

Administration

1. The management and execution of all military matters not included in strategy and tactics. Primarily in the fields of logistics and personnel management.

Administrative Area

2. An area in which administrative units and echelons are located and from where they carry out their functions. This may involve the off loading of transport in the area. An administrative area differs from a maintenance area, in that it does not hold dumped stocks in excess of second line holdings. An administrative area will take its name from the formation/unit which establishes it, and controls it, such, as a battalion administrative area.

Air Defence

3. Measures designed to nullify or reduce the effectiveness of attack by hostile aircraft or guided missiles after they are airborne.

Airborne Assault/Operation

4. An assault/operation by specially trained units dropped by parachute or landed in assault aircraft with their equipment.

All Round Defence

5. Ability of a defender to repel an attack from any direction by being organized or sited for all round defence.

a. Organized for all round defence. A Unit or Sub Unit is organized for all round defence when the bulk of its weapons are deployed to cover the most likely lines of approach of the enemy though some fire can be brought to bear against an attacker from any direction.

b. Sited for all round defence. A Unit or Sub-Unit is sited for all round defence when its weapons are so located that an attack from any direction will meet with an approximately equal volume of fire.

Ammunition Point

6. A place from which units collect their requirements of ammunition or to which they send guides to lead their second line vehicles forward.

Amphibious Operation (see also Waterborne Operation)

7. A landing or embarkation, involving the integration of ground and sea forces with or without air support. An amphibious operation may take the form of either a raid or invasion.

Anti tank weapon range

8. a. Long Range

An anti tank weapon with an effective maximum range of more than 2000 metres (eg LRAAW)

b. Medium Range

An anti tank weapon with an effective maximum range of more than 1000 metres but less than 2000 metres. (eg MRAAW).

c. Short Range

Anti tank weapon with an effective maximum range of less than 1000 metres (eg MAW/Car1 gustaf).

Arc of Fire

9. a. An area of ground for which a fire unit or weapon is responsible and within which it engages targets. An arc of fire must not be confused with fields of fire which is the area in which it will be possible to fire effectively.

b. Primary Arc of Fire

It is the arc which is the basic task or responsibility of a fire unit or a weapon.

c. Secondary Arc of Fire

It is the arc which is the subsidiary task or responsibility of a fire unit or weapon, taken on only when not engaging the primary arc.

Arming

10. As applied to explosives, the changing from safe conditions to a state of readiness for use.

Assault Line

11. A line between the FUP and the objective where attacking sub-units adopt assault formation before finally closing onto the objective. It should be as close to the objective as possible.

Assembly Area

12. That area of ground where attacking troops finally link up with their co-operating units/sub units and arrange themselves for attack.

Attack

13. a. Co-ordinated Attack.

A carefully planned and executed offensive action in which the various elements of a command are employed in such a manner as to utilize their powers to the greatest advantage, to the command as a whole.

b. Counter Attack

Attack by part of the defending force against an enemy attacking force for such specific purpose as regaining lost ground.

Axis

14. The line giving the general direction, astride which, a formation or unit is to move.

Battle Drill

15. Reaction by sub units or groups within Sub-Units to certain common situations, such as action of a platoon on coming under fire; ensuring that time is saved and issue of orders minimized.

Battlefield Surveillance

16. A continuous, all weather, day and night systematic watch over the battle area to provide timely information and intelligence for tactical ground combat operations.

Battle Procedure

17. Covers all preliminary measures, before a unit or formation is launched into battle, ensuring savings in time by the process of simultaneous actions by the commanders and troops at all levels.

OR

18. The process by which a commander receives his orders, does his appreciation, issues his orders and prepares his troops for battle ensuring that troops are launched into combat at the right time and place knowing exactly what they have to do and the resources with which to do it.

Round Bound

19. A feature of tactical importance, on reaching which, Sub-Units and formations report their arrival to enable higher commanders to coordinate movements of leading troops and to ensure that balance and control are retained. It is usually related to an area of ground, where enemy resistance is expected.

Bridge Head

20. An area of ground held or to be gained by own troops on the enemy's side of an obstacle, so as to prevent enemy action from interfering with the passage of troops or establishing crossings over the obstacle. In amphibious operations, as the sea is the obstacle, the bridgehead is termed a beach head.

Call Sign

21. A secret and unique group of letter and figures used to identify a radio station.

Challenge

22. A process carried out by a person with the aim of ascertaining the friendly or hostile character, or the identity of another unit or person. The answer to a challenge is a reply.

Check Point

23. A selected point on the ground at which individuals, groups/sub-units or units report to a responsible person during a move with a view to providing the commander with the necessary information regarding the progress of the move and to assist him to exercise control.

Code

24. A code is a means of concealment of certain types of information. Its security classification will depend upon the inherent resistance of the code. A code may also be designed solely to condense the length of messages, in order to economize the time of transmission, when it will possess no security classification.

Code Word

25. A pre-arranged secret single word, used to provide security cover to a particular classified matter and used to convey instruction and information. Code words may be names for plans, projects, operations, or phases of operations.

Combat

26. Used as a synonym for "fighting" or "battle".

Combat Effectiveness

27. Used to assess an army unit or a formation in terms of its training both individual and collective, strength and equipment.

Combat Readiness

28. An army unit or formation is said to be in a state of "combat readiness" when:

- a. It is at such a manpower strength and scale of transport and equipment, that it can fight immediately without delay imposed by mobilization;
- b. It is within 85 per cent of its authorized strength;
- c. It is independent of the call up of reservists;
- d. It is able to fight, when required, within a laid down maximum period.

Command and Control

29. a. In direct support

A unit/formation is said to be in direct support, whose fire is at the direct call of a formation or Unit, without reference to higher authority, up to the amount of ammunition specified. The artillery Unit/Sub-Units in direct support, will be responsible for providing observation and liaison with the supported arm and controlling the fire of any additional artillery, if allotted.

b. In support

A unit/formation is said to be placed in support of another unit/formation when the former is required to give all the assistance it can to the latter within the limits laid down by its parent headquarters. The parent headquarters is responsible for its movement and administration and retains the right of executive command.

c. Operational Command

The authority granted to a commander to assign mission or tasks to subordinate commanders and to retain or delegate operational and/or tactical control as may be deemed necessary. It does not of itself include administrative command or logistical responsibility.

d. Operational Control

The authority granted to a commander to direct forces assigned so that the commander may accomplish specific missions or tasks, to deploy units concerned, and to retain or assign tactical control of those units. It does not include authority to assign separate employment of components of the units concerned. Neither does it, of itself, include administrative or logistic control.

e. Under Command

A formation or unit may be permanently or temporarily placed under complete operational and administrative control of a specific commander, but may be subject to limitations imposed by order, such as under command for move.

Commando Operation

30. Commando operations are covert operations carried out by highly trained units/sub-units, to any depth into enemy held areas, for the purpose of reconnaissance, raids and general disruption of enemy operation. Depth and duration of the operation are limited only by modes of infiltration and mission.

Communication

31. When used in the normal dictionary sense, this term covers all forms of communication, used by the services. Where a particular form of communication is referred, to the word communication should be preceded by the appropriate adjective eg. radio communication, road communication or signal communications.

Contain

32. To stop, hold, or surround the forces of the enemy, or to cause the enemy to center his activity on a given front, and to prevent the withdrawal of any part of his forces for use elsewhere.

Cordon

33. A chain of military or police picquets, organized to control movement into and out of a guarded area.

Covering Troops

34. A formation or a detachment, generally of all arms, detached to observe, harass and delay the enemy's advance, so that he is prevented from interfering with the withdrawal and/or preparation for defense.

Defence

35. a. Deliberate Defence

A defence, normally organized when out of contact with the enemy, or when contact with the enemy is not imminent and adequate time is available for preparation of defences.

b. Hasty Defence

A defence normally organized while in contact with the enemy, or when contact is imminent and the time available is limited.

c. Mobile Defence

Defence of an area or position in which a maneuver is used with organization of fire and utilization of terrain to seize the initiative from the enemy.

d. Positional Defence

Defence in which the bulk of defending force is disposed in selected tactical localities, where the decisive battle is to be fought; principal reliance being placed on the ability of the forces in the defended localities to maintain their position and to control the terrain between them.

e. Defended Post

The defence held by a small sub-unit such as an infantry section. Defended posts are grouped together in mutual support to form a defended locality.

f. Defended Locality

An area of ground organized or sited for all round defence such as a platoon or company locality. It consists of a group of mutually supporting sub-units organized in depth. Those defended localities which are likely to come first in contact with the enemy are termed as forward defended localities.

g. Defended Area

An area of operational responsibility concerning a group of mutually supporting defended localities organized in depth such as a battalion defended area.

h. Defended Sector

Ground organized for defence by a formation eg. brigade or divisional defended section.

i. Defended Zone

That portion of the combat zone, in a defensive battle, which is composed of a defended sector held by lower formation, and is allotted to the highest formation detailed for defence in that zone.

j. Defended Position

An area of ground organized for defence where no indication of the extent of the area or the troops holding it is given.

k. Strong Point

A key point in the defensive position usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped.

Defilade

36. Protection from hostile ground observation and fire provided by an obstacle such as a hill, ridge or bank. Defilade also implies the ability to shield from enemy fire or observation, by using natural or artificial obstacles.

Defiladed Position

37. A position which is protected naturally from observation and the fire of flat trajectory weapons.

Delaying Position

39. A position taken up by covering troops in defence or in withdrawal to slow up the advance of the enemy without being decisively engaged.

Deliberate Crossing

40. A crossing of a water obstacle that requires extensive planning and detailed preparation.

Demolition

41. a. Preliminary Demolition:- The destruction of structures, facilities or materials by the use of fire, water, explosives, mechanical or other means.

- b. Demolition Guard – A local force positioned to ensure that a target is not captured by an enemy before orders are given for its demolition, and before the demolition has been successfully fired.
- c. Demolition Firing Party – The party at the site, which is technically responsible for the demolition guard.
- d. States of Readiness
 - (1). Armed - Demolition prepared and ready for immediate firing; risk of premature firing accepted.
 - (2). Safe - Demolition prepared but not ready for immediate firing to guard against premature firing.

Deny

42. Action to hinder or prevent, by physical occupation or by fire, the use of ground or facilities.

Disposition

43. Distribution of the elements of a command within an area, usually the exact location of each unit headquarters and the development of the forces subordinate to it.

Dog Fight

44. The period of an offensive which develops after break in against a strong enemy defended zone, taking the form of a number of threats, possibly on different axes.

Domination

45. Control of an area from the command position so as to deter enemy movement in that area without prohibitive losses. It is normally carried out by small arms fire unless otherwise specified, when it could be by observation or by fire of a particular weapon.

Drop or Dropping Zone

46. A specific area where airborne troops, equipment or supplies are dropped.

Dummy Minefield

47. See Mines

Echelon

48. Sub division of an attack operation into the assault and reserve echelon.
49. Separate level of command, such as, as compared to a brigade, a division is a higher echelon, a battalion is a lower echelon.
50. A formation in which the sub divisions are placed one behind the other.
51. Division of a unit in operation into various groups for ease of command and control such as 'F', 'A' and 'B' echelon.
- a. F Echelon
 - The vehicle and men of a unit required in action.
 - b. A Echelon
 - The vehicles and men of a unit not required to take part in action but which must be readily available to support the 'F' echelon.
 - c. A1/A2 Echelon (Armoured units only)
 - A1 echelon carries the immediate requirement of the regiment and A2 replenishment for the A1 echelon.
 - d. B Echelon
 - Administrative vehicles and men of a unit not required to take part in actions such as cook-house and quartermaster stores.

Effective Range

52. The maximum distance at which a weapon may be expected to fire accurately to inflict casualties or damage.

Electronic Warfare

53. A sphere of activity aimed at reducing the effectiveness of enemy electronic devices and electronic communication and at the same time reduces the effectiveness of similar action taken by the enemy to interfere with our electronic devices and electronic communications. The offensive aspect is termed 'electronic counter measures' and the defensive aspect electronic counter counter measures.

Embussing Methods

- 54.
- a. Dispersed Method
 - A method normally used in day light in which troop carrying vehicles are drawn up in areas adjacent to the unit dispersal areas.
 - b. Platform Method
 - This method is of two types:
 - (1) Short Platform
 - In this, sub units are embussed in turn on the same stretch of road and is used when cover from air is meagre.
 - (11) Long Platform
 - It is used when ample cover from air is available, where in the troop carrying vehicles are drawn up alongside the road and the whole unit embusses at the same time.
 - (III) Point Method
 - This is similar to the short platform method but embussing is done by individual vehicles in succession instead of by sub-unit blocks.

Embussing Point

55. The place where troops get into vehicles.
56. A prepared position for one or more weapons or pieces of equipment, for protection against hostile fire or bombardment and from which they can execute their tasks

Emplacement

57. The act of fixing a gun in a prepared position from which it may be fired.

Enfilade

58. Fire of a weapon from a flank, sited to sweep a target along its long axis.

Envelopment

59. It is an offensive action, in which the main attack strikes the enemy in the rear and cuts off his axis of maintenance or his route of withdrawal, simultaneously with a holding attack against his forward position.

Evacuation

60. The movement of equipment, personnel and/or casualty out of a theatre of operations.

Exploitation

61. The taking of full advantage of success in battle and following up initial gains. The opportunist action, taken by the attacker, to seize tactical features ahead and in the vicinity of his original task with a view to:

- a. Taking advantage of the enemies failure to hold features which, if left to the enemy might assist him to reoccupy lost position, but if quickly secured by the attacker, will further subsequent his own operation.
- b. Upsetting the enemy's plan for a counter attack.

Field Craft

62. The use of ground and weapons to the best advantage of individuals and sub units.

Field Fortification

- 63.
- a. **Bunker**
A dug out with narrow loopholes for firing weapons. It is provided with overhead protection against splinters or near miss, variable time (VT) or airburst shells.
 - b. **Communication Trench**
A general term for trenches designed to permit movement under cover. A shallow trench, which permits only movement of men crawling, is known as a crawl trench.
 - c. **Fire Trench**
A field work, dug below the normal level of the ground, and designed to enable one or more soldiers to use their weapons effectively for cover.
 - d. **Pill Box**

A small, low fortification usually made of concrete, steel or filled sand bags which houses weapons, such as, machine guns and anti tank weapons, and may be designed to withstand the direct hit of a particular weapon.
 - e. **Shelter Trench**

A trench, designed to give protection from splinters, or a near miss and VT or other airburst. It must be sited in the immediate vicinity of the fire trench and weapon pit.
 - f. **Slit Trench**

A fieldwork, dug below ground level, designed to provide protection during short halts or against an air threat, when fire trenches or weapon pits are not necessary.
 - g. **Weapon Pit**

A field work, dug below ground level designed to hold any weapon other than the personal weapons and light machine gun, and from which the weapon can bring fire to bear on the targets allotted to it.

Field Transport

- 64
- a. **First Line Transport**
Transport integral to a Units establishment for its own use.
 - b. **Second Line Transport**
Transport integral to the Force primarily meant for the carriage of maintenance requirements.

Fire

- 65.
- a. **Direct Fire**

Fire directed at a target which is visible to the aimer.
 - b. **Indirect Fire**
Fire directed at a target which cannot be seen by the aimer.
 - c. **Observed Fire**
Fire of which the points of impact or burst can be seen by an observer and controlled and adjusted on the basis of observation.
 - d. **Predicted Fire**
Fire used when a target, under observation or not, whose position is known by previous registration or by survey, is engaged without further registration.
 - e. **Fire Plan**
A tactical plan for using the weapons of a unit or formation, so that their fire is co-ordinated and used to the best advantage.
 - f. **Barrage**

A moving belt of fire providing a screen behind which the attacking troops advance. It aims to neutralize the enemy on the ground over which our armour and infantry will pass sufficiently long to enable them to get close to the defenders.
 - g. **Concentration**
A type of artillery fire in which the fire of a number of guns is put down together on a particular target/targets. Concentration differs from barrages in that fire is directed at particular localities rather than covering the whole area over which the attacking troops advance.

h. Counter Bombardment

Bombardment or a type of artillery fire used to destroyed or neutralize enemy guns, mortars and missile installations.

j. Covering Fire

A type of supporting fire which aims at neutralization of enemy positions or weapons which can engage assaulting troops in an attack or counter attack.

k. Defensive Fire (DF)

Fire which is pre-arranged and can be brought down quickly on an actual or suspected attack. It includes the following:

(1) Close DF Tasks

Tasks close to the defended localities with the aim of breaking up an attack at the forming up place, start line or during the actual assault.

(2) DF Tasks in Depth

Tasks in depth with the aim of disorganizing the enemy's preparation for an attack.

1. Defensive Fire (SOS)

The most dangerous close DF task selected with the aims of breaking up the enemy's assault on which guns and mortars are kept laid when not engaged in other shoots and which are brought down immediately in reply to an SOS call.

m. Destructive Shoot

A shoot, meant for the destruction of a small target such as a pill box, building or bunker.

n. Harassing Fire

A type of fire support designed to:

(1) Reduce the enemies morale by interfering with the movement of his troops and supplies and by allowing him no rest.

(2) Force the enemy to deploy early, thereby making him lose time.

o. Neutralizing fire

Fire to prevent the enemy from making effective use of his weapons by forcing him to take cover. This fire is also aimed at disorganizing his system of command and damaging his equipment.

p. Preparatory Bombardment

Artillery bombardment which precedes the main attack to inflict casualties, to destroy the enemy's defensive works, weapons and material, to disrupt his communication and to demoralize the defenders.

q. On Call

The term used to signify that a pre arranged concentration, air strike or barrage may be called for.

r. Registration

Fire delivered to obtain accurate data for subsequent effective engagement of targets.

s. Bracketing

A method of adjusting fire, in which a bracket is established by obtaining an over and short along the spotting line, and then successively splitting the bracket in half until a target is hit and the desired bracket is obtained.

t. Fire for Effect

Fire which is delivered after the main point of impact or burst is within the desired distance of the target or adjusting/ranging point.

Fire Trench

66. See field fortifications.

Firm Base

67. An area of ground of tactical importance, the occupation of which by troops, enables the commanders plan to be implemented. In the wider sense, a firm base includes within its geographical area, administrative installation capable of maintaining a force operating from it.

First Light

68. Defines a time laid down in orders when there is a certain degree of visibility after day break. The degree of visibility necessary for a specific operation, will be laid down in accordance with the requirements of the various arms taking part, having regard to the prevalence of morning mist, fog or other weather condition. The term must NEVER be used by itself but must always be related to a specific time.

Flank Guard

69. A detachment, not necessarily mobile, that protects a force on the move and sometimes its axis of communications, from attack/interference from the flank.

Flight

70. See wave and flight.

71. A command similar in status to a company in the Air Wing

Fordability

72. a Shallow fording
The ability of a vehicle or gun equipped with built in water proofing and with its suspension in contact with the ground, to negotiate a water obstacle without the use of special water proofing kit.

b Deep fording

The ability of a vehicle or gun, equipped with built in water proofing, and with its suspension in contact with the ground to negotiate a water obstacle by application of a special water proof kit.

Forming Up place

73. That area of ground to which units move after leaving the assembly area and where assaulting troops organise themselves for the assault.

Forward Observation Officer

74. An artillery officer who gives observed artillery support to the attacking troops either by locating himself at a forward observation post or by actually accompanying the leading troops.

Fuze

75. a. Proximity Fuze
A fuze, designed to detonate a projectile, bomb, mine or charge when activated by an external influence in the close vicinity of a target. The variable time (VT) fuse is one type of proximity fuse.

b. Time Fuze

A fuze which contains a graduated time element to regulate the time interval after which the fuse will function.

c. Direct Action Fuze

A fuze that is set in action by the striking of a projectile or bomb against an object, such as percussion fuze, contact fuze.

Gap Marker

76. See mines.

Ground of Tactical Importance

77. See vital ground and ground of tactical importance.

Group

78. A body of troops based on the formation unit or subordinate unit specified with the addition of other arms under command as required for a certain length of time, such as brigade, battle or company group. This term will be used only up to the brigade level.

Gun Position Officer

79. An artillery officer who controls the fire of guns at the gun position.

Guns' Howitzers and Mortars

80. Guns

Equipment for low angle firing of shells at high velocity.

Howitzers

Equipment for high angle firing of shells at low velocity.

Mortars

Smooth bored equipment for high angle firing of bombs only at low velocity.

H Hour

81. H hour is the time for the start of an operation. All other timings of that operation are fixed in relation to it. Hours proceeding or subsequent to the time of an operation will be indicated as under.

- a. Three hours before H hour-H minus three.
- b. Two hours after H hour- H plus two.

82. When it is necessary to indicate minutes, this must be stated. For example H minus 20 minutes, H plus 50 minutes.

Harbour

83. An area where a force lies up for any length of time to refit, rest, reorganize and to be maintained.

Harassing Fire

84. See fire.

Hasty Defence

85. See defence.

Head

86. A term used as a suffix to denote to the forward terminals on the communication zone such as railhead, road head, riverhead, airhead. Except for the roadhead, it also denotes a change in the mode of transportation.

Headquarters

- a. **Main Headquarters**
That part of Headquarters which is principally concerned with the tactical control of the battle.
- b. **Rear Headquarters**
That part of headquarters which is principally controlled with the administrative control of the formation.
- c. **Tactical Headquarters**
A small command element which the commander may set up away from his main headquarters in order to exercise personal control of the battle or to maintain control during moves of his headquarters.
- d. **Command Post**
A formation, unit or sub units headquarters where the commander and the staff perform their command functions.
- e. **Rover Group**
A small group of vehicles which accompanies the commander when he is away from his headquarters, and by means of which, he can maintain contact with his own and other headquarters.
- f. **Orders Group (O Group)**
A group assembled to receive a commanders orders.
- g. **Reconnaissance Group (R Group)**
A group composed of a commander with his necessary advisers and assembled to reconnoitre for the purpose of making a plan.

Hide

87. A place of concealment which is previously reconnoitred and where a unit, sub unit or its components may be required to wait for orders prior to executive action.

Hold

88. To maintain or retain possession, by force if necessary, of a position or an area.

89. In an attack, to exert sufficient pressure to prevent movement or re-disposition of enemy forces.

Holding Attack.

90. See attack.

Howitzer

91. See guns, Howitzers and mortars.

Hull Down

92. Normal direct fire position in which only the turret of a tank is exposed and the hull protected by ground.

Indirect Fire

93. See fire.

Indirect Support

94. See command and control.

Intelligence

95. The product resulting from the collection, evaluation, analysis, integration and interpretation of all information which concerns one or more aspects of foreign nations, or of areas of operations and which is immediately or potentially significant to planning.

a. **Combat Intelligence**

Combat intelligence is that knowledge of the enemy, weather and geographical features required by a commander in the planning and conduct of tactical operations.

b. **Counter Intelligence**

That phase of intelligence. covering all activity devoted to destroying the effectiveness of inimical intelligence activities and to the protection of information against espionage, personnel against subversion and installation or material against sabotage.

Interception

96. The act of listening in and recording communications intended for another party for the purpose of obtaining intelligence.

Intermediate Position

97. An area of ground occupied temporarily in the withdrawal from a defensive position designed to delay the enemy advance so as to allow more time for the preparation and occupation of the new defensive position in rear.

Internal Security

98. The role of the Defence force in which they are required to assist the civil authorities, in maintaining law and order within the country.

Irregulars

99. Units other than those of the regular force and embodied reserve units who may be used in a combat role.

Junction Points

100. Easily identifiable points on inter Unit and or inter Formation boundaries, which indicate to Units and Formations, the approximate line along which defended localities and minefields should lie. They have no tactical significance and need not be occupied by troops nor covered by fire.

- a. Junction Points are also laid down during advance or withdrawal when operating on more than one axis to facilitate coordination between mobile/covering troops operating on different axes.
- b. It is that point where patrols are ordered to meet other patrols, either on ground between the opposing forces or enemy held areas of ground.

K Hour

101. May be used when the attack is in two phases. This is the time at which the assault troops cross the Phase Two Start Line. It is used when it is hard to determine the exact time for this in relation to H hour.

102. As applied to "Internal Security Duties" a defensive post capable of prolonged defence for which a scheme of defence has been prepared and in which refugees can find protection.

- a. **First Class Keep**
A Keep at which a regular Garrison is permanently maintained.
- b. **Second Class Keep**
A Keep which is not provided with a permanent Garrison. Its defence is undertaken in an emergency by a detachment of troops previously detached for that duty.
- c. **Supplied Keep**
A Keep at which reserves of supplies are maintained in peace. It may be either first or second class.

Key Point/Key Terrain

103. A concentrated site or installation, the destruction or capture of which would seriously affect the war effort or the success of operations.

Killing Ground

104. An area of ground inside a defended zone or sector not occupied by our own troops and into which it is planned to canalise enemy penetration and then destroy his armour or infantry. The enemy is shepherded into killing grounds by obstacles or fire.

Landing Area

105. That part of the objective area within which landing operations of an amphibious force are conducted. It includes the beach, the approaches to the beach, the transport areas, the fire support areas, the air occupied inclusive of the initial objectives.

Last Light

106. Defines a time laid down in orders when there is a certain degree of visibility before dark. The degree of visibility necessary for a specific operation will be laid down in accordance with the requirements of the various arms taking part, having regard to the prevalence of evening mist; fog or other weather conditions. The term must never be used by itself but must always be related to a specific time.

Lay Back Position/Clean Break Line

107. An area of ground, that is occupied by subordinate Units of infantry, or armour, to cover by fire the daylight withdrawal of infantry in contact, to enable them to break off action without becoming involved in a running fight.

Light Repair

108. See Repair Classification.

Line of Communication

109. All routes, land, water and air which connects an operating military force with its support area and along which materials and re-enforcements move.

Line of Departure

110. See Start Line (not approved JDF usage — Canadian)

Load Manifest

111. A document specifying in detail the payload expended in term of passengers and for freight carried in one aircraft for a specific destination.

Lodgment Area

112. An area which comprises adequate port, airfield and communication facilities and sufficient space for the assembly and maintenance of the total forces which are to take part in the invasion of a hostile coast and the establishment of a bridge head ashore.

Logistics

113. The science of planning and carrying out the movement and maintenance of forces. In its most comprehensive sense, those aspects of military operations which deal with:

- a. Design and development, acquisition, storage, movement, distribution, maintenance, evacuation and disposition of material.
- b. Movement, evacuation and hospitalization of personnel
- c. Acquisition or construction, maintenance, operation and disposition of facilities.
- d. Acquisition or furnishing of services.

Main Attack

114. See Attack.

Main Base

115. A large area containing the complex organizations which gather together, holds and issues the men, animals and materials needed to maintain all the activities of armed forces engaged in war and may serve one or more areas of operation. The main base contains a number of base depots which are designated accordingly, such as base petroleum depot.

Main Guard

116. See advanced guard.

Main Headquarters

117. See Headquarters.

Maintenance

118. All action, taken- to retain material in serviceable condition, or to restore it to serviceability. It includes inspection testing, servicing classification as to serviceability, repair, rebuilding and reclamation.

- a. All supply and repair action taken to keep a force in condition to carry out missions

Maintenance Area

119. An area where administrative reserves, depots/installations are held/located on a temporary basis. Maintenance Areas will be called by the name of the formation controlling them such as Brigade Maintenance Area.

Man Pack

120. See Pack.

Marking Panel

121. A sheet of material displayed on the ground by troops for visual signalling to friendly aircraft.

Martial Law

122. Suspension of civil administrative and government by military administration.

Medium Reconnaissance

123. See Reconnaissance

Mines

124. a. Minefields

An area of ground containing mines lay with or without pattern.

b. Types of Minefields

(1) Protective
Mines laid in conjunction with obstacles to assist a Unit in its local, close-in protection.

(11) Defensive

Mines lay in accordance with the Formation Commander's plan to prevent penetration between defended sectors to cover gaps which the infantry cannot hold and ahead of protective minefields to strengthen the position being held

(11I) Tactical

These are laid in conjunction with natural obstacles to guide or force the enemy into chosen killing grounds and to disrupt his advance along the main approaches to the defences.

(1V) Nuisance

Mines laid primarily for delaying rather than a defensive effect.

(V) Dummy

An area of ground used to simulate a minefield with the aim of deceiving the enemy. It may contain pieces of metal to simulate metallic mines as well as live mines.

Clusters

A Cluster consists of a central anti-tank or anti-personnel mine by itself or with either one or three anti-personnel mines around it.

d. Mine Row

A single row of cluster laid generally in a straight line.

e. Mine Strip

Two parallel mine rows laid in a specified pattern.

f. Mine Panel

A number of mines laid in a definite pattern in straight rows at right angles to a datum line.

g. Mine Belt

A series of mine panels hiked up in length to form a continuous obstacle.

h. Minefield Lane

An unmanned or demined route through a minefield of specified width and suitably marked, for the passage of infantry, vehicles or tanks.

i. Minefield Gap

A portion of a minefield of specified width normally not less than one hundred metres wide, in which no mines have been laid, to enable own troops to pass through the minefield in a tactical formation.

j. Anti-Lift Device

A device arranged to detonate the mine to which it is attached or to detonate another mine or charge nearby if the mine is disturbed.

k. Gap Maker

Used to mark a minefield gap when required to be used. Gap Markers at the entrance to and exit from the gap will be referred to a land mark or intermediate marker also used to mark minefield lanes.

Mission

125. The task, together with its purpose for it, clearly indicating the action to be taken and the reason thereof.

Monitoring

126. The act of listening to, reviewing and/or recording ones own or other friendly forces communication for the purpose of maintaining standards, improving communications or for reference.

127. The assessing with instruments of known or suspected radioactive hazards

Mortars

128. See Guns, Howitzers and Mortars.

Mutual Support

129. The ability of one defended post or defended locality to bring fire to bear upon the enemy attacking a neighboring post or defended locality.

Neutralization

130. See fire.

Neutralism

131. To render it impossible or as difficult as possible for the opposing troops and weapons in the area of ground neutralized to have any material effect on the course of the battle.

Nick name

132. It is a name providing limited security, consisting of two separate words, which do not bear any relation to each other normally used for referring to geographic location like place names, report lines and artillery targets.

No Mans Land

133. That area of ground between two opposing forces which is not physically occupied by either but which both endeavor to dominate by such means as patrols, observation and fire.

Nuisance Mines

134. See Mines.

Objectives

135. Ground of such tactical importance, the seizure of which is in furtherance of the Commander's objectives.

Observation Post

136. A position from which military observation is carried out, fire directed and adjusted. It should possess appropriate communication.

Observed Fire

137. See fire.

On Call

138. See fire.

Operational Area

139. Field area where open hostilities have started.

Operational Command

140. See Command and Control.

Operational Control

141. See Command and Control.

Operation Instructions

142. These are issued when speed of movement, or lack of information precludes issue of operation orders and subordinate commanders on the spot have latitude to act on their own initiative within the framework of the direction given by the higher commander. These are commonly used in armoured formation, swift moving operations and when a subordinate commander is given an independent mission.

Order Group

143. See Headquarters.

Order of Battle

144. The identification, strength, command structure and disposition of the personnel, units and equipment of any military force.

Outflanking

145. The movement of a force onto an enemy flank or rear without penetrating his position.

Outline Plan

146. A preliminary plan which outlines the salient features or principles of a course of action prior to the initiation of detailed planning.

Overhead Cover

147. It is cover from view and is usually obtained by sitting defences under natural cover such as hedge groves and trees. Where natural cover is not available IPK (Individual Protection Kit) timber planking and brushwood may be used.

P Hour (Airborne)

148. The time of drop of the first section of the main body.

Pack

149. a. Man Pack
Ability to manhandle stores and equipment from within integral resources and without outside assistance
- b. Fighting Man Pack
Ability of a unit/sub-unit to carry its loads without outside assistance. All the fighting men share essential fighting loads.

Para Military Force

150. Units and organizations other than the regular army and embodied National Reserve that may be used in any form of combat roles, such as the Jamaica Constabulary Force Mobile Reserve.

Passage of Command

151. The moment when command passes by mutual agreement between the two unit/formation commanders or as directed by the higher headquarters. The outgoing unit commander is responsible for the defence of his assigned sector until the command passes (applicable to 'Relief in line/place' only).

Passive Air Defence

152. All measures, other than active defence taken to minimise the effects of hostile air action. These include the use of cover, concealment, camouflage and dispersion.

Patrols

153. A detachment sent out by a larger unit for the purpose of securing or denying information or carrying out some special mission

- a. Patrol - Protective Duties
Patrols designed to prevent enemy patrols from obtaining information or giving early warning of the approach of enemy forces.
- b. Patrol - Reconnaissance Duties
Patrols whose task it is to obtain information upon which commanders can base their plans. Thin patrols may either obtain the information stealthily or by fighting for it.
- c. Patrols - Special Mission
Those given the task of destroying an enemy installation or sent out to harass the enemy or on any other special tasks.
- d. Patrol Base
An area of ground between the opposing forces or in enemy territory which is occupied by a patrol if necessary for protection, further patrolling and implementation of the patrol plan.

Payload

154. The sum of the weight of passengers and cargo that an aircraft or vehicle can carry.

Pill Box

155. See Field fortification.

Position

156. a. Alternative Position
A reconnoitered and prepared position to which a unit/sub-unit, or guns/mortars may move to carry out the same task as from the main position.
- b. Secondary Position
A previously prepared position to which a unit/ sub-unit or guns/mortars may have to move to carry out a different task.
- c. Temporary Position
An area of ground or weapon emplacement occupied by a unit or sub-unit for a period to

deceive the enemy as to its real location and/or enable a particular task of a temporary nature to be carried out.

Position Defence

157. See Defence.

Predicted Fire

158. See Fire.

Preliminary Demolition

159. See Demolition.

Protective Minefield

160. See Minefield.

Preparatory Bombardment

161. See Fire.

Primary Area of Fire

162. See Fire

Primary Belt

163. See Demolition.

Proximity Fuse

164. See Fuse.

Psychological Warfare

165. The planned use of propaganda and other measures designed to influence the opinion, emotion, attitude and behavior of enemy, neutral or friendly groups in support of current policy and aims or of a military plan.

Pursuit

166. The period of an offensive which develops after the breakout in the follow up of a defeated enemy.

Radio Silence

167. A state of radio communications when no transmissions are made. It is imposed by the highest operational commander for security reasons to deny the enemy intercept service, intelligence from our own radio traffic.

a. **Breaking of Radio Silence**

Making of radio transmissions for some specific purpose and thereafter resuming radio silence. The condition under which the breaking of radio silence is permissible are always defined.

Radius of Action

168. The maximum distance a ship, an aircraft or a vehicle can travel away from its base along a given course with normal combat load and return without refuelling allowing for all safety and operating factors.

Raid

169. An operation, usually small scale, involving a swift penetration into hostile territory to secure information, confuse the enemy, or destroy his installation/headquarters. It ends with a planned withdrawal on completion of the assigned mission.

Railhead

170. A point on a railway system where trains are loaded or unloaded. The railhead will be designated by the commodity being loaded/unloaded such as petroleum, railhead, engineer stores railhead. Installation depots located at thin railhead will be called by the name of the headquarters controlling them.

Rallying Post

171. A place for the temporary concentration of refugees pending their removal to a keep.

Rear Headquarters

172. See Headquarters.

Rear Parties

173. Fighting Sub Unit or individuals or one or more sub units who, in a night withdrawal, are the last to withdraw from the defences nearest the enemy. The term also applies to small parties composed mainly of administrative personnel left behind to safe guard, to hand over or clean up a location of a unit or formation which has moved elsewhere.

Reconnaissance

174. It is the process of obtaining information by direct examination of an area of ground. It may be either strategic or tactical.

a. **Strategic Reconnaissance**

A type of reconnaissance which aims at getting information that may influence the general conduct of the campaign. This is normally carried out from the air in areas of ground beyond striking distance of the ground forces.

b. **Tactical Reconnaissance**

A type of reconnaissance, which aims at obtaining information about the enemy's movement and disposition, on which is based the plan of a particular operation. It is carried out in areas of ground where enemy ground forces are within striking distance. It is divided into medium and close reconnaissance.

(1) **Medium Reconnaissance**

Primarily carried out by the air forces or highly mobile army units up to the extreme limit of the striking distances, or radius of action.

(2) **Close Reconnaissance**

Reconnaissance carried out immediately ahead of our forward troops to obtain information of the ground and the enemy's location, strengths and movements.

Reconnaissance Group

175. See Headquarters.

Recovery

176. The process of extricating a vehicle or equipment from a place where it has become disabled or defective and moving it to the first place where repairs can be effected or from which it can be back loaded.

Regimental Aid Post

177. This is the medical centre in the chain of evacuation where first aid and emergency treatment are given to casualties.

Regrouping

178. The re-allotment of units to form a force of the composition required for the next phase of the battle.

Registration

179. See Firm.

Release Point (Road Transport)

180. A clearly defined point on a route at which specified elements of a column revert to the command of their respective commanders.

Relief in Line/place

181. A combat operation in which, by direction of higher authority, all or part of a unit is replaced in a combat area by another unit the incoming unit continues the operation, as ordered.

Reorganization

182. The readjustment within units/sub units necessitated by the casualties in men and equipment, or by the ground, carried out immediately after an action has taken place.

Repairs Classification

183. Repairs are classified, according to the amount or type of work they involve, into three stages.

a. Light Repair

Adjustment, minor repairs, replacement of accessible components and minor assemblies and light welding, carried out in unit areas, with the tools and equipment available in the unit repair organization or the light aid detachment.

b. Field Repair

Replacement of major assemblies and general repairs, beyond the scope of units and light aid detachments, but practicable in the field.

c. Base Repairs

Complete overhaul and rebuilding of components assemblies and equipment

Report Line

184. An imaginary line having no tactical significance, recognizable on the map and on the ground, arranged if possible to follow well defined features, laid down by the higher commander to retain control and assist co-ordination. In an advance operation, sub-unit, units and formations report their arrival on reaching a report line.

Reserved Demolition

185. See Demolition.

Reverse Slope Position

186. An area of ground where the bulk of troops holding a feature are sited below and on their own side of the highest part of the feature.

Road Block

187. A position occupied by a force, basically of infantry which denies the use of a road to the enemy up to a stipulated time. Such a position cannot normally be bypassed and is generally astride a road.

Road Capacity (Road Transport)

188. a. Vehicles

The maximum traffic flow obtainable on any particular road or route in or direction expressed in vehicles in a given time past a point such as, one hundred vehicles per hour.

b. Tonnage

The number of tons (specified long, short or metric) which can be moved past a given point on a road within a given time.

Road Space (Road Transport)

189. The length of roadway allocated to or actually occupied by a column on a route expressed in miles or kilometres. Road Space is allotted to units for a specific period.

Rover Group

190. See Headquarters.

Screen

191. Detachments generally composed of all arms, occupying an area of ground so as to interfere, as much as possible, with the enemies preparations for attack. The aim being to prevent enemy observation and reconnaissance of the forward defended localities and the main obstacle and to make them deploy earlier than necessary.

Secondary Arc of Fire

192. See Arc of Fire.

Secondary Position

193. See Position.

Sector

194. A Sector is a sub-division of the combat zone. There may be corps, divisional or brigade sectors.

Secure

195. To gain possession of a tactical feature, with or without force, to deploy in such a manner as will prevent, as far as possible, its destruction or loss by enemy action. It implies holding a feature.

Shelter Trench

196. See Field Fortification.

197. A map showing the tactical or administrative situation at a particular time.

Situation Report

198. A periodic report giving the situation in the area of operational responsibility of the reporting unit or formation.

Slit Trench

199. See Field Fortification.

Stand To

200. Activity at first and last light when troops in a defensive position/patrol base assume an alert posture similar to that when under attack. Commanders use this opportunity to check their state of readiness, morale etc.

Start Line

201. An imaginary line, normally the forward edge of the FUP and square to the objective, which is crossed at a fixed time by the leading troops in an attack so as to co-ordinate the fire plan with the movement plan.

Start Point

202. A clearly defined point on a route at which movement becomes controlled by the commander ordering the move.

State of Readiness

203. See Demolition.

Stick

204. A number of paratroopers who jump from one aperture or door of an aircraft during one run over a dropping zone.

Strategic Reconnaissance

205. See Reconnaissance.

Strategy

206. The selection of aims to be achieved and the concentration of the necessary force of men and material for the attainment of those aims.

Striking Distance

207. The distance separating two opposing ground forces which can be covered by either of them, so that contact will be gained within twelve hours. This distance will vary with the mobility of the forces concerned and the state of the ground and communication separating them.

Strong Point

208. See Defence.

Subsidiary Belt

209. See Demolition.

Supply Point

210. Any place where supplies are issued in detail.

Tactical Headquarters

211. See Headquarters

Tactics

212. Tactics is a employment of one or more arms in an operation of war by a fighting unit/sub-unit to make the best use of the weapons and equipment with which that unit/sub-unit is equipped.

Tactical Command

213. See Command and Control.

Tactical Minefield

214. See Mines.

Tactical Reconnaissance

215. See Reconnaissance.

Tactical Reserve

216. A part of a formation/unit held initially under the command of the commander as a maneuvering force to influence future action.

Target Acquisition

217. That part of combat intelligence, which involves the detection, identification and location of a target in sufficient detail to permit target analysis and the effective employment of weapons.

Target Analysis

218. The study of a target to determine the appropriate weapon system, yields, number of weapons, burst height(s) to obtain a desired level of damage or casualties.

Target Grid

219. Simplification of the military grid used for rapid point designation when great accuracy is not required.

Task Force

220. A temporary grouping of formation or units under one commander grouped for the purpose of carrying out a specific operation or mission.

Telecommunication

221. Any transmission, emission or reception of signs, signals, writing, images, sounds or intelligence by wire, radio, visual or any other electromagnetic system.

Temporary position

222. See Positions.

Theatre

223. An extensive geographical area of strategic importance.

Thinning Out

224. It is the process by which troops in contact withdraw from their defended localities in small groups or sub-units; ensuring that the withdrawal is in organized and controlled groups.

Time Fuse

225. See Fuse

Time on Target

226. It is the time at which shells are to arrive on the target area. This term is also used to indicate the time of arrival of aircraft in the target area.

Toxic Attack

227. An attack, directed at men, animals, or crops using injurious agents of radiological, biological or chemical origin.

Transportable

228. Equipment which can be moved from place to place by mechanical means but not on its own wheels, tracks, skids or by propulsion.

Trigonometrical Point

229. A point on the ground usually on a prominent hill or readily identifiable feature, the latitude and longitude of which have been fixed through observation using a theodolite.

Turn-around and Circuit of Action

230. a. Turn-around

It is the time which a transport echelon takes to move forward, deliver its load, return to the replenishing area, refuel and return to the point, from which it started.

b. Circuit of action

It is the entire distance, covered by a transport echelon, between the point where it loads and where it delivers its load.

Turret Down

231. Position, in which, the whole of the tank is protected by the ground and in which only the commanders head and periscope appear above the skyline.

Under Command

232. See Command and Control.

Vanguard

233. See Advanced Guard.

Vehicle Casualty

234. A vehicle that breaks down. It is classified into one of the following groups.

- a. X Casualty
Due to temporary stoppage only and repairable by the crew without other assistance.
- b. Y Casualty
Requiring repair up to field repair.
- c. Z Casualty
Requires extensive repairs or replacements, involving evacuation.
- d. NR Casualty
Not repairable.

Vital Ground and Ground of Tactical Importance

- 235. a. Vital Ground
Ground, the capture of which by the attacker, will render the defender incapable of fighting a successful defensive battle in that defended zone or sector.
- b. Ground of Tactical Importance
Ground the loss of which will have a corresponding effect on the defense, below divisional level, as the loss of vital ground has as divisional or higher level.

Walking Wounded Collection Post

236. A medical post established by the Medical Unit where less serious casualties, such as walking wounded, are directed from the Regimental Aid Posts and from where, they may get a lift in returning transport or can walk to the Advanced Dressing Station. Only first aid treatment is provided at this post.

Weapon Pit

237. A field work dug below ground level designed to hold any weapon other than the personal weapons and light machine gun and from which the weapon can bring fire to bear on the targets allotted to it.