMENT OF HIS MAIN FORCE UNITS. ENEMY CONTACT IS POSSIBLE.

**FRIENDLY SITUATION**

THE SITUATION HAS BEEN FLUID THE LAST 6 HOURS. THE DIVISION HAS REGROUPED AND WILL ADVANCE IN A FEW HOURS. ACCORDINGLY, OUR SQUADRON HAS BEEN ORDERED TO CONDUCT A ZONE RECONNAISSANCE TO PREVENT PREMATURE DEPLOYMENT OF THE DIVISION. WE HAVE BEEN GIVEN AN ENGINEER PLATOON.
MISSION

OUR PART OF THE SQUADRON MISSION IS INITIALLY A RAPID MOVEMENT FORWARD TO RECONNOITER AREA ZULU, WHICH IS THIS TOWN AND HIGH GROUND AROUND IT, CONTROLLING THIS MAJOR ROUTE JUNCTION. DIVISION HAS TO KNOW WHETHER THE ENEMY IS PLANNING TO DEFEND IT. WE ARE TO REMAIN IN THE AREA AND BE PREPARED, ON ORDER, TO CONDUCT ZONE RECONNAISSANCE FORWARD OF PHASE LINE BLUE.

EXECUTION

TROOP MOVES ON ROUTE BLACK TRAVELING. ORDER OF MARCH: 1ST PLATOON, COMMAND GROUP, 2D PLATOON, MORTAR SECTION, TROOP CP, ENGINEER PLATOON, TRAINS, 3D PLATOON.

1ST PLATOON. LEAD, AND CROSS LD AT 0400 AS ADVANCE GUARD FOR THE TROOP. ON REACHING RELEASE POINT, CONTINUE MOVEMENT AND RECONNOITER ZULU 1. UPON COMPLETION, PREPARE TO DEFEND HILL 305 FROM ATTACK FROM NORTH.

2D PLATOON. FOLLOW 1ST PLATOON SOP INTERVAL. IF 1ST PLATOON MAKES CONTACT ON ROUTE BLACK, DEPLOY TO THE FLANK PROVIDING BEST COVER AND CONCEALMENT. WHEN YOU REACH THE RELEASE POINT, CONTINUE MOVEMENT AND RECONNOITER ZULU 2. UPON COMPLETION, PREPARE TO DEFEND HILL 315 FROM ATTACK FROM THE NORTHEAST. MAKE SURE YOU HAVE THE ROAD COVERED. YOU BETTER PUT OUT SOME MINES.

3D PLATOON. FOLLOW TRAINS AND PROVIDE OVERWATCH. IN CASE OF CONTACT ON ROUTE BLACK, MOVE IMMEDIATELY TO COVER AND CONCEALMENT AND BE PREPARED TO DEPLOY AROUND EITHER FLANK ON MY ORDER TO FIND A BYPASS OR TO ATTACK. ON REACHING RELEASE POINT, RECONNOITER ZULU 3. CONCENTRATE ON THE TOWN AS SOON AS POSSIBLE. UPON COMPLETION OF RECONNAISSANCE, SET UP AT EDGE

COMMAND GROUP. THE FO AND I WILL MOVE BEHIND 1ST PLATOON INITIALLY. ON REACHING AREA, WE WILL BE IN VICINITY OF 3D PLATOON.

MORTAR SECTION. FOLLOW 2D PLATOON ON ROUTE BLACK AND OCCUPY POSITION IN SOUTHEASTERN PART OF ZULU 2. SQUADS BE PREPARED TO REVERT TO PLATOON CONTROL.

TROOP CP. FOLLOW MORTAR SECTION INITIALLY. ON REACHING THE AREA, MOVE WITH TRAINS.
OF TOWN TO COVER THE ROAD JUNCTION AND PREPARE TO DEFEND AGAINST ATTACK FROM THE WEST. PUT SOME MINES ON AND AROUND THE JUNCTION. LET ME KNOW IF THERE ARE ANY CULVERTS OR BRIDGES THE ENGINEERS SHOULD PREPARE FOR DEMOLITIONS.

ENGINEER PLATOON. FOLLOW TROOP CP. ON REACHING AREA, REMAIN WITH CP UNTIL I CALL FOR YOU. BE PREPARED TO REMOVE OR CONSTRUCT HASTY OBSTACLES AS THE SITUATION DEVELOPS.

RADAR SECTION. PLACE ONE RADAR TEAM WITH 1ST PLATOON AND ONE RADAR TEAM WITH 3D PLATOON.

Upon receiving this order, subordinate leaders continue their troop leading procedures and issue orders to their men.

At 0400 hours the troop crosses LD in column along route Black with 1st Platoon leading. First Platoon, organized in three teams moves by bounding overwatch as in a route reconnaissance mission. Whenever possible, teams overwatch each other's movement. When this is not possible, bounding overwatch is used within teams. Trail platoons use traveling overwatch and key on movement of the 1st Platoon.

As 1st Platoon nears the bridge at check point 7, automatic weapons fire is received from high ground across the stream. First Platoon immediately returns fire, deploys to cover, and continues actions on contact. The troop commander deploys 2d Platoon to the left to determine if the enemy can be bypassed.
The 1st Platoon leader reports receiving fire from two large-caliber machineguns, an ATGM, and small-caliber, flat-trajectory antitank fire. The troop commander decides not to attack, because the mission requires him to reach area ZULU as soon as possible. Shortly thereafter, the 2d Platoon reports it has bypassed the enemy and returned to route Black without contact in the vicinity of hill 340. By nature of the fire encountered by the 1st Platoon and the success of the 2d Platoon in quickly finding a bypass, the troop commander concludes that he is in contact with an enemy reconnaissance element. He decides to bypass and reports the situation and his course of action to the squadron commander. The troop commander instructs the 1st Platoon leader to maintain contact and suppress the enemy while the troop bypasses and returns to route Black near hill 340. He calls for increased artillery suppressive fires and smoke and tells the mortar section to remain and support 1st Platoon. The remaining elements of the troop move forward on route Black to bypass and follow the tracks made by the 2d Platoon. The troop commander informs the squadron commander of his progress. The squadron commander then orders the air cavalry troop to relieve 1st Platoon. Once air cavalry elements are in contact with the enemy, the 1st Platoon, using bounding overwatch and followed by the mortar section, rapidly rejoins the troop.

Troop A continues movement to the RP where platoons deploy and move by bounding overwatch to reconnoiter assigned areas.

After 2d Platoon reconnoiters forward in the southeastern part of area Zulu 2, the mortar section occupies a hidden position from which the entire troop can be supported. The troop CP, trains, and supporting engineers move to cover and concealment near hill 315. The radar teams occupy positions in 1st and 3d Platoons’ areas and begin surveillance.

After reconnoitering the town, the 3d Platoon reports, reorganizes, and prepares to continue the mission.

As the platoons complete their reconnaiss, the troop commander reports the situation to the squadron commander.

All platoons prepare to defend their assigned areas. Antitank mines carried on each vehicle are hastily emplaced. Platoon leaders ensure their flank elements have interlocking fire with adjacent platoons or that the gaps are covered by OP’s (appendix F) and planned mortar or artillery concentrations. The engineer platoon prepares cratering charges in roadways leading into the area, charges to blow the bridge, and demolitions for tree blowdown. The purpose is to impede enemy movement and force targets to halt in the open where they are easier to destroy. This helps reduce an attacking enemy’s combat power. As in all situations, what can be seen can be killed, therefore all elements must be in covered and concealed positions. The combat power of the troop can be significantly increased by the use of supporting artillery, close air support, and air cavalry.

After ensuring the readiness of their platoons to defend, platoon leaders make a map study and plan the reorganization of their platoons for zone reconnaissance forward of phase line Blue.
AIR CAVALRY

Air cavalry units use the movement techniques described in chapter 4.

The basic tactical element of air cavalry is the air cavalry troop. The combat elements are aeroscouts, aeroweapons, and the recon platoon.

**Aeroscouts** acquire targets, reconnoiter, and maintain surveillance.

**Aeroweapons** provide suppressive fires and destroy enemy targets.

**Recon Platoon** conducts detailed ground reconnaissance and limited offensive and defensive actions.

For reconnaissance, the air cavalry troop may use aerial teams made up of aeroscouts, aeroweapons, and at times, recon squads or it may use platoons. Use of platoons has the advantage of the chain of command. The commander may initially use the aeroscout platoon as organized and retain the aeroweapons and recon platoons as a reaction force. This is often desirable when the situation is fluid and/or characterized by sporadic contact, or contact is not likely. If contact is expected, two platoons, each composed of an aeroscout section and an aeroweapons section, may be formed. The recon platoon is retained as a reaction force. The use of platoons also simplifies command and control at the troop level, particularly during terrain flying.

A platoon’s aircraft are seldom all airborne simultaneously. Normally the platoon leader organizes and commits teams (or sections) in a manner to ensure mission continuation while aircraft are rotated for rearming and refueling.

**Actions on Contact.** Air cavalry follows actions on contact as set forth on page 5-3 (deploy to cover, report, develop the situation, and choose a course of action). In doing this, air cavalry may:

- Place suppressive fire on the enemy to reduce the effectiveness of the enemy’s fires and permit the element in contact to seek cover and report. Suppressive fires may come from the aeroscout’s automatic weapons, the overwatching aeroweapons helicopter, or field artillery.

- Maintain contact with the enemy by surveillance. This is done when the air cavalry element has not been detected, or when it has moved to cover and is awaiting arrival of other forces to attack the enemy.

- Attack to help develop the situation. Techniques of attacking targets are discussed next.
Attacking Targets. The type of target generally determines which weapons should be used for target destruction. Soft targets (personnel, thin-skinned vehicles, lightly fortified positions) are normally engaged with machineguns, rockets, mortars, or artillery. Hard targets (tanks, light armored vehicles, heavily fortified positions) are normally engaged with rockets, antitank missiles, or close air support. Aeroscouts acquire the majority of targets engaged by air cavalry. The aeroscout after acquiring a target requests and adjusts suppressive fires and/or directs aeroweapons into attack positions for target engagement. The aeroscout selects primary and alternate attack positions. This is done by reconnoitering likely areas or by standing off and selecting the position. In either case, an aeroweapons attack position should:

- Conceal aircraft from the enemy.
- Be free of dust and debris to prevent compromise by a dust cloud when occupied, and to keep debris from being drawn into the rotor blades.
- Not silhouette the aircraft.
- Take advantage of maximum stand-off ranges for target engagement.

A position which allows a safe touchdown may be desirable. This is not mandatory as the aircraft can hover and should normally occupy an attack position only a short time. In some instances, particularly when engaging armor and mechanized infantry, the situation may change so rapidly that the aeroweapons may have to hover for a few minutes while the aeroscout revalidates his data. At such times, a momentary touchdown is desirable because hovering among tall trees or in other confined space, such as a defile, increases pilot strain.
## Target Handoff

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>PURPOSE AND DESCRIPTION</th>
<th>EXAMPLE-TARGET HAND-OFF</th>
<th>EXAMPLE-TARGET HAND-OFF WITH TARGET DESIGNATION/acquisition devices</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALERT, TARGET DESCRIPTION</td>
<td>Alerts antiarmor helicopter(s) identifies the sender and describes the target type, number and activity.</td>
<td>K13A—THIS IS K06A, ESTIMATED TANK COMPANY MOVING WEST, TWO ZSU’S TO REAR OF COMPANY.</td>
<td>K13A—THIS IS K06A, ESTIMATED TANK COMPANY MOVING WEST, TWO ZSU’S TO REAR OF COMPANY.</td>
</tr>
<tr>
<td>TARGET LOCATION</td>
<td>As a minimum, the estimated direction in degrees and range from the firing position to the target will be given. In addition, reference from a known or easily identifiable point may be given. Four digit rectangular coordinates may also be used. With target designation/acquisition devices, only a general direction from the firing helicopter to the target array need be given.</td>
<td>120 DEGREES, 2800 METERS, APPROACHING CROSSROADS AT NM3914.</td>
<td>120 DEGREES OR SOUTH-WEST</td>
</tr>
<tr>
<td>METHOD OF ATTACK</td>
<td>A concise description of the planned scheme of fire and maneuver for the attack. Prioritize targets.</td>
<td>ON MY COMMAND, ATTACK K24.</td>
<td>ON MY COMMAND/DESIGNATION, ATTACK TARGET WITH ONE MISSILE—SUBSEQUENT TARGETS, FIRE AT WILL.</td>
</tr>
<tr>
<td>EXECUTION</td>
<td>Initiates attack.</td>
<td>UNMASK OR ATTACK.</td>
<td>ATTACK or DESIGNATING NOW.</td>
</tr>
<tr>
<td>POST-ATTACK ACTION</td>
<td>The scout unmask to perform an evaluation of the target attack effects and begins planning subsequent engagements. Routes of egress and ingress into new positions are described.</td>
<td>MOVE TO HOLDING AREA 4, BE PREPARED TO ATTACK FROM BATTLE POSITION 21.</td>
<td></td>
</tr>
</tbody>
</table>

**SCOUTS PROVIDE MANEUVER GUIDANCE/INSTRUCTIONS TO AEROWEAPONS AND ATTACK HELICOPTERS**
Once handoff is accomplished, the aero-scout moves to where he can best provide early warning and observe the effects of aeroweapons fires. The aeroweapons, on arrival in the attack position, orient on the compass heading to target, partially unmask to acquire the target, unmask and engage the target, and remask and quickly move to the alternate firing position. This reduces the chance that the enemy can destroy the aeroweapons with artillery. The enemy will have dedicated antiaircraft weapons, such as ZSU’s with forward elements. Aircraft which appear silhouetted, appear several times in one place, or remain in an attack position after being detected will likely be destroyed. Threat infantry and armor personnel are trained and eager to engage aircraft with their organic weapons.

However, enemy antiaircraft measures can be countered by flying nap-of-the-earth, delivering suppressive fires on likely positions and against known targets, using smoke to obscure the enemy’s vision, and using the cunning of a hunter to out think his quarry. Air cavalry must remember that the enemy will often advance, firing artillery into areas where attack helicopters may be lurking. When engaged, he will often use smoke, as we do, to obscure the attacker’s vision.
At night, an armor battlefield may be illuminated by burning vehicles, towns, and woods. If not, it can be illuminated by artillery, mortar, and Air Force illuminating rounds, or by bouncing searchlights off cloud cover. The thing to remember is to keep the enemy silhouetted and not yourself. Illumination must be fired well forward of friendly aircraft positions. See FM 17-50, Attack Helicopter Operations for additional information on target engagement.

ROUTE RECONNAISSANCE

**Air Cavalry Squadron.** An air cavalry squadron is not assigned route reconnaissance as a primary mission. The squadron obtains route information while conducting zone or area reconnaissance or a security mission.

When route information is required, the squadron obtains the information by assigning the mission to:

- An air cavalry troop as primary mission or in conjunction with another mission.
- The armored cavalry or cavalry troop.
- An air cavalry troop with operational control of the armored cavalry or cavalry troop, or elements thereof.
- The armored cavalry or cavalry troop with operational control of elements of an air cavalry troop.

**Air Cavalry Troop.** An air cavalry troop may be assigned route reconnaissance as a primary mission. Due to the speed and mobility of aircraft, this may be a waste of air cavalry assets since route information may be gathered while conducting zone reconnaissance. If enemy contact is not likely, the troop may be assigned several routes. If enemy contact is likely, the troop (not reinforced) should only be assigned one primary route. In that case, the troop is task organized and a minimum of two teams used along the route. The route is the boundary between teams. Each team reconnoiters the terrain on its side out to the distance from which the enemy could use direct fire on the route.
If the route is straight, neither team should fly down or cross over it until a buffer zone of 3,000 previously-reconnoitered meters exists between the aircraft and the unreconnoitered area. This is particularly important in close terrain because the enemy will often use the road as a fire lane for ZSU-23-4 or other dedicated antiaircraft weapons (chapter 2). Similarly, it is very dangerous to fly down a straight cut through heavily forested areas.

One team remains in the vicinity of the forward limits as the other team backtracks for a more intense reconnaissance of the road.

After the terrain on either side of the route has been reconnoitered, one team backtracks the buffer zone (or until vertical terrain which provides cover is passed) and enters and reconnoiters the route by flying down one side and returning on the other side. The other team remains in the vicinity of the forward limits of the reconnaissance to maintain surveillance of the area. The team flying the route reports, leaves the route at the point entered, skims the area previously reconnoitered, and continues the mission. The process is repeated as required for mission accomplishment. If a bridge or a culvert must be checked, it is best to assign recon and/or engineer elements such detailed reconnaissance. If no recon or engineer elements are available, the aeroscout may land, overwatched by the aeroweapons, and dismount an observer. The observer performs a cursory inspection, being as thorough as the situation allows.

Aerorifle elements should be inserted to check points not able to be covered from air.

Team flying the route reports its condition to the platoon commander and skims the reconnoitered area as it returns to the forward area.

If the route must be checked for mines, the recon platoon should be used on the route. If contact is expected, the flight of the recon aircraft on or over the route is based on the 3,000-meter buffer zone or terrain cover. Recon squads may be inserted simultaneously at different points to check the route forward to the start point of another squad. The squads remount and the procedure is repeated as required. At such times, the recon aircraft can remain at the squad’s dismount point until called forward, or the aircraft of all but the most forward squad can leapfrog and land at the startpoint of the squad in front.

The recon platoon or squad can also be inserted to check bridges, culverts, fords, dense woods, towns, or small areas covered by ground fog, such as a valley. Dismounted reconnaissance of a woods or town is time-consuming. When the recon platoon is reconnoitering a woods or town, an aerial team with the capability of suppressive fires should be airborne. The team must be capable of acquiring and adjusting indirect fire support. It is desirable to have an aeroweapons aircraft in the aerial team to ensure immediate, suppressive fire support.
If the route is long, the teams may have to refuel. This should be done by relieving one team on station at a time. This keeps one team familiar with the area of operation, and keeps continuity between aeroweapons and scouts.

Upon reaching the objective area, the troop may be required to screen the area until relieved, or return to its base area. As in the case of ground cavalry, the initial order should specify what the air cavalry troop is to do after mission completion.

ZONE RECONNAISSANCE

**Air Cavalry Squadron.** The air cavalry squadron performs zone reconnaissance similar to the armored cavalry squadron.

The squadron may:

- Assign a zone to each air cavalry troop and retain the cavalry troop under squadron control.
- Assign a zone to each air cavalry troop and the cavalry troop.

**Air Cavalry Troop.** Zone reconnaissance by an air cavalry troop is conducted on a broad front essentially as a movement to contact. The air cavalry troop performs zone reconnaissance with or without the support of ground cavalry units.

An air cavalry troop, after task organizing, assigns team or platoon zones. An air cavalry troop may be provided a ground cavalry platoon for specific missions. Ground cavalry may be assigned an area which is difficult to reconnoiter from the air, such as dense woods. If a route reconnaissance is required as part of the zone reconnaissance, ground cavalry may be assigned a route reconnaissance mission. Ground cavalry may initially be assigned a route or axis of advance and committed by the troop commander as the situation develops.

An air cavalry troop conducts a zone reconnaissance by using aerial teams under direct control of the troop commander or controlled by a platoon commander. In either case, all aerial assets of the troop are normally not airborne at one time. The platoon commander rotates teams for refueling and rearming, as does the troop commander.

When a troop commander uses teams under his direct control, he assigns team zones. When a troop commander uses platoon commanders to control the teams, he assigns platoon zones.

Normally the recon platoon is retained under troop control and is prepared for use anywhere in the troop zone. When a zone contains numerous bridges or key terrain features requiring detailed ground reconnaissance, a recon squad may be used with the team or platoon assigned to that zone, or the platoon may be used intact.

Each zone is reconnoitered in a systematic manner. Just like armored cavalry, air cavalry starts zone reconnaissance at the LD. The terrain and the width of the zones determine how a systematic reconnaissance is conducted. There are essentially two methods of area division. A zone can be divided vertically into platoon and/or team zones. This is appropriate when more than one platoon or team is deployed abreast and the zone is relatively narrow, or a route in close terrain must be reconnoitered. If the
When enemy contact is made, the situation is developed by bringing all available supporting fires to bear for suppression, and using the aerial firepower available to attack targets. The recon platoon and, when available, the ground cavalry platoon can increase closing power at a specified point. Like ground cavalry, air cavalry does not bypass enemy forces without permission from the next higher headquarters. A bypassing troop is normally required to maintain surveillance of the bypassed force until relieved by squadron or follow-on forces. This can be done by an aerial team containing aeroweapons, the ground cavalry platoon, or the recon platoon. Do not assign such a mission to the recon platoon on an armor battlefield because a bypassed enemy force may have greater mobility.
When enemy contact is made in one zone, the reconnaissance continues in the other zones. If it is necessary to reinforce elements in contact, the reserve teams at the FARRP are committed. If additional assets are still required, one or more teams from another zone may be used. Before committing these teams, the squadron commander should be informed. Aeroweapons should not be withdrawn from a zone in such a manner that aeroscouts are left alone.

A typical zone reconnaissance by a troop commander who has task organized platoons is depicted below. An example of zone reconnaissance by teams under control of the troop commander is also included.

GENERAL SITUATION

The troop's parent division—the 21st Infantry Division—moves to make contact in zone 120700 October 1980 with three brigades abreast. The mission of the troop’s parent squadron is to cross the LD at 120700 October 1980, conduct zone reconnaissance for the division, arrive at phase line Red not later than 121800 October 1980, and screen the division’s right flank on order.

SPECIAL SITUATION

Aircraft availability is assumed to be: six aeroscout helicopters, four utility aircraft for the recon platoon, six aeroweapons helicopters (three with aerial rockets, three with aerial antitank missiles), and one utility aircraft for the troop commander.

Because enemy contact is expected and the zone is large, the troop zone is divided into two platoon zones. Each platoon is allocated a mix of aeroscouts and aeroweapons. The recon platoon is retained under troop control and displaces forward by bounds. The platoon or squads are used for detailed reconnaissance of areas difficult to reconnoiter from the air, such as dense woods.

After following troop leading procedures (chapter 3), the troop commander assembles platoon commanders and key personnel and issues an oral order. Parts of the order are:

MISSION

OUR MISSION IS TO RECONNOITER IN ZONE FROM THE LD TO PHASE LINE RED. WE CROSS THE LD AT 0700 AND MUST REACH PL RED NOT LATER THAN 1800. THEREAFTER, ON ORDER, WE HELP SCREEN THE DIVISION'S RIGHT FLANK.

TASK ORGANIZATION

WE WILL TASK ORGANIZE THE AEROSCOUTS AND AEROWEAPONS INTO TWO PROVISIONAL PLATOONS, EACH WITH THREE AERIAL TEAMS, AND THE RECON PLATOON IN RESERVE.

1ST PLATOON
(LEAD BY THE AEROSCOUT PLATOON COMMANDER)

3 AEROSCOUT HELICOPTERS
2 AEROWEAPONS HELICOPTERS WITH AERIAL ROCKETS
1 AEROWEAPONS HELICOPTER WITH ANTI-TANK AERIAL MISSILES

TEAM 1

TEAM 2

TEAM 3
2D PLATOON
(LED BY THE AEROWEAPONS PLATOON COMMANDER)

3 AEROSCOUT HELICOPTERS
1 AEROWEAPONS HELICOPTER WITH AERIAL ROCKETS
2 AEROWEAPONS HELICOPTERS WITH ANTITANK AERIAL MISSILES

EXECUTION
WE WILL RECONNOITER IN ZONE WITH 1ST AND 2D PLATOONS ABREAST. RECON PLATOON WILL DISPLACE FORWARD BY BOUNDS IN CENTER OF THE TROOP ZONE.

1ST PLATOON. RECONNOITER ZONE 1. BE PREPARED TO ASSIST 2D PLATOON IF CONTACT DEVELOPS IN ZONE 2.
2D PLATOON. RECONNOITER ZONE 2. BE PREPARED TO ASSIST 1ST PLATOON IF CONTACT DEVELOPS IN ZONE 1.

RECON PLATOON, TROOP RESERVE. MOVE BY BOUNDS IN ZONE 2. BE PREPARED TO CHECK BRIDGES, WOODS, AND ROUTES FOR MINES IN EITHER ZONE.

SERVICE PLATOON. ESTABLISH A FARRP WITH THE TROOP CP. DISPLACE AS DIRECTED BY THE OPERATIONS OFFICER.

COORDINATING INSTRUCTIONS
ESCAPE AND EVASION, TROOP SOP.

COMMAND AND SIGNAL
TROOP CP FOLLOW RECON PLATOON IN ZONE 2. I WILL REMAIN WITH THE CP INITIALLY. THE TIME IS 1905. ANY QUESTIONS?

The 1st and 2d Platoon commanders analyze the factors of METT before determining their task organization and methods of accomplishing the mission, refueling, and rearming. There are many ways. Two approaches frequently used are:

- The 1st Platoon commander forms Team 1 with two aeroscout helicopters, Team 2 with two aeroweapons helicopters (one with rockets and one with antitank missiles), and Team 3 with one aeroscout helicopter and one aeroweapons helicopter (with rockets). The platoon commander normally flies with another pilot in an aeroscout helicopter in Team 1. The platoon commander divides his zone horizontally into smaller zones. Team 1 conducts the reconnaissance overwatched by Team 2. Team 3 remains at the FARRP, initially as the platoon relief team, and relieves teams on station to refuel and rearm. Team 2 moves as directed by the platoon commander and stays generally 500m to the rear of Team 1. Both Team 1 and Team 2 keep abreast of each other’s location by monitoring the platoon UHF radio net. All spot reports are sent to the platoon commander on UHF. The platoon commander consolidates and submits reports to the troop CP on the Troop Command Net (FM). Team 3 replaces Team 1 or Team 2 on station as directed by the platoon commander. If enemy contact has not been made, the platoon commander’s helicopter is the first to refuel. Refueling and relief on station is handled at the direction of the platoon commander. If the situation is critical, the platoon commander should transfer to the relieving aeroscout helicopter, either at the FARRP or at a point enroute.

- The 2d Platoon commander forms three teams. Team 1 has one aeroscout helicopter and one aeroweapons helicopter (with rockets), Team 2 has one aeroscout helicopter and one aeroweapons helicopter (with antitank missiles), Team 3 has one aeroscout helicopter and one aeroweapons helicopter (with antitank missiles). The platoon commander flies with another pilot in the aeroscout helicopter of Team 1. The
platoon zone, because of route SARA, is divided vertically into subzones with Teams 1 and 2 reconnoitering. Team 3 initially remains at the FARRP. The platoon commander refuels and rearms by relieving teams on station.

Given the same general situation and aircraft availability as above and a narrower troop zone, an air cavalry troop commander may elect to use teams directly under his control. Such a situation is depicted below. In this situation, the troop commander has elected to form six teams, each consisting of an aeroscout helicopter and an aeroweapons helicopter. He has divided the troop zone into three team zones. His plan is to assign two teams to each zone and initially retain the recon platoon under his control. One team reconnoiters while the other refuels, rears, and remains on alert at the FARRP. The recon platoon displaces forward by bounds in the center of the troop's zone. After following the troop leading procedure, the troop commander assembles his pilots and other key personnel and issues the following oral order.

**MISSION**

OUR MISSION IS TO RECONNOITER IN ZONE FROM THE LD TO PHASE LINE RED. WE CROSS THE LD AT 0700 AND MUST REACH PL RED NOT LATER THAN 1800. THEREAFTER, ON ORDER WE HELP SCREEN THE DIVISION'S RIGHT FLANK.

**TASK ORGANIZATION**

WE WILL ORGANIZE INTO SIX TEAMS. TEAMS 1, 3, AND 5 WILL EACH HAVE ONE AEROSCOUT HELICOPTER AND ONE AEROWEAPONS HELICOPTER WITH ROCKETS.
TEAMS 2, 4, AND 6 WILL EACH HAVE ONE AEROSCOUT HELICOPTER AND ONE AEROWEAPONS HELICOPTER WITH ANTITANK MISSILES.

RECON PLATOON INITIALLY INTACT.

EXECUTION

WE WILL RECONNOITER IN ZONE WITH THREE TEAMS ABREAST. TWO TEAMS WILL BE ASSIGNED TO EACH ZONE. ONLY ONE TEAM AT A TIME WILL BE ON STATION. RECON PLATOON WILL DISPLACE FORWARD BY BOUNDS IN CENTER OF TROOP’S ZONE.

RECON PLATOON, TROOP RESERVE, FOLLOW BY BOUNDS IN ZONE 2. BE PREPARED TO CHECK BRIDGES AND WOODS IN ZONES 1 AND 2 AND PARTS OF ROUTE SARA IN ZONE 3.

TEAM 1 AND TEAM 2. RECONNOITER ZONE 1.

TEAM 3 AND TEAM 4. RECONNOITER ZONE 2.

TEAM 5 AND TEAM 6. RECONNOITER ZONE 3.

SERVICE PLATOON. ESTABLISH A FARRP WITH THE TROOP CP. DISPLACE AS DIRECTED BY THE OPERATIONS OFFICER.

ODD NUMBER TEAMS AIRBORNE FIRST. ESCAPE AND EVASION, TROOP SOP.

COMMAND AND SIGNAL

TROOP CP. FOLLOW RECON PLATOON IN ZONE 2. I WILL REMAIN WITH THE CP INITIALLY. THE TIME IS 1905. ANY QUESTIONS?

Teams are relieved as directed by the operations officer or Troop SOP. Whenever possible, the relief is accomplished on station to ensure a team is continually reconnoitering in each zone. Teams waiting to go on station or relieve other teams must keep abreast of the tactical situation. This can be accomplished by the team leaders being in the troop CP where they can receive last-minute instructions, or by using the aeroscout section’s portable radios.

AREA RECONNAISSANCE

Air Cavalry Squadron. An air cavalry squadron conducts area reconnaissance the same way it conducts zone reconnaissance, with the exception of movement to and from the area. The squadron may reconnoiter one large area or several dispersed areas concurrently, or it may assign such missions to one or more troops. It may perform an area reconnaissance forward of friendly lines when the situation is fluid or an open or lightly defended flank exists. The depth of an area reconnaissance behind enemy lines should normally be limited by the range of supporting artillery, or the availability of close air support. Close air support aircraft can extend the depth of the reconnaissance by providing constant air cover. The purpose of this air cover is two-fold: air defense and immediate suppressive fire.

A squadron commander with an area reconnaissance mission studies the factors of METT. He then decides the force needed and whether to move in a single corridor or several corridors. Emphasis is normally placed on reaching the area quickly. Enemy situations encountered enroute are developed only enough to ensure that reconnoitering elements can bypass and continue to the reconnaissance objective. Different corridors should be used for the return flight to
make it more difficult for the enemy to ambush returning aircraft. Flight corridors to and from the area are selected after an analysis of the enemy situation and terrain. Corridors:

- Avoid known or suspected enemy locations.
- Use available cover and concealment.
- Permit reaching the area quickly.

Flight to the area is accomplished using terrain flight and movement techniques. Enemy forces encountered enroute are reported and, if possible, bypassed. The organic cavalry troop or supporting ground forces may be used as in other reconnaissance operations.

Air cavalry units, unlike armored cavalry units, do not remain in an area behind enemy lines. The squadron's armored cavalry or cavalry troop and the recon platoons may be used to form a provisional task force which can remain in and defend an area. In this case, the actions of the unit are the same as any other armored cavalry troop conducting area reconnaissance.

Air Cavalry Troop. The armored cavalry troop discussion on page 5-36 is applicable to the air cavalry troop. The air cavalry troop may commit a provisional platoon or a team to reconnoiter an area behind enemy lines when the situation is fluid or an open or lightly defended flank exists. Such a mission must be completed rapidly, and passage in and out of friendly lines should be carefully coordinated.

TANK COMPANY OF THE REGIMENTAL ARMORED CAVALRY SQUADRON

During reconnaissance operations, the tank company provides additional combat power for early development of the situation. The tank company is not ideally suited to reconnaissance. It is specifically designed as a striking force. Thus, all or part of the company, is normally better used as a reserve to rapidly strike and crush enemy forces to help the squadron maintain momentum, and to help prevent cavalry troops from becoming decisively engaged. The factors of METT determine the physical location and the mission of the tank company. If the terrain in the squadron area is especially rough and does not permit easy lateral movement, tank platoons may be attached to troops to give quick armor response to enemy actions. Similarly, if the enemy is expected to be especially strong in one or more areas, platoons may be attached to troops responsible for these areas. If terrain permits easy lateral movement, and/or the enemy is expected to be evenly deployed throughout the squadron area, the tank company may be centrally located behind the troops, ready to react as a unit in any troop area. In an extremely broad squadron open area, such as a desert or great plains area, the tank company may be given a zone, route, or area of responsibility. In this cases, the troops and tank company should be cross-attached to give tank elements to the troops and reconnaissance elements to the tank company.

For additional information on how tank companies and platoons move and fight, see FM 71-1, The Tank and Mechanized Infantry Company Team.