

FM 1-02.1 Operational Terms (FEB24) and FM 1-02.2 MILITARY SYMBOLS (JAN25)

- High-Value Target vs. High-Payoff Target
 - High-Value Target is a target the enemy requires for the successful completion of the mission
 - High-Payoff target is a target whose loss to the enemy will significantly contribute to the success of the friendly course of action
- Obstacle Effects
 - Block, Disrupt, Fix, Turn
- Tactical Mission Tasks
 - Ambush- attack by fire or other destructive means from a concealed position on a moving or temporarily halted enemy
 - Attack By Fire (ABF) -A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy.
 - Block - A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent the attacking force from passing through an engagement area.
 - Breach – 1. A tactical mission task in which the unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification. (FM 3-90-1) 2. Synchronized combined arms activity under the control of the maneuver commander conducted to allow maneuver through an obstacle.
 - Bypass - A tactical mission task in which the commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force.
 - Canalize - A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver.
 - Clear - A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area.
 - Contain - A tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere.
 - Control - A tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations.
 - Delay- When a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on enemy forces without becoming decisively engaged
 - Destroy - A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt.
 - Disrupt - 1. A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in piecemeal fashion. 2. An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort.
 - Fix - A tactical mission task where a commander prevents the enemy from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area.
 - Follow and assume - A tactical mission task in which a second committed force follows a force conducting an offensive task and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue.
 - Follow and support - A tactical mission task in which a committed force follows and supports a lead force conducting an offensive task.

- Isolate - To separate a force from its sources of support in order to reduce its effectiveness and increase its vulnerability to defeat.
- Neutralize - A tactical mission task that results in rendering enemy personnel or materiel incapable of interfering with a particular operation.
- Occupy - A tactical mission task that involves a force moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition.
- Passage of lines - An operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy.
- Relief in place - An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit.
- Retain - A tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use.
- Retirement - When a force out of contact moves away from the enemy.
- Secure - A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action.
- Security (screen) - A type of security operation that primarily provides early warning to the protected force.
- Security (cover) - A type of security operation done independent of the main body to protect them by fighting to gain time while preventing enemy ground observation of and direct fire against the main body.
- Security (guard) - A type of security operation done to protect the main body by fighting to gain time while preventing enemy ground observation of and direct fire against the main body.
- Seize - tactical mission task that involves taking possession of a designated area using overwhelming force.
- Support by fire (SBF) - A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force.
- Suppress - A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission.
- Turn – 1. A tactical mission task that involves forcing an enemy force from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area.
- Withdraw - To disengage from an enemy force and move in a direction away from the enemy.

ATP 2-01.3 Intelligence Preparation of the Operational Environment (MAR19)

- Steps of IPOE (Pages 1-3 to 1-4)
 - 1) Define the Operational Environment, 2) Describe environmental effects on operations, 3) Evaluate the threat, 4) Determine threat COAs.
- IPOE Processes and outputs
 - Military Aspects of Terrain (OAKOC)
 - Military Aspects of Weather (WVTCP)
 - Civil Considerations (ASCOPE)
 - EN Situation Template (SITTEMP)
 - Threat Template
 - Event Template

ADP 3-0, Operations (JUL19)

- Warfighting Functions & their aspects (5-9 to 5-19)
 - Movement and Maneuver, Intelligence, Fires, Sustainment, Protection, Command and Control
- Operations Process (4-2)
 - Planning, Preparing, Executing, Assessing
- Army Planning Methods (4-7 to 4-11)- Definitions and processes
 - Army Design Methodology (ADM)
 - Military Decision Making Process (MDMP)
 - Troop Leading Procedures (TLPs)

ATP 3-06 Urban Operations (JUL22)

- Fundamentals of Urban Operations

ATP 3-20.96 Cavalry Squadron (MAY16)

- Collection Techniques (pg 3-3)

ATP 3-21.10 The Infantry Rifle Company (MAY18)

- Eight Steps of Troop Leading Procedures (TLPs) (B-6)
- Mission Variables (METT-TC) (1-5)
- Steps of COA Development (AGADAP) and their processes (B-114 to B-126)
- COA Screening Criteria (B-24)
- The Tenants of Breaching
- Breaching Fundamentals
- Offensive Tasks (2-1)
- Characteristics of the Offense
- Characteristics of the Defense
- Commander's Intent
- Decisive Operation, Shaping Operation, Sustaining Operations
- Main Efforts, Supporting Efforts, Sustaining Efforts
- Decisive Point
- Steps of Engagement Area Development (3-146)
- Principles of Direct Fire Control
- Fire Control Measure Categories (C-28)
 - Terrain Based, Threat Based
- Direct Fire Control Measures
- Indirect Fire Control Measures
- Methods of Resupply & their definitions (1-46 to 1-49)
 - Service Station, Tailgate, Combination of Service Station and Tailgate
- Movement Techniques (2-16)
 - Traveling, Traveling Overwatch, Bounding Overwatch

DA PAM 385-63 Range Safety (APR14)

- Surface Danger Zones (SDZs)
- Risk Estimate Distances (REDs)

ADP 3-90, Offense and Defense (JUL19)

- Principles of Joint Operations (2-2)
 - Objective, Offensive, Mass, Maneuver, Economy of Force, Unity of Command, Security, Surprise, Simplicity, Restraint, Perseverance, Legitimacy
- Characteristics of the Defense (4-5 to 4-14)
 - Disruption, Flexibility, Maneuver, Mass & Concentration, Operations in Depth, Preparation, Security
- Types of Defensive Operations (4-15 to 4-20)
 - Area Defense, Mobile Defense, Retrograde
- Fundamentals of Reconnaissance (5-3)
 - Ensure continuous reconnaissance, Do not keep reconnaissance assets in reserve, orient on the reconnaissance objective, Report information rapidly and accurately, Retain freedom of maneuver, Gain and maintain enemy contact, Develop the situation rapidly
- Security Operations (5-6 to 5-10)
 - Screen, Guard, Cover, Area Security

FM 3-90 Tactics (MAY23)

- Forms of Maneuver (starts pg. 2-12)
 - Envelopment, Turning Movement, Frontal Attack, Penetration, Infiltration
- Variations of an Area Defense (starts 8-3)
 - Defense of linear obstacle, Perimeter defense, Reverse slope defense
- Reconnaissance Techniques (pg 12-18)
 - Reconnaissance Pull: reconnaissance that determines which routes are suitable for maneuver, where the enemy is strong and weak, and where gaps exist, thus pulling the main body toward and along the path of least resistance.
 - Reconnaissance Push: reconnaissance that refines the common operational picture, enabling the commander to finalize the plan and support shaping and decisive operations.
- Commander's Reconnaissance Guidance (pg 12-4)
 - Focus, Tempo, Engagement / disengagement criteria
- Types of Security Operations (starts pg. 13-11)
 - Screen, Guard, Cover, Area Security
- Reconnaissance Operations (starts pg. 12-9)
 - Area Reconnaissance, Reconnaissance in force, Route reconnaissance, Special reconnaissance, Zone reconnaissance
- Tactical Enabling Operations

ATP 3-90.1 Armor and Mechanized Infantry Company Team (OCT23)

- Movement Formations - 7 combat formations (starts pg. 2-4)

ADP 5-0 The Operations Process (JUL19)

- Decision Point
- Commanders Critical Information Requirements (CCIR)
 - Priority Information Requirements (PIR), Friendly Force Information Requirements (FFIR)
- Essential Elements of Friendly Information (EEFI)

ATP 5-19 Risk Management (NOV21)

- Steps of Risk Management (pg 1-3)
 - Identify the hazards, Assess the hazards, Develop controls and make risk decisions, Implement controls, Supervise and evaluate

FM 6-0 Commander and Staff Organization and Operations (MAY22)

- Principles of Mission Command (para 1-16)
- Rehearsal Types (para. C-6)
 - Backbriefs, Combined Arms Rehearsals, Support Rehearsal, Battle Drill or SOP Rehearsal
- Rehearsal Techniques (Figure C-1)
 - Network, Map, Sketch Map, Digital Terrain Model, Terrain Model, Key Leader, Full Dress

FM 5-0 Planning and Orders Production (MAY22)

- Types of Staff Officers and their roles during planning and execution
 - Chief of Staff (XO)
 - Coordinating Staff (S1, S2, S3, S4, S6, plans)
 - Special Staff (ALO, Engineer Officer, FSO, Medical Officer, Chemical Officer)
 - Personal Staff (CSM, Chaplain, Staff Judge Advocate, Physician's Assistant, Surgeon)
- Steps of MDMP (Figure 5-1)
 - Inputs & outputs of each step
 - MDMP Briefs and Contents
 - Warning Orders
- Wargaming Methods (pg 5-38, para. 5-148)
- Components of the Operations Order to include Annexes (Annex C)
- Definition of Constraints and Limitations
- Types of Tasks & their definitions (Specified, Implied, Essential)

TC 7-100.2 Opposing Force Tactics (DEC11)

- OPFOR Offensive Doctrine
 - Integrated, Dispersed
- Types of OPFOR Defensive Actions
 - Area Defense, Maneuver Defense
- OPFOR Battlefield Organization
 - Disruption Zone, Battle Zone, Support Zone