

2-1 GENERAL: Air and ground maneuver restrictions are in the OPORDs, overlays, FRAGOs, and oral orders that are issued to the BLUFOR units, and given to the OPFOR in Combat Instructions. BLUFOR and OPFOR units will adhere to these boundary and supply route restrictions.

a. **NOTIONAL UNITS:** With the exception of notional artillery, CAS and mortar batteries for the BLUFOR and OPFOR there are no other notional elements on the CMTC battlefield.

b. Notional unit will not be replicated in the CMTC-IS system, nor will there be adjudication or dissemination of notional unit activities or combat actions.

2-2 OFF LIMITS/RESTRICTED AREAS:

a. **CMTC MANEUVER BOX:**

1. No BLUFOR or OPFOR vehicle movement on the Outer Ring Road from Gate 5 to CP 2.

2. Fixed AAR Sites:

Site 1 – QV 108576

Site 2 – QV 105587

Site 3 – QV 117593

Site 4 – QV 115603

Site 5 – QV 025582

Site 6 – PV 971586

Site 7 – PV 951623

Site 8 – PV 960635

Site 9 – PV 971667

3. No wheel or track movement in or through Seibert Staked Areas.

4. No Tactical Vehicle movement on Warrior Way from Camp Polnricht to Gate 3. Tactical Vehicles can cross Warrior Way at approved crossing points. Grids:

QV 09185537

QV 09755598

QV 10705743

QV 10775791

QV 10675868

QV 11005920

QV 11305947

5. Fixed Antenna Repeater Sites.

6. Hohenburg Castle Ruins is off limits to all vehicles and dismounted movement. Center Mass Grid: QV 031635.

7. Administrative Buildings and Latrines in MOUT Sites are off limits to all BLUFOR and OPFOR VNA forces. IAW Chapter 10, Civil Military Operations, Paragraph 10-3.

8. STOL Strip is off limits to wheeled and track vehicles. Center Mass Grid: QV 123577.

9. 'COB Pit' vic CP 24 is off limits to BLUFOR and OPFOR. The COB Pit is the building and berm complex at Grid QV 114593.

10. Fuel Point located in Camp Polnricht is for CMTC units use only.

11. Aviation FARP Sites

(a) OP 19 FARP Site is off limits to all track movement and use as a ROM Site. Vic Grid PV 965640. The area 300 meters around the OP 19 FARP is off limits to track and wheel movement unless those vehicles are part of an Aviation unit using OP 19 FARP (See App 2, EXROE EXROE Off Limits Areas)

(b) The Aviation FARP site at 40S (QV 05645773 to QV05695795 to QV06105754 to QV06225790) is off limits to track and wheel movement unless those vehicles are part of an Aviation unit using 40S FARP.

12. Unless specified in pre-rotation exercise design or combat instructions, the Northern Tank Trail from CP 1 to the intersection of Rock Road and the Northern Tank Trail (QV 061625) will be off limits to BLUFOR and OPFOR VNA assets.

b. **BOUNDARIES:** BLUFOR units will adhere to the Task Force or Brigade boundaries as published with the Brigade or Division Order. Dismounted movement or vehicle movement is not authorized outside the boundary.

2-3 DISMOUNTED OPERATIONS:

a. **AUTHORIZED DISMOUNTED**

PATROLS: BLUFOR and OPFOR units can plan and execute all dismounted patrols as long as they adhere to the constraints of mission times, boundaries, and/or limits of advance set by EXCON in base Operations Orders and Combat Instructions.

b. **USE OF DRIVERS AND BCs ON DISMOUNTED PATROLS:** If an RTD (driver or TC/BC) moves in a patrol the O/C will issue him an upgraded MILES Casualty Card (MCC). BLUFOR units will not conduct dismounted patrols with only soldiers having RTD MCCs. Killed In Action, Remains not Found (KIA/RNF) cards are issued to all drivers and TC/BCs to insure they are not evacuated off the battlefield in order to move their vehicles at the conclusion of the battle. See Chapter 8, Paragraph 8-2.e.

c. **O/Cs MOVE WITH ALL DISMOUNTED PATROLS:** An O/C must

accompany all BLUFOR dismounted patrols. The number of BLUFOR dismounted patrols and LP/OPs may be limited due to O/C availability to cover the missions. The BLUFOR unit commander and Senior O/C will coordinate the number of patrols and LP/OPs.

d. **MINIMUM PERSONNEL:** All BLUFOR and OPFOR dismounted patrols and LP/OPs will consist of a minimum of two soldiers with FM communication capability.

e. **MAINTAINING COMMUNICATIONS:** Dismounted patrols and LP/OPs must maintain communications with their parent unit. If communications are lost, the patrol or LP/OP must regain contact with its higher headquarters.

f. **BLUFOR LP/OPs:** Will be established with an O/C present. The LP/OP can conduct limited unescorted moving reconnaissance only after informing their O/C. Unescorted movement from the LP/OP will not exceed 100 meters and no soldier will be left alone in the LP/OP or move alone on a local patrol. BLUFOR LP/OPs will not move to a new location without an O/C moving with it.

g. **ONE METER RULE:** Soldiers and COBs will not come closer than one meter. No physical contact is allowed unless part of the tactical ROE, and then only in the presence of an O/C.

h. **TEN METER RULE:** No dismounted combat will be conducted with less than 10 meters between combatants. Dismounts outside of 10 meters will continue to engage. MILES will determine the outcome of these engagements.

i. **ONE METER RULE (MOUT ONLY):** The stand off is one meter in MOUT situations. Dismounted combat within MOUT sites will not be conducted with less than one meter between combatants. When contact is made within a building, soldiers will point their weapons in the air and fire to indicate engaging the enemy.

j. **FIFTY METER RULE:** No dismounted soldier will approach or engage an opposing forces vehicle within fifty meters, except when escorted by an O/C to conduct reconnaissance, a silent kill on a sleeping soldier, or to disable or destroy a vehicle using a man portable explosive that must be emplaced on the vehicle or near the vehicle.

k. **CHARGING:** Defined as intentionally approaching an opposing force vehicle or personnel to gain an unsafe advantage by violating the 1/10/50 meter rule.

(1) O/Cs will assess dismounts that charge to within ten meters of opposing forces dismounts as casualties.

(2) O/Cs will assess dismounts that charge within fifty meters of opposing forces vehicles as casualties.

l. **SILENT KILLS:** OPFOR and BLUFOR soldiers can make silent kills of sleeping soldiers. When the soldier is within 1 meter of the sleeping soldier, he crosses his arms and points out the sleeping soldier. The O/C will verify that the soldier who intends to make the kill has an appropriate weapon on hand to accomplish his silent kill. The O/C will then awaken the sleeping soldier, tell him to put his yellow key in his harness, and hand him a KIA MCC to replace his own MCC. Under no circumstances will soldiers make physical contact or attempt a silent kill on a soldier who is awake.

m. **INADVERTENT CONTACT:** O/Cs will adjudicate based on the operational capabilities of individuals MILES, weapons, and ammunition type when inadvertent contact occurs within 10m.

n. **ASSESSING DISMOUNTED CASUALTIES:** O/Cs assess dismounted soldiers as casualties for the following battlefield effects:

1. Indirect Fire (See Chapter 4 Fire Support).
2. Air strikes (See Chapter 7 Aviation).
3. NBC (See Chapter 9 Nuclear Biological Chemical).
4. Mines/SCATMINES (See Chapter 5 Engineer).
5. Soldiers, who are under direct fire, not using effective cover.
6. Soldiers in bunkers receiving direct fire from an armored fighting vehicle main guns and infantry anti-tank systems (AT-4, DRAGON, TOW, JAVELIN).
7. Fratricide.
8. Chance Contact within ten meters.
9. Use of Body Armor. If a soldier is wearing a Level III Protective Vest (Ranger Body Armor or equivalent) and receives a torso wound, the category of injury is downgraded two categories. If wearing the body armor without the Level III plates (or fragmentation protective vest), the category of injury is downgraded one level. **KIAs, soldiers with wounds to extremities, and head wounds are not subject to downgrading.** The O/C, at the time and location where the wound

was received, will verify the soldier's vest status, annotate the injury downgrade on the soldier's casualty card, and the soldier will be evacuated IAW casualty evacuation procedures outlined in chapter 8. The adjudicating O/C will annotate the DTG of injury, his/her O/C call sign, i.e., "T13B", and "Body Armor Downgrade" on the soldier's MCC. For soldiers downgraded to RTD, the O/C will re-key the soldier's MILES, issue a new MILES casualty card, and allow the soldier to resume combat operations **only when the current contact has ended.**

o. **DISMOUNT MILES BERMS:** Soldiers engaging vehicles or personnel from concealed but not covered positions (behind piles of loose soil, rocks, foliage or man made objects or window shutters, barrels, debris in MOUT) that can defeat MILES lasers, but do not have the capability to defeat small arms fire or kinetic energy direct fire weapons, are assessed as casualties if taken under direct fire.

p. **ACTIONS OF DISMOUNTED CASUALTIES:**

1. When an individual soldier's MILES sounds continuously, the individual is considered a casualty. When soldiers become casualties, they must sit or lay down, remove their headgear and insert their yellow key into their MILES harness. Casualties must not provide any operational/tactical assistance to their units. Once the O/C has annotated the MILES casualty card, the casualty must adhere to the instructions on this card. A wounded soldier can only provide tactical information to his unit commensurate with his injury. The soldier cannot move from the point where he became a casualty. If the casualty can proceed to a casualty collection point, this movement is not permitted until the engagement is complete. If it is determined by an O/C that the soldier can provide information, the O/C will re-key the soldier. The soldier must clear his weapon, magazine out, and put back on his Kevlar helmet or proper headgear. Upon conclusion of the engagement and prior to entering the casualty evacuation system, the soldier's yellow key is returned to the torso harness. If the torso harness is activated a second time, the soldier is assessed as a KIA.

2. Upon conclusion of the engagement, WIA soldiers can be evacuated to medical attention, move with the patrol in accordance with the limitations or requirements for dismounted transportation of the casualty, or remain in place with other WIAs. If remaining in place the WIAs must be in a group of five or more

soldiers, have communication capability, not move from that site unless transported by a BLUFOR MEDEVAC and an O/C is informed that these soldiers are being MEDEVAC-ed.

3. During dismounted movement, if individuals are assessed as KIA or DOWs, they will continue to move with the patrol. Their Kevlar's will be off and weapons slung on their shoulders. When there are five or more casualties (KIA or DOWs) in the patrol they will form a dismount dead pool.

q. **DISMOUNT CASUALTY DEAD POOL:** When a patrol has 5 or more casualties, the O/C moving with the patrol will form a dismount dead pool. O/Cs will inform the casualties to remain in place until Change of Mission unless they are evacuated to the Mortuary Affairs site by a BLUFOR element. If Stationary, they monitor the radio (if they have a radio), maintain two personnel awake at all times, and occupy a position that would not interfere with vehicle movement. The O/C and chain of command will ensure casualties will have a way of signaling armored vehicles during both day and night.

r. **WEAPONS WEIGHT REPLICATION:** Soldiers will carry weights for all types of ammunition not available in blank form. (DRAGON, AT-4, TOW, JAVELIN) See Chapter 8, Table 8-5, Ammunition Weights.

s. **BACK BLAST AREAS:** O/Cs will enforce the normal back blast and over pressure safety zone for any weapon system emitting a back blast hazard. O/Cs will assess any person located within the back blast area as a casualty. See EXRID Table 2-1 for Back Blast areas by weapon system.

t. **USE OF OPPOSING FORCES WEAPONS AND AMMUNITION:** Soldiers may not use ammunition or weapons of enemy casualties.

u. **THROWING OBJECTS:** Throwing or firing objects of any type at soldiers or COB, vehicles, or equipment is prohibited except where specifically authorized by the EXROE or during the conduct of a directed CBI under O/C supervision.

v. **SEARCHING VEHICLES AND EQUIPMENT:** Opposing vehicles and COB vehicles/equipment will not be touched or mounted, unless conducting a search under O/C supervision.

1. Catastrophically destroyed vehicles have no search value, and will not be searched by opposing personnel.

2. Maps and Overlays maybe removed under O/C supervision and will be returned to an O/C to give back to the unit after change of mission.

3. Frequencies displayed on a radio can be recorded, but no zeroing out of COMSEC is allowed.

(a) Monitoring of captured reconnaissance element radios is authorized under O/C supervision

(b) Time constraints for monitoring is at the discretion of the O/C, but will not exceed 1 hour.

4. No equipment or personal items will be removed from the vehicle or crew.

5. See Chapter 3, para 3-4, Prisoners of War for additional instructions.

w. **OPPOSING FORCES EQUIPMENT:**

1. No equipment, supplies, or personal belongings of opposing players or units will be taken unless the items appear to be lost and must be secured. In these cases, notify an O/C.

2. BLUFOR and OPFOR CLASS IV and V Caches can be destroyed. Enemy forces CLASS V Caches will not be used for counter mobility. BLUFOR or OPFOR may use unsecured/captured enemy Class IV when constructing obstacles. In order to receive credit for the cache destruction an O/C must be present and the soldiers have to have the required equipment to destroy the cache.

x. **HAND GRENADES, SACHEL CHARGES AND MOLOTOV COCKTAILS.**

Soldiers will attempt to notify an O/C prior to employment of these devices. If this is not practical due to the tactical situation or risk of compromise, soldiers may still employ the device and O/Cs must adjudicate as quickly as possible.

1. **HAND GRENADES.** Each hand grenade will consist of an MRE bag filled one quarter full with loose dirt or DES Chalk. The bag will be folded over a few times and taped shut. A green chemlight will be taped to the bag to replicate the grenade pin.

(a) **DEVICE EMPLOYMENT:** All BLUFOR hand grenades will be physically inspected by O/C's and all OPFOR hand grenades will be inspected by the first NCO in the COC. Rocks found in the bag will make the hand grenade unserviceable. Grenades will only be used when an O/C is physically on site. To arm the grenade, the soldier will break the chemlight and lob the grenade at the intended target. O/C's will

assess personnel casualties within a 10m radius dependent on terrain and protective barriers. Grenades may be redistributed within the unit as per other types of ammunition. Grenades are single use items and may not be reused. O/Cs will certify reconstruction for BLUFOR based on validated 581s and 5518s. OPFOR rounds may not be reconstructed forward of the BTG TOC.

(b) **DEVICE RESTRICTIONS:**

Grenades **WILL NOT** be thrown "baseball" fashion and at high velocity. Incoming grenades will not be picked up and thrown back. Grenades may not be used against vehicles.

2. **SACHEL CHARGES.** The baseline for Satchel charge replication in the box is the US M183 satchel charge containing 20 lbs of explosives. Satchel charges may be replicated using M18A1 Claymore bags or similar bandoleers containing loose sand or dirt or DES chalk. A green chemlight will be tied to the bag with nylon parachute cord to replicate the fuse igniter and time fuse.

(a) **DEVICE EMPLOYMENT:**

All BLUFOR satchel charges will be physically inspected by O/C's and all OPFOR satchel charges will be inspected by the first NCO in the COC or an OPFOR O/C. Rocks found in the bandoleer will make the satchel charge unserviceable. Satchel charges will only be used when an O/C is physically on site. To arm the satchel charge, the soldier will break the chemlight and lob or emplace the charge at or on the intended target. O/Cs will wait 30 seconds from the time the chemlight is broken and set off a grenade simulator.

(b) Satchel charges may be redistributed within the unit as per other types of ammunition. Satchel charges are single use items and may not be reused. O/Cs will certify reconstruction for BLUFOR based on validated 581s and 5518s. OPFOR rounds may not be reconstructed forward of the BTG TOC.

(c) **DEVICE RESTRICTIONS:**

Satchel Charges **WILL NOT** be thrown. Satchel Charges will not be placed on aircraft. Satchel Charges placed on A/C will be replicated by placing under the nose of the aircraft and notifying the accompanying O/C. The 50 Meter Rule will remain in effect as per Chapter 2, para 2-3j.

3. **MOLOTOV COCKTAILS.**

OPFOR may attack BLUFOR units with makeshift incendiary bombs (Molotov Cocktails). BLUFOR is not authorized to use Molotov Cocktails. Molotov Cocktails will be simulated with an MRE bag filled one quarter full with

loose dirt or DES Chalk. The bag will be folded over a few times and taped shut. A yellow chemlight will be taped to the bag to replicate the "rag fuse". Incoming bombs will not be picked up and thrown back.

y. **CLAYMORE MINES:** An O/C must be present during simulated detonation of claymores. The O/C will throw a hand grenade simulator to simulate detonation and will assess casualties within a 50m fan. Units must use training claymores with appropriate firing devices.

z. **JAVELIN MISSILE:** JAVELIN missile engagements against MILES 1/MITS vehicles are assessed as Catastrophic Kill regardless of the SBDA packet if the targeted vehicles CVKI light indicates a hit.

1. O/Cs will manually adjudicate JAVELIN engagements if the gunner has line of sight on a target whether in direct or top attack mode.

2. JAVELIN missile firing is replicated by a hand grenade simulator for each missile fired. JAVELIN engagements will give a 09 Kill Code (M202 Flame). When fired from inside bunkers or rooms, O/Cs will assess casualties to overpressure if the system is not in the "Soft Launch" mode.

3. Infantry platoons have two FTT (field tactical trainers) or two CLU (command launch units) by MTOE. The JAVELIN missile weighs 35lbs. No more than one missile can be carried per soldier. Firing more than the carrying capability of the element is MILES cheating and the O/C will assess soldiers as MILES Cheat casualties.

aa. **CARL GUSTAV RECOILLESS**

RIFLE: All Carl Gustav recoilless rifle engagements will be manually adjudicated. Each round fired will be replicated by a hand grenade simulator and the effects assessed by an O/C using a controller gun.

1. Illumination rounds will not be replicated at the CMTC.

2. Smoke rounds will be marked by an O/C or firemarker. The gunner must notify an O/C that he is firing smoke and indicate the target.

3. An objective coverage O/C or firemarker will drop one HC smoke at the point of impact.

4. HEDP rounds on buildings will result in a 36 inch breach (where available), 100% KIA in the targeted room, and destruction of all equipment in the room. HEDP rounds fired

at a bunker results in 100% casualties in the targeted bunker IAW casualty card.

bb. **.50 CAL SNIPER RIFLE:** All engagements with the Barrett Sniper Rifle will be manually adjudicated.

1. A hand grenade simulator will be thrown to replicate each round fired.

2. Silenced weapons are not replicated.

3. An armor-piercing round has the ability to penetrate the BRDM and cause either a mobility kill or personnel kill, depending on the point of aim.

4. The maximum effective range is 1500m if the shooter has cleared his barrel prior to the shot, has an unobstructed shot (no sticks or leaves), a free-floating barrel (supported only by the rifle's bipod), set the scope IAW range and wind, and has a stable firing position

cc. **MK-19 GRENADE LAUNCHER:** Is not replicated at CMTC.

dd. **M203 GRENADE LAUNCHER:** Is not replicated at CMTC.

ee. **USE OF PATROL CAPS:** Patrol caps and 'Boonie' caps are authorized for dismounted BLUFOR and OPFOR personnel IAW unit SOPs.

1. Personnel must carry their Kevlar's while dismounted.

2. Kevlars will be worn during wheeled, tracked or aircraft movement.

3. Functional MILES HALO or Spider MILES must be worn with the patrol cap at all times.

4. Personnel will follow the uniform requirement in Chapter 11, para. 11-3.c. when not conducting dismounted tactical operations.

ff. **USE OF CACHES:** Units are authorized to competitively establish sustainment or re-supply caches of Class I and V forward of the FLOT to support current mission requirements for BRT, TF Scouts, COLTs, GSR and dismounted Infantry elements.

1. After COM, BLUFOR caches will be recovered.

2. BLUFOR units cannot establish caches for future operations.

3. Failure of a unit to recover a cache will result in an O/C removing the cache from the battlefield or marking it as destroyed.

gg. **LONG DURATION OP AND RECONNAISSANCE PATROLS:** BLUFOR units will ensure scouts, BRT and COLT elements conducting long duration operations (in

excess of 24 hours) have sufficient water and Class I for the duration of the mission.

1. If an element runs out of water during the mission and no re-supply is executed within 4 hours, the Senior Task Force O/C is the approval authority to allow the element to remain on the battlefield or assess the element as a safety casualty and have the O/Cs extract the element for safety reasons.

2. Soldiers cannot use field expedient methods to obtain drinking water. Only potable water will be consumed.

2-4 HELICOPTER OPERATIONS: SEE CHAPTER 7.

2-5 MOUT OPERATIONS:

a. **TRACK VEHICLES:** Track vehicles will enter the MOUT site only on existing roads and must stay on these roads at all times. Pivot/neutral steering is not allowed. M1 tanks can maneuver in Ubungsdorf with the following restrictions:

1. The three tunnels and culverts are classified as 60 metric ton and can only support one-way M1 traffic.

2. Tunnels and culverts are designated with bridge classification signs and painted crosswalks on the streets

3. No M1 two-way traffic is allowed in the designated areas. M1s cannot remain stationary over these tunnels or culverts.

b. **WHEELED VEHICLES:** Wheeled vehicles must enter the MOUT site on existing roads and stay on these roads as much as possible.

c. **BUILDINGS:** Units can obstacle windows and other openings but may not completely block them. No other modifications may be made to structures. BLUFOR and OPFOR may place obstacles inside buildings to disrupt movement between rooms or floors. However, if an O/C determines the obstacle creates a safety issue, the O/C may direct the obstacle be removed.

d. **PYROTECHNICS:** Smoke grenades, CS grenades, and pyrotechnic simulators will not be used in the sewer system or inside buildings in the MOUT sites. DES may be used to create mouse-holes (where available) if under the direct supervision of an O/C. DES will not be used against permanent structures (i.e. existing doors).

e. **BUILDING ROOFS:** No more than eight personnel can be on a flat roof at one time. Sloped roofs are off limits.

f. **RAPPELLING:** Fasten ropes only to anchors provided in the building. Do not fasten rappelling ropes to other parts of the building. Aircraft rappels or fast roping is not authorized on sloped roofs.

g. **CONNECTING BUILDINGS:** Rope slides or make shift platforms used to go from one building to another building are not authorized.

h. **BOOBY TRAPS:** Units may simulate booby traps by using any flash producing or noise making trip device IAW types below. O/Cs will assess casualties within a 10m radius any time a trip flare or flash device activates. Booby traps and trip wires will not be placed higher than two feet from the floor or ground.

i. **BOOBY TRAP TYPES:** BLUFOR booby traps represent M16A2, M18A1 and expedient blast devices when allowed by current executive orders and directives. The unit must have the correct training Class V on hand to simulate the booby trap.

j. **WEAPONS EFFECTS IN MOUT:** See EXRID Table 2-1 thru 2-6, Weapons Effects During MOUT. Direct fire may be used to create mouse holes (where available) IAW Table 2-5.

k. **ARTILLERY AND MORTAR EFFECTS IN MOUT:** The following guidelines will be used to assess damage to buildings and casualties to personnel from Indirect fires in MOUT.

1. In order to receive credit for damaging or destroying building roofs, walls or interior floors the unit calling for fires must provide a 10-digit grid to the building, and the grid must be directly on the building to receive effects to the building (roof, floor, wall).

2. O/Cs or Firemarkers will mark rubble buildings or floors with white engineer tape at the entrance or across the stairwell. O/Cs or firemarker will detonate a grenade simulator at the entrance to the building as each floor is destroyed.

l. **MOUT STREET LIGHTS.** Units are able to extinguish streetlights in MOUT sites by either destruction of the power production / distribution facility or negotiate with local authorities.

2-6 MOUNTED OPERATIONS:

a. **FIFTY-METER RULE:** Engagements closer than 50 meters are prohibited. No vehicle will approach an opposing forces vehicle or dismounted soldiers closer than fifty meters.

b. **POINT BLANK ENGAGEMENTS:** When a target appears at less than 50 meters,

the TC will orient the weapon system on the target he wishes to engage and cross his arms over his head to signify that he is engaging. Both vehicles will stop and await O/C adjudication.

c. **CROSS LEVELING:** Vehicles that are catastrophic kills offer no salvage or cross-level value. Ammunition, radios, equipment or supplies cannot be taken off a dead vehicle. SBDA vehicles that are firepower, mobility, or communication kills may cross-level ammunition, equipment, and personnel based on O/C approval.

d. **DIRECT FIRE AGAINST INDIVIDUAL FIGHTING POSITIONS AND BUNKERS:** See EXRID Table 2-6 Damage Assessment for Bunkers. All tank and AT weapons will render individual fighting positions and bunkers as destroyed. The personnel inside the bunkers will be assessed by the O/C as a casualty and will put their MCCs into effect.

e. **MILES BERMS:** Vehicles engaging from concealed but not covered fighting positions behind piles of loose soil, rocks, foliage or man made objects that can defeat MILES lasers, but do not have the capability to defeat kinetic energy direct fire weapons, are assessed as casualties if taken under direct fire.

f. **LOADING TOW MISSILES:** All vehicle and ground TOW systems must be reloaded using the Missile Simulation Round (MSR) IAW the appropriate battle drill. An ATWESS will be loaded into the MSR, which is then reloaded into the weapons system.

g. **BRADLEY UPLOAD:** M3 and M2 Bradleys will upload no more than 310 25mm cannon rounds and 7 TOW rounds for a M2 and 12 for a M3.

h. **M1A1 UPLOAD:** M1 series tanks will have a maximum of 40 rounds of 120mm ammunition keyed in the MILES system. Additionally, M1 series tanks will load no more than 40 rounds of M30 Pyrotechnic into the Main Gun Signature Simulator (MGSS).

i. **BORESIGHTING VEHICLE MILES:** Prior to Boresighting and zeroing on a combat vehicle, the training unit must coordinate with their O/C for ammunition upload, and resurrection through the TAF.

j. **ACTIONS OF VEHICLE CREWS CATASTROPHICALLY DESTROYED:**

1. See paragraph 2-8.i.1.
2. See paragraph 2-8.k.3 thru 5.
3. Crew Members or

passengers will not throw smoke or other pyrotechnics to mask other vehicles or

personnel after the vehicle has been assessed a catastrophic kill.

4. If actions are taken after being assessed as a catastrophically destroyed vehicle that will assist their unit, the vehicle and crew are in violation of the EXROE and are further assessed as MILES Cheat kills and the entire crew will be assessed as non-battle casualties.

5. **DYING BREATH:**

(a) Vehicle commanders can transmit one "Dying Breath" transmission notifying the unit that they have been catastrophically killed.

(b) The transmission will be limited to a standard vehicle call-sign, time and "Catastrophic Kill".

k. **BLUFOR Vehicle Launched Smoke:**

1. Conduct Home Station Training on Loading, Discharging, and Misfire procedures for the smoke grenades.

2. During the STX period (OFT training) demonstrate proficiency to their O/C that they know how to load, clear the SDZ, discharge and conduct misfire procedures with the smoke grenades.

3. Prior to firing the smoke grenades announce to their O/C their intent to fire and wait for his approval. (O/Cs are the final approval authority for firing vehicle smoke grenades. An O/C can deny the use of vehicle launched smoke even if all individual and unit requirements are met.)

4. Prior to firing meet all crew safety postures, visually clear the SDZ of dismounts and vehicles not in the open protective or closed hatch position.

5. In case of misfire act IAW the TM and O/C Instructions.

6. Prior to LD have posted authorized grenade smoke FFAs on TC/BC map.

7. Grenades loaded NET the final PCI (LD-2).

8. Grenade launcher remains in the safe position until authorization to fire is given by the covering O/C.

9. **If a unit/individual violates the constraints and limitations listed above, the unit/individual will be directed to download all smoke grenades and denied permission to fire smoke grenades in subsequent missions until the following is met:**

(a) Completion of a 15-6 Investigation with findings and recommendations to their Division Leadership.

(b) 15-6 states the unit/individual has been re-trained on the proper

TM and safety procedures for operating the smoke launcher.

(c) The Division Leadership determines the unit/individual will be authorized to continue to use vehicle smoke grenades.

2-7 MILES II/SAWE: See Chapter 8, Combat Service Support for additional information on personnel and vehicle MILES/SAWE assessment. MILES rules the battlefield. In those events where MILES/SAWE can not determine an outcome, O/C's will assess casualties in accordance with the rules outlined in this EXROE.

a. **MCC AND SAFETY CARD:** Prior to the beginning of the exercise, an O/C will issue a MILES Casualty Card (MCC) to all personnel operating forward of the brigade rear boundary. The MCC and the Safety Card will be kept with the soldier at all times. All personnel will wear an operational Man Worn Laser Detector (MWLD) and Helmet Harness (HALO), or spider MILES for scouts, snipers or BRT soldiers at all times within the brigade boundary.

b. **DETECTOR BELTS:** Vehicle detector belts are mounted IAW the operator's manual and kept clean. Personal gear and camouflage nets will not cover sensors. OPFOR and BLUFOR will vehicles fighting from fighting positions must expose their sensor belts while engaging. No engagements will occur from a hull down or turret down position. Crews not unmasking their sensors while engaging are MILES Cheating and will be assessed as destroyed (SBDA MILES CHEAT KILL).

c. **FUNCTIONING INTERCOM:** The audio cable of the MILES system must be hooked up and functioning at all times. Vehicles without a functioning intercom must have a ground guide.

d. **NON-MILES VEHICLES:** On wheeled vehicles or support vehicles without MILES, the driver's MWLD represents the vehicles' MILES. O/Cs will adjudicate engagements involving non-MILES vehicles.

e. **BATTERY RESUPPLY:** Units will receive an initial issue of batteries when drawing MILES equipment and replacement of batteries is a unit responsibility. MILES batteries must be kept in place.

f. **BLUFOR RESPONSIBILITY:** It is the unit's responsibility to properly use MILES equipment, to identify malfunctioning equipment with the O/C, and to correct MILES equipment malfunctions through the use of the MILES contact team (Raytheon).

g. **VEHICLE MILES:**

1. All weapons systems must emit a signature when firing. An M30 Pyrotechnic, HOFFMAN, ATWESS, FLASHWESS, MGSS, or blank ammunition must be fired to initiate a direct fire engagement. A vehicle or dismounted weapon system not emitting a signature must stop engaging, and correct the problem. There are no 'administrative pauses' to upload MGSS, HOFFMAN, or ATWESS systems, battlefield effects remain in effect while the crew reloads. O/Cs will kill weapon systems firing without emitting a signature.

2. Master switches are kept on at all times.

3. If a vehicle cannot be killed due to inoperable MILES, the vehicle may move with the unit until the first contact is made. An O/C will then assess the vehicle as a catastrophic kill. All personnel and equipment on the vehicle are destroyed. Prior to LD, or defend no later than time, personnel with operable MILES, vehicle/personal equipment, Class V, and weapons may be cross leveled.

4. If the vehicle's MILES malfunctions after crossing the LD or after the Defend No Later Than time, the vehicle becomes a SBDA for either firepower or mobility. If the vehicle is not in contact, the unit may cross-level personnel. If in contact, all personnel on board become casualties and the vehicle becomes a catastrophic kill.

5. Any effort to shield the effects of MILES/SAWE by a player will be a Cheat Kill and reported to the EXCON and the unit chain of command immediately.

h. **SAWE-RF/MILES II BDA:**

1. **CATASTROPHIC KILL:** A vehicle assessed as a catastrophic kill will receive an audio signal through the vehicle intercom system, and the Combat Vehicle Kill Indicator (CVKI) light flashes continuously. The vehicle will halt in place and remain there until recovered. If the vehicle is killed, and the CVKI light is malfunctioning, the crew will immediately display a yellow flag from the top of the vehicle. No further action by that vehicle or crew is permitted. Crews will cease firing weapon systems and cease all transmissions on the radio following the 'last breath' transmission. For vehicles equipped with a gun tube, elevate the gun tube and placed it over the back deck. For vehicles equipped with a TOW or other type of missile launcher, place the launcher in the stowed position. Howitzers will place the gun

tube on the deck at minimum elevation. The crew self-kill their MWLD, put their MCCs into effect, and initiate appropriate first aid measures

2. **MOBILITY KILL:** A vehicle assessed as a mobility kill will receive an audio signal through the vehicle intercom system. It immediately halts in place and ceases all movement. Any further movement results in a cheat kill. A vehicle assessed as a mobility kill may still use its weapons and communications systems until it becomes a firepower, commo or catastrophic kill. At that time, the vehicle and its crew will comply with EXROE requirements for that type of kill.

3. **FIREPOWER KILL:** A vehicle assessed as a firepower kill will receive an audio signal through the vehicle intercom system. All use of the weapons system(s) immediately ceases. The MILES system will concurrently disable the main weapons system, preventing its further use. Any attempts to use auxiliary weapons systems will result in a cheat kill. A vehicle assessed as a firepower kill may still move and use its commo systems until it becomes a mobility, commo or catastrophic kill. At that time, the vehicle and its crew will comply with EXROE requirements for that type of kill.

4. **COMMO KILL:** A vehicle assessed as a commo kill will receive an audio signal through the vehicle intercom system. All radio transmissions immediately cease. Any further radio transmission will result in a cheat kill. A vehicle assessed as a commo kill may still move and use its weapons systems until it becomes a mobility, firepower or catastrophic kill. At that time, the vehicle and its crew will comply with EXROE requirements for that type of kill.

5. **CHEAT KILL:** Cheat kills are a result of one or more violations of the EXROE. A cheat kill will be implemented automatically through the SAWE-RF/MILES II system or manually by an O/C's control gun. Cheating will result in O/Cs reporting the incident(s) to the offender's chain of command and, in the case of OPFOR to the EXCON.

(a) Knowingly circumventing the MILES system, by removing batteries, taping MWLD buzzers, or using "shaved" keys, or in another way making the MILES system not operate properly is not authorized. When MILES Cheating is identified O/Cs will assess the vehicle as a SBDA Catastrophic Kill and the crew will be assessed as KIA.

(b) Soldiers with a green key in the 'box' will automatically be assessed Cheat Kills.

i. **NEAR MISSES:** Each near miss signal is a warning to the player that he is being engaged by fire (direct or indirect). The TC and driver will know the difference between a kill and a near miss because the system sounds a continuous buzz when killed, but only a series of beeps for a near miss. A near miss can flash the CVKI light on the vehicle up to five times. A near miss can also occur when a target is engaged by a weapon not capable of destroying the vehicle. Vehicles may continue to move during a near miss.

j. **PERSONAL MILES: (BLUFOR and OPFOR)**

1. Personnel not wearing MWLD within the Brigade Boundaries, or wearing inop MWLD, after being told by an O/C to fix or exchange the MWLD, become casualties and receive a new casualty card requiring their evacuation as a non-combat casualty.

2. When the MWLD harness sounds continuously, the soldier is a casualty. The soldier will cease firing his weapon system and insert the yellow key into his harness. If dismounted, the individual will move to a safe location, sit down, put his MCC into effect, and take no further combat actions. RTDs see 2-3.p.1.

3. RTDs on Catastrophically Destroyed Vehicles:

(a) 11M/19D personnel that are passengers on a M2/M3 BFV, and have a Return To Duty (RTD); MILES Casualty Card (MCC) can continue mission if the vehicle they are on becomes a Catastrophic Kill.

(b) In order to continue mission the 11M/19D RTDs must:

(1) Follow the instructions on the RTD MCCs.

(2) Continue mission based on unit leader guidance and under O/C control.

(c) The requirements and limitations for dismounted operations enumerated in Chapter 2, Paragraph 2-3 remains in effect.

4. Personnel aboard vehicles having other than a catastrophic kill code can dismount if their MCC allows and may cross-level after coordination with an O/C.

5. **LEADER'S ADDITIONAL LIVES:** Key leaders may transfer to another vehicle if their assigned vehicle is destroyed, but only after they have complied with their Return

To Duty (RTD) card instructions. They may do this once per battle, based on O/C assessment.

2-8 BATTLEFIELD EFFECTS: Due to certain limitations of MILES/SAWE, O/Cs use control guns to kill or near miss BLUFOR or OPFOR personnel and vehicles so that they experience the effects of mines, artillery, and air strikes.

a. **EFFECTS OF ARTILLERY ON VEHICLES AND PERSONNEL:** See Chapter 4 Fire Support.

b. **EFFECTS OF A MINE STRIKE ON VEHICLE/INDIVIDUAL:** See Chapter 5 Engineer.

c. **EFFECTS OF NBC:** See Chapter 9 Nuclear Biological Chemical.

d. **EFFECTS OF FASCAM/SCATMINES:** See chapter 5 Engineer.

e. **UNAUTHORIZED PYROTECHNICS:** See Chapter 11, Safety, para. 11-9.b.1

2-9: CONTINUOUS OPERATIONS: Is defined as the continuation of tactical operations and the application of all battlefield effects. CMTC replicates a battlefield where combat operations can occur at any time. However, to facilitate AARs, counterpart discussions, or to set the conditions for the next fight, the COG may direct a Suspension of Battlefield Effects in conjunction with Change of Mission Instructions.

a. **APPLICABILITY:** All Personnel participating or controlling exercises at CMTC.

b. **SUSPENSION OF BATTLEFIELD EFFECTS (SOBE):** Is defined as that period designated by the COG for separation of combat forces, conduct of AARs, recovery of maintenance NMC vehicles, recovery of KIA & wounded dismounts & reconnaissance forces both short of, and forward of the Line of Contact and applies to both BLUFOR and OPFOR.

SCATMINES: will not be in effect during the suspension period unless specified in COM instructions. The clock will stop on the minefield during the suspension period and be restarted when the suspension is lifted.

c. **RESUMPTION OF BATTLEFIELD EFFECTS:** Is defined as the time directed by the COG for Suspension of Battlefield Effects to be completed and all exercise participants are subject to battlefield effects.

d. **BLUFOR SPECIFIC INSTRUCTIONS:**

1. **REPOSITIONING:** BLUFOR units will follow O/C instructions and COM instructions for all repositioning of forces.

2. **OBSTACLES:** No re-seeding or breaching of obstacles, or movement of Class IV/V is permitted during the suspension period.

3. **CASEVAC:** Casualty evacuation may not continue during the suspension of Battlefield Effects unless otherwise stipulated in COM instructions. All MCC times will be suspended until Resumption of Battlefield Effects. All KIAs, DOWs, and Casualties (Wounded, Priority, Urgent) will move, IAW O/C instructions, with Catastrophic & Mobility Destroyed Vehicles to the "Dead Pool". CASEVAC will resume at Resumption of Battlefield Effects from the Dead Pools.

4. **CATASTROPHIC & MOBILITY KILLS:** will be consolidated and escorted to a "Dead Pool" by O/Cs. The Dead Pool will be established in the vicinity of the unit's UMCP to facilitate re-introduction of vehicles and personnel to the unit. At no time will the Dead Pools be established in locations observed by the OPFOR.

5. **RECOVERY OF MAINTENANCE NMC VEHICLES:** will continue during the suspension period to facilitate separation of forces. If the vehicles are not recovered before the effects are lifted or before a time coordinated with EXCON, the unit will lock the vehicle and be O/C escorted behind LD for the next mission.

2-10 TACTICAL AIRBORNE OPERATIONS: When conducting tactical airborne operations at the CMTC, units will execute operations IAW their tactical SOP and FM 90-26. All participating aviation and AF aircraft will operate ICW CMTC A2C2 SOP and CMTC EXROE for deconfliction of airspace.

a. **DZSO/DZSTL OPERATIONS.** Units will provide a trained, current Drop Zone (DZ) party for the conduct of all personnel or equipment drops, both real and notional. DZ's will be set up IAW unit SOP. The DZ party (Drop Zone Safety Officer (DZSO), Assistant Drop Zone Safety Officer (ADZSO), malfunctions NCO, Medical package) will operate as white cell on the DZ. DZ party will be escorted by O/C teams while operating in the box. Drop Zone Support Team (DZST) party for equipment drops will set up the DZ IAW unit SOP and will operate tactically and remain competitive IAW CMTC EXROE and, if compromised and engaged, will be adjudicated IAW with the CMTC EXROE with the following exceptions:

1. If as a result of the adjudication of combat casualties, all required and qualified DZST party members and their alternates are assessed as casualties prior to the conduct of actual airborne operations, then O/C's will allow the minimum DZST party to remain on the DZ with appropriate communications gear in order to provide Drop Zone coverage for the conduct of actual air resupply operations. The DZST party will be assessed as KIA's and must be reconstituted IAW CMTX EXROE upon completion of the airborne operation.

2. OPFOR will not tamper with DZ markings for actual airborne operations once markings are emplaced.

3. BLUFOR units may either cache parachutes competitively at a collection point for later pick up, or provide a white cell parachute detail with sufficient transportation assets to transport the airborne items used, or a combination of both. When a parachute detail is authorized, it must be coordinated through and escorted by O/C's and occur after significant DZ assembly and security operations have taken place.

4. Rotational units will provide FLA support and a malfunctions NCO to provide emergency medical coverage on all airborne operations. This element will operate as white cell and monitor DZSO frequency. WHITE CELL FLA support will be escorted by an O/C element for DZ coverage.

b. **MILES.** There is no grace period during airborne operations. Once a soldier lands on the DZ, he will activate a canopy release assembly, place his weapon into operation, get out of his parachute harness and immediately don his MILES gear. O/C's will assess soldiers as casualties if they do not don their MILES gear in a timely manner.

c. **INJURIES/ACCIDENTS AS A RESULT OF AIRBORNE OPERATIONS.** All parties will take action ICW para 11-1c of the CMTX EXROE. DZSO/malfunction NCO will be allowed to conduct duties at the accident scene ICW the appropriate regulation.