

# Index

- ACE 8-5
- ADC 4-1, 4-11
- advance to the river 3-1 through 3-3
- aidmen 8-14
- air assault 3-5, 7-1, 8-1, 8-2
- air defense 2-3, 3-2, 3-4, 5-5, 7-10, 8-2
- air-defense systems 3-9, 8-2, 8-4
- air-defense teams 8-2 through 8-4
- aircraft 2-1, 3-4, 3-7, 3-9, B-1
- AirLand 1-1
- amphibious vehicles 7-2, 7-3, 7-5, B-1, B-2
- approaches 2-3, 2-5, 3-4, 3-5, 7-2, 7-7, 7-8, 7-11
- armored fighting vehicles 7-6
- artillery
  - battalions 8-1
  - fire 3-9, 7-10, 8-15
- assault
  - boat crossings 7-2
  - boats 2-1 through 2-3, 3-1, 3-4, 3-7, 5-5, 6-3, 7-3, 7-5, 8-2, 8-5, 8-8, 8-14, A-1, B-1
  - force 8-5 through 8-7, 8-11, 8-13
  - sites 2-1, 6-3, 7-1
  - units 2-5
- assembly area 8-7, 8-8
- assistant division commander 4-1
- attack brigade 6-3, A-1
- attack out of the bridgehead 3-1, 3-6, 3-8 through 3-10, 4-1
- AVLB 7-10, B-2
- Bailey bridge B-2
- bank master 7-8, 7-9
- banks 1-2, 2-2 through 2-5, 3-6, 4-8, 5-1, 7-1 through 7-3, 7-6 through 7-8, 8-5, 8-8, A-1, B-2
- BMAIN 3-3, 3-5, 3-7, 3-8, 6-3
- boat
  - commander 7-8, 8-9, 8-11, 8-14, 8-15
  - crew 8-3, 8-8, 8-10, 8-13
  - engineers 8-5, 8-8
  - groups 8-4, 8-8 through 8-11
  - team 8-7 through 8-9, 8-12
- bow gunner 8-7, 8-12, 8-14
- breakout forces 3-8, 4-1, 4-11, 7-1
- bridge
  - boats 2-2, 7-10
  - company 4-3, 7-8, 7-10, A-1
  - operations 9-2
- bridgehead 1-1, 2-3, 2-4, 3-1 through 3-10, 4-1, 4-2, 4-8, 4-11, 6-1, 6-3, 6-4, 7-10, 8-1, B-2
- bridgehead line 3-1, 3-4, 3-8, 3-9, 4-8, 4-11, 6-1, B-2
- bridges,
  - fixed 4-12, 5-6, B-2
  - float 7-10, B-2
  - M4T6 A-1, B-2
  - MGB B-2
  - ribbon B-2
- brigade commander 4-1, 4-9, 4-11, 4-12, 5-4, 7-7, 7-10
- brigade engineer 6-2 through 6-4, A-1
- BTAC 3-3, 3-7, 4-1
- CAC *see* crossing area commander
- CAE *see* crossing area engineer
- call-forward area 4-8, 4-9, 7-8 through 7-11, 9-1
- cargo team 8-6
- CAS *see* close air support
- centerlines 2-2, 4-9, 7-7 through 7-9, 8-5, A-1
- CFC *see* crossing force commander
- CFE *see* crossing force engineer
- chemical lights 7-7, 7-8, 7-11, 8-6, 9-2
- chemical units 4-1, 4-2
- close air support 3-3, 3-6, 3-9
- close operations 3-3
- COA 6-1 through 6-5, 7-2, A-1, A-2
- combat vehicles B-1, B-2
- command
  - and control 3-1, 4-1, 5-2, 8-9
  - group 8-3, 8-4, 8-9
  - post 3-2, 3-3, 4-1, 4-11, 4-12, 5-4, 6-3
- commanding general 4-12
- commands 4-2, 8-1, 8-3, 8-4, 8-8 through 8-10
- concealment 1-2, 2-1, 2-2, 4-8, 7-2, 9-1
- control measures 1-1, 4-3, 4-9, 5-2, 6-4, 7-7, 8-1
- counterbattery fire 2-4, 8-1
- coxswain 8-3 through 8-15

- CP *see* command post
- crossing area
  - commander 4-1 through 4-12, 5-4, 5-5, A-2
  - engineer 4-2, 4-8, 4-11, 4-12, 5-5, 6-3, 6-4, 6-6, 7-8, 8-13, A-2
  - operations 4-9, 5-5
  - overlays A-1, A-2
- crossing calculations 6-1
- crossing categories 1-1
- crossing force commander 4-1, 6-3
- crossing force engineer 4-1, 4-11, 4-12
- crossing fundamentals 1-2
- crossing means 1-1, 1-2, 2-1, 3-3, 4-1, 4-2, 4-8, 4-12, 5-5, 6-3, 7-1, 7-2, 8-2, 9-1, B-1 through B-19
- crossing plan 2-1, 4-1, 4-8, 4-9, 5-5, 6-1, 6-5, 7-7, 8-2, A-2
- crossing site selection 7-1
- crossing stages 5-3
- crossing synchronization matrix 4-9, 6-5, A-2
- current velocity 2-1, 8-5, 8-10, B-2
- debarking 7-8, 7-9, 8-3, 8-7, 8-9, 8-12, 8-14
- deception 1-2, 1-3, 3-1, 5-1, 5-3, 5-5
- deep operations 1-1, 3-9, 4-1
- defending force 4-11, 5-4, 5-5
- defensive forces 2-4
- delay 1-2, 2-4, 5-3, 5-4, 5-5
- denial measures 5-5
- direct fire 2-2, 2-3, 3-1, 3-5, 5-5, 7-6, 7-7, 8-1, 8-5, 8-11, 8-15
- direct support 3-1, 3-3, 8-2, 8-5
- dismounted infantry 3-4, 3-5, 8-1, 8-3, 8-8, B-1
- division
  - commander 3-6, 3-9, 4-1, 4-12, 5-4, 5-5, 7-7
  - engineer 4-1, 4-2, 5-5, 6-2, 6-3, 8-5, A-1
  - terrain team 6-2, 6-3
- DMAIN 3-3, 3-4, 3-6, 3-9
- dominant terrain 2-2, 2-3
- DREAR 3-3 through 3-10
- DTAC 3-2 through 3-9
- embarkation 7-8, 7-9, 8-7 through 8-9, 9-1
- engineer
  - equipment park 7-8 through 7-10
  - execution matrix 6-6, A-2
  - platoon 8-5, 8-8, 8-13
  - regulating point 4-8, 4-9, 7-8, 7-9, 7-11, 9-1, 9-2
  - staff officer 6-2
- entry points 7-1
- ERP *see* engineer regulating point
- executive officer 4-1, 4-11, 4-12, 5-4, 8-1
- exit routes 2-4, 6-4, 7-2, 7-7
- fire plan 8-1
- fire support 3-5, 8-1, 8-3
- ford sites 2-6
- fords 7-2
- fragmentary order 1-2
- friendly troops 6-2
- G2 2-5, 6-2
- G3 4-11, 4-12, 5-5, 6-3
- G4 4-1, 4-11
- GLLD 8-4
- grenade launchers 8-4
- guide boats 8-4, 8-9
- guides 7-9, 8-7, 8-8, 8-11, 8-13, 9-1
- HEMMT 7-9, 7-10
- HIMAD 3-2, 3-4
- HMMWV 8-5
- holding areas 3-7, 4-4, 4-8, 9-1, A-1
- holding line 4-11, 5-4, 5-5
- HUMINT 2-5
- IDP 5-4
- indirect fire 3-1, 3-2, 3-6, 7-6, 7-7, 7-10, 8-1, 8-2, 8-5
- infantry 3-4, 3-5, 8-1 through 8-3, 8-7, 8-8, B-1
- infantry platoon 8-2
- information requirements 2-6, 8-5
- intelligence 2-5, 6-2
- IPB 2-1, 6-2
- LBE 7-8, 8-5, 8-14
- life jackets 7-8, 7-9, 8-5, 8-8, 8-12, 8-14, 9-1
- lifeguards 8-5, 8-14
- lifelines 7-8, 8-6, 8-14
- LTR 7-3, B-2
- maintenance 2-3, 3-3, 7-1, 7-7 through 7-10, 9-1
- markers 7-7, 7-8, 7-11, 8-6, 8-10, 9-1, 9-2
- mechanized troops 8-2
- medics 8-14
- METT-T 3-1, 3-3, 3-5, 3-6, 8-1
- mission analysis 6-1, 6-2
- mission objectives 6-1, 6-3
- movement plan 1-2, 4-11
- multispectral imagery 2-5
- night vision 7-7, 8-1, 8-6, 8-12
- obstacle templates 6-2
- OCOKA 2-1, 6-3
- OPORD 4-8, 4-9
- OPSEC 1-2, 5-5
- percent of slope 7-4
- platoon boat groups 8-4

- pneumatic assault boats B-1
- raft
  - assembly 7-7, 7-8
  - commander 7-9, 7-10
  - loads 3-7, 4-8, 4-9, 7-8, 7-9, 9-1, A-1, A-2
  - requirements A-1
  - site 7-1, 7-7, 7-8, 7-10, A-1
- rear operations 1-1, 3-1
- reconnaissance 1-2, 2-2 through 2-6, 3-1, 3-2, 6-2, 6-6, 7-3, 7-7, 8-5 through 8-7, 8-11
- reconnaissance,
  - far-shore 8-5, 8-6
  - tactical 8-5
- recovery team 7-11
- rehearsal 6-2, 8-1, 8-7
- reinforcement 1-1, 2-1, 3-4, 3-5, 7-6, 8-2
- release lines 4-3
- retirement 5-3, 5-5
- rifle companies 8-4
- rifle squad 8-3
- river crossing,
  - hasty 1-1, 1-2, 3-1, 4-3, 4-11, 8-2
  - offensive 1-1, 1-2, 2-4, 4-11, 5-1, 5-3, 5-4
  - deliberate 1-2, 3-1, 4-3, 8-2
  - retrograde 1-1, 1-2, 2-4, 4-1, 4-11, 5-1 through 5-6
- river
  - current 2-1, 7-5, 7-6, 8-10
  - velocity 2-2, 6-3, 7-3 through 7-5
  - width 2-2, 2-5, 6-3, 7-3, 7-5, 7-8, A-1
- S3 4-11, 6-3, 6-4, 6-6, A-2
- S4 4-1, 4-11
- safety 2-4, 7-8, 8-5, 8-8, 8-14, 8-15, 9-1, B-3
- scheme of maneuver 3-1, 6-3, 7-1, A-2
- scout swimmer team 8-6
- second-echelon battalions 2-4
- SHORAD 3-2, 3-4, 3-7, 8-2
- site analysis 7-3
- situational template 6-2
- slopes and degrees 7-3, 7-4
- smoke 1-2, 2-5, 3-2, 3-5, 5-1, 5-5, 8-1, 8-2, 8-10, 8-11
- SOP 1-2
- Soviet tactics 2-3
- staging area 4-8, 4-9, 7-9, 9-1
- stroke paddler 8-5 through 8-12
- support force 4-1, 4-11, 8-7
- swell 2-2
- swim
  - operations 9-2
  - routes 7-2
  - site 4-8, 4-9, 7-1, 7-3, 9-2
- swimming vehicles 2-2, 5-5, 8-2, 8-3
- tactical planning 2-5, 5-5, 6-1, 7-7
- tactics 1-1, 2-1, 2-3, 2-6, 4-1, 5-1, 6-1, 6-4, B-1
- task force 3-4, 3-5, 3-7, 4-9, 8-1, 8-2, 8-3, 8-13, 8-14
- terrain
  - analysis 2-1, 6-1
  - characteristics 2-1
  - conditions 7-6
  - data base 2-5, 6-2, A-1
  - detachments 2-5
  - management 1-3
- TF *see* task force
- thermal decoys 2-5
- thermal sights 8-1
- threat
  - activity 8-7
  - analysis 6-1
  - defense 2-6, 8-1
  - fire 3-5, 7-1, 7-8, 9-1
  - observation 2-4, 7-3, 8-5, 8-13
  - positions 2-2, 2-5, 8-1
  - reactions 6-4
  - river defense 2-4
  - shore 2-3, 8-11, 8-12, 8-14
  - situation 1-1, 7-3
  - tactical doctrine 2-5
- TOW
  - antitank systems 8-4
  - electronics 8-5
  - missiles 7-11, 8-2
- tracked vehicles 7-2
- traffic circulation plan 4-8
- traffic control 1-2, 1-3, 3-3, 4-1, 4-3, 4-8, 4-11, 5-4, 7-11, A-2
- troop list 6-2
- vegetation 2-2, 2-3, 2-5, 6-3, 7-2
- vehicle crossing capability chart A-2
- vehicle recovery 7-11
- waiting areas 3-5, 4-4, 4-8, 5-5, 7-2
- warning order 6-2, 8-2
- water depth 2-2, 8-5
- watermanship 8-7, 8-10
- wheeled vehicles 2-3, 7-2, 7-4
- XO *see* executive officer