INTELLIGENCE HANDBOOK

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ADVANCED
OPERATIONAL INTELLIGENCE
(AMPHIBIOUS)

I-2

NAVAL AMPHIBIOUS TRAINING UNIT
PACIFIC FLEET
CORONADO, CALIFORNIA

TABLE OF CONTENTS

COURSE I-2

ADVANCED OPERATIONAL INTELLIGENCE

SECTION 1 - GENERAL INFORMATION

SECTION 2 - INDOCTRINATION AND REVIEW

SECTION 3 - INTELLIGENCE PROBLEM

SECTION ONE

forward

Syllabus of Advanced Operational Intelligence Course

Glossary of Amphibious Terms

FOREWARD

This handbook is a compilation of most of the printed materials issued in the Advanced Operational Intelligence (Amphibious) Course I-2. Since the greatest part of this course is devoted to a practical exercise, "Operation FIGMO," certain of the printed materials will be issued during the problem to provide realism.

The materials in the four sections of this guidebook are bound in order of presentation to provide the student with a rapid, easy-to-handle reference and study guide. It is emphasized that the materials herein are reference materials only. This handbook is intended only as a guide for Amphibious Operational Intelligence Officers.

This course has been designed to provide, within certain limitations, a situation which might logically be thrust upon any intelligence officer. Because of its scope and detail, a background of operational intelligence and/or the I-1 Course is necessarily a prerequisite.

It is the hope of the Officer-in-Charge and the staff of the Intelligence School, Naval Amphibious Training Unit, that this course will increase your professional knowledge and that the handbook will be of assistance now, and in the future.

R. D. Flynn
Commander, U. S. Navy
Officer in charge

SYLLABUS

COURSE: ADVANCED OPERATIONAL INTELLIGENCE I-2

PURPOSE: To provide an advanced course in operational intelligence with emphasis on that intelligence required in an Amphibious Operation.

DESCRIPTION: This course provides a practical problem involving the Maneuver Enemy, in which the student officer can meet and apply the special requirements of Intelligence in the amphibious operation. Intelligence functions are illustrated through the planning phase of an amphibious operation terminating in a detailed Intelligence Annex. Instruction method features learning by doing.

SCOPE: INDOCTRINATION AND REVIEW

Review of the principles of intelligence production, intelligence sources and agencies, and intelligence in an amphibious operation.

SUBJECT	PURPOSE OR CONTENT	TIME
Introduction	Welcome, administrative information and course over-review.	1 hr.
Intelligence in Amphibious Operations	Intelligence information required for planning and conducting a landing operation; sources and agencies, employed in obtaining that information.	1 hr.
The Intelligence Cycle	The process of transforming raw information into usable intelligence.	1 hr.
The Planning Phase	Discussion of establishment of a planning schedule for an intelligence staff, and review of all agencies and methods used to collect the required intelligence information for an amphibious operation.	1 hr.
The Intelligence Estimate	Discussion of Form, Content and utility of the Naval Amphibious Intelligence Estimate. This lecture also covers the Techniques envolved in envolving Enemy Capabilities from the Enemy Situation and Characteristics of Area of Operations.	2 hr.
Introduction to Electronics Countermeasures	Familiarization with ECM in Modern Naval Warfare.	1 hr.
Basic Amphibious Concepts	Basic Amphibious Concepts of Command Relationship between Basic Decisions, and Concepts of Operations Ashore.	1 hr.

SUBJECT	PURPOSE OR CONTENT	TIME
The Intelligence Annex	Discussion with the Purpose, Form, Scope and Content of an Intelligence Annex and its Application to an Amphibious Operation.	1 hr.
Order of Battle	Discussion of the Enemy Order of Battle, its Importance in Production of Enemy Intelligence and Methods and Techniques to be used solving problems in the I-2 Course.	1 hr.
	TOTAL	10 Hours

GRAPHIC AND ORAL PRESENTATION

The techniques of graphic and oral presentation to include use of maps and overlays, the use of conventional signs and symbols, and briefing techniques.

SUBJECT	PURPOSE OR CONTENT	TIME
The Situation Map	Use of maps and overlays, conventional signs and symbols.	1 hr.
Briefing Techniques	The techniques of presenting an oral intelligence brief.	1 hr.
	TOTAL	2 Hours

INTELLIGENCE PROBLEM

A problem designed to teach intelligence functioning at a Joint Amphibious Task Force level. Particular emphasis is given to the collection, and processing of enemy information and the use of the intelligence produced. Preparation of two Intelligence Estimate (initial and final) and an Intelligence Annex are the minimum requirements.

SUBJECT	PURPOSE OR CONTENT	TIME
Introduction Intelligence Problem, Intelligence Summary and Concepts of the Operation	Introduction to general situation and background information in order to present a Concept of Operation.	1 hr.
The Intelligence Estimate (Initial)	The preparation of an intelligence estimate from available data as a basis for the Commander's decision.	13 hrs.
Commander's Estimate	Explanation of those paragraphs in the Commander's Estimate which are derived from the intelligence estimate.	1 hr.

SUBJECT	PURPOSE OR CONTENT	TIME
EEI and the Collection Plan	Determination of EEI and Development of the Collection Plan.	6 hrs.
Development of the Problem	The processing of information received as a result of the Collection Plan.	10 hrs.
I-2 Intelligence Estimate (final)	Preparation and issuance of the Intelligence Estimate (final)	12 hrs.
I-2 Intelligence Annex	Preparation of the Intelligence Annex emphasizing the use of the Intelligence Estimate.	12 hrs.
Target Intelligence	Discussion of target designations and Coordination of Target Intelligence.	1 hr.
Critique	Discussion of the overall problem	1 hr.
	TOTAL	57 Hours
Graduation	Graduation and Presentation of Certificates.	1 hr.
	TOTAL COURSE HOURS	70 Hours

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U.S. NAVAL AMPHIBIOUS TERMS

11ND P-285 (Rev. 4-55)

NAVAL AMPHIBIOUS TRAINING UNIT

U.S. NAVAL AMPHIBIOUS BASE
CORONADO, CALIFORNIA

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FOREWORD

1. These Amphibious Terms have been compiled to provide a ready reference to enable you to become acquainted with many terms with which you may not now be familiar. During your course of instruction many of these terms will be discussed and elaborated on; many may not be mentioned. However, in any future tour of duty involving amphibious operations, a need may arise for refreshing yourself on terms which you have heard here, or to familiarize yourself with any which may not have been discussed during your instruction here at Naval Amphibious Training Unit.

2. You are encouraged to retain this pamphlet. However, if you do not desire to keep it, upon the completion of your instruction please return it to one of the enlisted assistants of your course of instruction.

F. O. IFFRIG
Captain, U. S. Navy
Commanding Officer

- A -

advance force -- A temporary organization within the Amphibious Task Force that precedes the remainder of the Amphibious Task Force to the objective. Its main task is to prepare the objective for assault by conducting mine-sweeping, reconnaissance, preliminary naval gunfire, air bombardment, and underwater demolition operations. The Advance Force normally dissolves on D-Day and is redistributed to other parts of the Amphibious Task Force.

advanced base -- A general term designating a base located in or near forward areas outside the zone of the interior; the primary mission of which is to support wartime operations. Such bases are deployed after declaration of an emergency or upon mobilization in direct support of combatant units, and are usually of temporary wartime construction.

AGC -- The symbol for an Amphibious Force Flagship. (See Amphibious Flagship).

air defense controller -- Air or ground personnel charged with the responsibilit of controlling aircraft or air elements engaged in active air defense area.

amphibious assault -- The phase of an amphibious operation commencing with the arrival of the Amphibious Task Force in the landing area and terminating when the landing forces have established a firm beachhead ashore.

amphibious flagship -- See AGC (May be provided for the following commands: 1. Amphibious Task Force Commander who will be accompanied by Amphibious Troops Commander and members of their staffs, 2. Advance Force Commander, 3. Attack Force Commander, 4. Support Force Commander, 5. Demonstration Force Commander, 6. Transport Group Commander, 7. Reserve Force Commander, 8. Screening Group Commander, 9. Administrative Group Commander).

amphibious force -- 1. A general term used to describe the ground, sea, and air forces equipped and trained for amphibious operations. 2. A permanent naval organization established for the purpose of planning, training, and preparing for, and conducting landing operations.

amphibious operation -- 1. An attack launched from the sea by naval and landing forces involving a landing on a hostile shore for the purpose of--(a) obtaining a lodgment area from which to carry out further combat operations ashore; (b) obtaining an advanced air or naval base area; (c) denying the use of seized position to the enemy. 2. A tactical withdrawal of troops from land, effected by naval forces, either for the purpose of redeployment or for evacuation of the objective area.

amphibious squadron -- An administrative organization of amphibious ships including landing ships approximating the lift for a RLT.

amphibious task force -- An amphibious task force is an organization of amphibious troops, and the naval components which transport, land, and support them and which is assigned the task of seizing an objective area by amphibious assault.

amphibious troops -- All the troops assigned to an Amphibious Task Force for the amphibious assault of an objective area.

assault minesweeping -- Assault minesweeping includes all mine countermeasures operations conducted, preceding, during, and subsequent to an amphibious landing, for the purpose of locating and clearing mines from those waters which will be used by vessels engaged in the assault operation.

attack force -- A subdivision of an amphibious task force consisting of assault shipping and embarked landing force, and supporting naval units, operating to establish the embarked landing force on shore and support its operation thereafter.

annex -- A document appended to an operation order or other document to make it clearer or to give further details.

- B -

base -- A locality from which operations are projected or supported; may be preceded by a descriptive word such as "Air" or "Submarine", which indicates a primary purpose.

base development -- The setting up of facilities (the nature and extent of which are dictated by the mission) for the primary purpose of supporting the operations of air, sea, and/or land forces. Such facilities range from lone radio or radar stations to a very large base with complete ship repair facilities for the Navy and huge cantonement facilities for the training and staging of several divisions of troops.

battalion landing team -- In an amphibious operation, an infantry battalion specially reinforced by combat and service elements as required for a specific landing; the basic unit for planning an assault landing. Abbrev: BLT.

beach (tactical) -- That portion of the shore line normally required for the landing of a force approximating one battalion landing team. It may be, however, a portion of the shore line constituting a tactical locality, such as a bay, to which may be assigned a force larger or smaller than a battalion. (Technical) -- (or Shore) The zone extending from the low water mark to the base of a cliff, dune, or the landward limit of effective storm wave action (ONI).

beach capacity -- An estimate, expressed in terms of measurement or weight tons, of the cargo that may be unloaded on a strip of shore per day from landing craft, ships, or lighters. The estimate is based on an evaluation of the physical characteristics of the shore in relation to sea, tides, and weather expectancy. The estimate is without reference to clearance capacity or to the storage capacity behind the beach area.

beach dump -- An area adjacent to a beach utilized by a shore party for the temporary stowage of supplies.

beach exit -- A route for land movement of personnel and material from a landing beach. This term includes entrances to the beach used by returning vehicles.

beach flag -- A flag with colored background and vertical stripes. The background indicates the color designating the beach; the stripes indicate the number of the beach. It is not suitable as a beach marker. It is usually used on control and other craft that serve a designated area.

beachhead -- A designated area on a hostile shore which, when seized and held, insures the continuous landing of troops and material and provides maneuver space required for the projected operations ashore. It is normally the physical objective of the amphibious part of an operation. It corresponds to a bridgehead in land operations.

beachhead line (BHL) -- A line fixing the limits of a beachhead; a tentative main line of resistance based, if practicable, on terrain features which can be defended against enemy counterattack prior to advance out of the beachhead.

beach support area -- The area ashore, behind a landing force, which is established and operated by shore party units. It contains the facilities for the unloading of troops and material, the support and maintenance of the forces ashore, and the evacuation of wounded, prisoners, and other personnel. It includes beach dumps.

beach marker -- A sign or device used to identify a beach or certain activities thereon for incoming waterborne traffic. Markers may be panels, lights, or buoys with electronic devices.

beachmaster -- The officer in charge of the naval component of the shore party assigned to each (colored) assault beach.

beach party -- The naval element of a shore party which provides beaching control of landing craft and larger landing ships; regulates water traffic near the beach; surveys and marks channels and obstructions near the beach; salvages and repairs landing craft on the beach; and assists in the evacuation of the wounded.

beach matting -- A fabricated material placed on soft ground or sand surfaces to improve traction of wheeled vehicles.

beach organization -- 1. In an amphibious operation, the act, by the shore party, of taking the measures necessary to effect movement, supply, and evacuation across the beaches and in the beach area for logistical support of a landing force; 2. The planned arrangement of personnel and facilities to effect No. 1 above.

BLT -- The symbol for a battalion landing team. See battalion landing team.

boat -- Navy term used to describe any small craft capable of being carried aboard a ship.

boat, assault -- A boat used to carry assault troops, either in a river crossing or an amphibious operation.

boat assembly area -- Water area adjacent to a ship (on the beam, astern, or on the quarter) in which boats assemble prior to being called alongside the ship for loading.

boat assignment table -- A table showing the assignment of all troop personnel and material to boats for the ship-to-shore movement.

boat diagram -- A diagram showing the positions of individuals and equipment in each boat in the assault phase of the amphibious operation.

boat group -- Usually the landing craft organization for landing a battalion landing team. It also denotes the landing craft carried by an attack transport.

boat pool -- 1. Additional boats available to transport aid or replace boats which become inoperative prior to and during an amphibious operation; 2. A group of naval personnel who operate and maintain all small boats and barges at an advanced base, including landing craft retained at the base. 3. A pool of boats and landing craft established in order to provide for harbor needs for personnel and the unloading of follow up shipping.

boat space -- The space and weight factor used to determine the capacity of landing craft. It is based upon the requirements of one man with his individual equipment assumed to weigh a total of 224 pounds, and occupying 13.5 cubic feet of space.

boat team -- A subdivision of troops and their equipment which are loaded into a single boat or amphibious vehicle. A boat team functions as a unit during debarkation and movement to the beach.

boat team leader -- The senior troop commissioned officer or non-commissioned officer of the boat team.

boat wave -- The landing craft within a boat group which transport the troops that are to land simultaneously on a designated beach.

boat flotilla -- A landing craft organization of two or more boat groups.

bombardment, shore -- See shore bombardment.

bowser boat -- A craft equipped to refuel amphibious vehicles or other craft.

breaker height -- The vertical distance from the crest of a wave to the preceding trough. The breaker height depends on the height of the deep water waves and on the topography of the sea floor.

breaker, plunging -- With reference to surf, a breaker in which a long portion of the crest peaks up and the water at the top of the crest rushes forward and crashes violently into the preceding trough. The break occurs swiftly and takes place over a short distance.

breaker, spilling -- With reference to surf, a breaker in which isolated patches of white water appear at the crest and the wave gradually spills over. This break, takes place slowly and over a considerable distance.

breakers, period of -- The time interval between two successive wave crests passing a fixed point.

breakers, significant height of -- The average height of the highest one-third of all breakers in a ten minute period.

breaking, depth of -- The still water depth at the point where waves break. The depth of breaking on an evenly sloping beach is 1.3 times the breaker height. However, when a bar is present it may cause waves to break in water up to 1.7 times the breaker height.

build-up -- The process of attaining prescribed strengths of units and levels of supply; also may be applied to the means of accomplishing this process.

- C -

call for fire -- A message from a naval gunfire spotter containing data necessary for obtaining naval gunfire on a target.

close covering group -- A task designation for a group of naval vessels formed to protect ships and shore installations in an objective area against enemy surface attack.

combat loading -- The loading of assault troops units, with their essential combat equipment and initial combat supplies, in the same ship or craft and in a manner permitting immediate and rapid debarkation in a desired priority for a landing attack.

combined operation -- An operation conducted by forces of two or more allied nations acting together for the accomplishment of a single mission.

combined force -- A military force composed of elements of two or more Allied Nations.

command -- 1. An order given by a commander, that is, the will of the commander expressed in a definite form for the purpose of bringing about a particular action in a specific way. 2. A unit or units, or an area, under the command of one individual.

commercial loading -- The loading of troops and/or equipment and supplies in a vessel for maximum utilization of personnel and cargo space.

concept (of an operation) -- A verbal or graphic statement, in broad outline, of a commander's assumptions and intent with regard to an operation or a series of operations.

control -- 1. Authority which may be less than full command exercised by a commander over part of the activities of subordinate or other organizations. 2. (Geographic) A system or network of points of fixed geodetic positions, with latitude, longitude and elevation determined with surveying instruments.

controller -- Ship, Ground, or Air personnel charged with the responsibility of controlling naval, ground, or air units in the defense area.

control vessel -- In an amphibious operation, a vessel to guide, and to act as a headquarters for the control of waterborne traffic to and from a beach.

control officer -- A naval officer designated by the attack force commander and charged with overall supervision of the ship-to-shore movement.

convoy -- A group of ships, or train of vehicles organized for the purpose of control and orderly movement with or without escort protection.

convoy unit loading -- The loading of troop units, with their equipment and supplies, on vessels of the same convoy but not necessarily on the same vessel.

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

covering force -- 1. A force operating apart from the main force for the purpose of intercepting, engaging, delaying, disorganizing and deceiving the enemy before he can attack the force covered. 2. Any body or detachment of troops which provides security for a larger force by observation, reconnaissance, attack or defense, or by any combination of these methods.

cusp -- One of a succession of nearly semi-circular cutouts occurring near the high water line on the beach.

- D -

D-Day -- The term used to designate the unnamed day on which an initial assault landing, or phase of operations is to begin. "D-Day" is the most common term used in this regard; however, any other letter designation may be used.

damage assessment -- The appraisal of effect of attacks on targets.

day of supply -- The estimated average expenditure or consumption of the various items of supply per day, expressed in quantities of specific items per applicable basis, such as rounds per weapon or pounds per man per day.

debarkation -- The unloading of troops, equipment, or supplies from a ship or aircraft.

debarkation net -- A specially prepared cargo net used for the debarkation of troops over the side of a ship.

debarkation schedule -- A form indicating the time at which each boat team will reach its debarkation station and debark, the type of craft in which the team is to be embarked, and other related information.

debarkation station -- A location definitely established at the rail of a ship where troops and material load into boats for movement ashore.

decision (in an estimate of the situation) -- A clear and concise statement of the line of action intended to be followed by the commander as the one most favorable to the successful accomplishment of his mission.

demonstration -- 1. An attack or show of force on a front where a decision is not sought, made with the object of deceiving the enemy. 2. In an amphibio operation, an exhibition of force, or movement, indicating an attack.

diagram, beach -- A graphical representation showing the areas to be landed on by various landing teams. Such areas are usually named by colors as Beach Red, Yellow, Blue.

diagram, deployment -- In the assault phase of an amphibious operation, a diagram which shows the organization of the boat group for landing; showing the waves, number and type of boats or vehicles in each, the interval between waves expressed in minutes, and the formation and distance between boats expressed in yards.

diagram, refraction -- With reference to surf, a diagram showing the pattern of wave crests as they approach a shore, and revealing the regions where the crests are squeezed (and wave height is increased) or stretched (and wave height is diminished).

diagram, stowage -- A scaled drawing of each hatch level showing storage space for cargo and must include overall dimensions, indicate boom capacities, stanchions, and minimum clearance.

distance -- 1. The space between adjacent individual ships or boats measured in any direction between foremasts. 2. The space between adjacent men, animals, vehicles, or units in a formation measured from front to rear. See INTERVAL.

dump -- A temporary stock of supplies or a place of stowage established in the field, where military supplies are temporarily stacked. When supplies are issued from dumps, the latter become distributing points.

dunnage -- Any material, such as boards, mats, planks, blocks, bamboo, etc., which is used in transportation and stowage to support and secure supplies to protect them from damage, or for convenience in handling.

- E -

echelon -- 1. The subdivision of a headquarters, i.e., the Forward Echelon, the Rear Echelon, etc. 2. Level of command compared to Regiment, Division is a higher echelon while a Battalion is a lower echelon. 3. The different fractions of a command in the direction of depth, to each of which a principal combat mission is assigned, such as; Attack Echelon, Support Echelon, Reserve Echelon, etc. 4. A formation in which the sub-divisions are placed one behind the other extending beyond and wholly or partly unmasking each other.

echelonment of shipping -- The timing of the arrival of shipping so that increments of personnel and material arrive at their destination when, and at the rate, desired.

embarkation -- The loading of troops with their supplies and equipment into vessels and/or aircraft.

embarkation area -- In an amphibious operation, an area including a group of embarkation points, in which final preparations are completed and through which craft and shiploads are called forward to embark.

embarkation group -- All personnel with supplies and equipment embarked or to be embarked (combat loaded) aboard the ships of one transport unit.

embarkation unit -- All personnel with supplies and equipment embarked or to be embarked (combat loaded) aboard one ship.

estimate of the situation -- A logical process of reasoning by which a commander considers all the circumstances affecting the military situation and arrives at a decision as to a course of action to be taken in order to accomplish his mission.

evacuation -- 1. The process of moving casualties from a battlefield, and subsequently of moving them along the chain of evacuation as necessary. 2. The clearance of personnel, arrivals, or material for the purpose of evacuating.

evacuation policy -- A command decision, indicating the length in days of the maximum period of non-effectiveness that patients may be held within the command for treatment. Patients who in the opinion of responsible medical officers, cannot be returned to duty status within the period prescribed are evacuated by the first available means, provided the travel involved will not aggravate their disabilities.

- F -

facility -- 1. A physical plant, such as real estate and improvements thereto, including buildings and equipment, which provides the means for assisting or making easier the performance of a function. Example: base, arsenal, factory. 2. Any part or adjunct of a physical plant, or any item of equipment which is operating entirely and which contributes or can contribute to the execution

of a function by providing some specific type of physical assistance. Examples: railroad, railroad rolling stock, vehicles, access road, railroad spur, ships, pier, etc.

fire support coordination -- The coordinated planning and conduct of fire support so that targets are adequately attacked by appropriate means or weapons available.

fire support coordination center (FSCC) -- A single location in which all communication facilities incident to the troop coordination of fire support of the artillery, air, and naval gunfire are centralized.

fire support coordinator -- Amphibious troop representative in charge of coordinating the operations of the fire support coordination center (FSCC).

fleet marine force -- A force of combined arms comprising land, air, and service elements of the United States Marine Corps which is integral with the U. S. Fleet. It has the status of a type command.

fly catcher operations -- Operations against enemy small boats in an amphibiou objective area.

floating (or off shore) dump -- A stock of critical supplies held on boats, barges, or amphibious vehicles established early in an amphibious operation in the vicinity of a control vessel for quick delivery to assault troops ashore.

follow-up echelons -- Those echelons of shipping, carrying the follow-up force(s), which are scheduled to arrive in the objective area after the assault echelon.

follow-up force -- Those units landed over beaches, already seized by the assault forces, and constituting the forces which either supplement the assault units to permit exploitation of the lodgement area, or the troops required for the protection and initial establishment of the lodgement area as a base for further operations. They are normally combat-loaded and may be transported either in assault or commercial shipping.

functional component -- For naval usage an organization of personnel and material designed to perform one of the specific tasks of an advanced base.

FSCC -- See fire support coordination center.

- G -

garrison (base) forces -- All units assigned to a base for defense, development operations, and maintenance of facilities. Units operating from the base normally included for logistical purposes.

gunfire support -- Naval gunfire, including rockets and other missiles, delivered on targets so intimately related to friendly operations as to require detailed integration of each fire mission with the fire or movement of ground forces or of minor naval forces operating close inshore.

- H -

H-Hour -- 1. The term customarily used to designate the unnamed hour for an attack to be launched, for an assault wave to land, or for a movement to begin. 2. In amphibious operations, the clock time designated for the first wave to land on the designated beach. Other letters may be used, such as FOXTROT, GOLF, etc. H/2 means H-Hour plus 2 hours. Minutes are indicated by, "H/120 minutes."

harbor defense -- Defense of a harbor anchorage or the limited coastal area, principally against air or sea attack. An administrative and tactical organization to accomplish this defense.

harbor master -- The officer in charge, under the port director, of piloting, berthing and traffic movements in a harbor. He is also responsible for navigational aids; for keeping and disseminating the latest navigational approaches and hydrographic information concerning the harbor area and its approaches.

helicopter assault force (HAF) -- A task organization under amphibious troops for an assigned mission involving the movement of assault troops by helicopter. It consists of two basic elements: (1) helicopter units and (2) helicopter-borne troops units. The commander of the helicopter assault force, who may be either a Marine ground officer or aviator, is designated by the amphibious troops commander.

helicopter assault plan -- The over-all plan by which the helicopter assault force accomplishes its mission. It includes route diagrams, landing and retirement schedules, and other detailed instructions, usually as appendixes.

helicopter breakup point -- In helicopter assault operations, an air control point at which helicopters returning from a landing zone break formation and are released to return to base or are dispatched for other employment.

helicopter departure point -- In helicopter assault operations, an air control point near the landing zone, from which helicopters are coordinated and dispatched on the final legs of the approach to the initial point.

helicopter direction center -- A subordinate agency of the tactical air control center (TACC) established for the purpose of coordination and control of helicopters with other air activities for amphibious operations. It will normally use the existing facilities of helicopter carrier transports (CIC).

helicopter emergency orbit points -- Air control points near a landing zone at which helicopters which have left the initial point but have not yet landed can safely orbit and await instructions in the event the landing zone becomes untenable or obstructed (foul) from a crash.

helicopter pathfinders -- Helicopters with experienced personnel that precede formation to a landing zone and establish and operate signal and communicati devices for the purpose of guiding helicopters to the landing zone.

helicopter route of approach -- The track or series of tracks (relative to the earth's surface) on which helicopters move from a specified departure point to a specified helicopter landing site or zone. The width of the route of approach is normally 1000 yards and clear of all supporting fires.

helicopter route of retirement -- The track or series of tracks (relative to the earth's surface) over which helicopters move from a specified helicopter landing zone or site to the breakup point. The width of the route of retirement is normally 1000 yards and clear of all supporting fires.

helicopter team (heliteam) -- The troops and their equipment which are carried by one helicopter on one flight.

helicopter transport area -- A sea area in the objective area to the seaward and on the flanks of the outer transport and landing ships area, but preferably inside the area screen, to which helicopter transports proceed and launch or recover helicopters (in case of sea echelon modified).

helicopter wave rendezvous -- An air control point at which a helicopter wave is assembled prior to executing a mission.

horned scully -- An underwater obstacle designed to tear holes in the bottoms of landing boats, consisting of a tapered block of concrete with steel rails, usually pointed, projecting at angles from the top.

- I -

intelligence, operational -- Operational intelligence is the processed information about the enemy and the objective area which is used by commanders in planning and execution of assigned tasks.

intelligence, strategic -- Strategic intelligence consists of the knowledge of capabilities, vulnerabilities, and probable courses of action of nations.

intelligence, annex -- An annex to an order or plan containing details of intelligence and instructions for intelligence activities.

interior communications -- Rapid communication facilities, electrical, acoustical, or mechanical, interconnecting the various operational spaces of a naval vessel, aircraft, or other activities.

interval -- 1. The space between adjacent groups of ships or boats measured in any direction between the corresponding ships or boats in each group. 2. The space between adjacent individuals, vehicles, or units in a formation that are placed side by side, measured abreast. See DISTANCE.

- J -

jeheemy -- A large, pneumatic-tired, wheeled salvage-rig fitted with falls and used to lift and move landing craft up to the size of LCVP.

joint -- Connotes activities, operations, organizations, etc., in which elements of more than one Service of the National Military Establishment participate.

joint communication center -- A communication center established for the joint use of the Armed Forces.

joint amphibious task force -- A joint force organized to undertake an amphibious operation.

joint force -- A general term applied to a force which is composed of significant elements of the Army, Navy, and Air Force, or of any two of these services operating under a single commander authorized to exercise unified command or operations control over such a joint force.

joint operation -- An operation requiring tactical coordination of more than one Service of the Armed Services.

joint staff -- 1. A joint staff is the staff of a commander of a joint force which includes member from the several services comprising the force. The members should be assigned in such a manner as to insure an understanding by the commander, of the tactics, techniques, capabilities, needs, and limitations of the component parts of the force. Officers from each service comprising the force should hold key positions of responsibility in the staff. 2. The staff of the Joint Chiefs of Staff organization as provided for under the National Security Act of 1947 as amended.

- L -

landing area -- That part of the objective area within which are included the landing operations of an attack force. It includes the beach, the approaches to the beach, the transport area, the fire support areas, the air occupied by close supporting aircraft, and the land included in the advance inland to the initial objective.

landing craft -- A craft which is specially designed for beaching, unloading on the beach, and retracting itself without aid from other sources.

landing field, advanced -- In Air Force usage, a hastily constructed temporary airfield near the front. Usually it has one landing strip, minimum dispersal and the barest essentials for servicing aircraft. As occupancy continues, it may be improved progressively into an airfield. Also called advance landing ground.

landing force -- A task organization of especially equipped and trained troops, subordinate to amphibious troops assigned to carry out amphibious operations against a position or group of positions so located as to permit their seizure by troops operating under a single tactical command. Some of its elements may be transported by air.

landing ship -- A large type assault ship, generally over 200 feet in length which is designed for long sea voyages and for rapid unloading over or onto a beach.

landing ship group -- A group of landing ships in an amphibious operation.

landing vehicle, tracked -- A tracked amphibious vehicle capable of operation under its own power both on land and water. (Also called Vehicle Amphibian, Amphibious Tractor).

liaison team, naval gunfire -- That part of a shore fire control party which consists of the naval gunfire liaison officer with assigned communication personnel and equipment.

lift, amphibious -- The total capacity of assault type shipping utilized in an amphibious operation, expressed in terms of personnel, vehicles, and measurement (or weight) tons of supplies. Also called a lift or assault lift.

line of departure -- A line designated to coordinate to the departure of attac or scouting elements, a jump-off line.

line of communication -- All the routes, land, water, and air, which connect an operating military force with its base of operations, and along which its supplies and reinforcement move.

loading -- The placement of troops, equipment, and supplies into the vessels and/or aircraft. This is accomplished during the embarkation phase of an amphibious operation.

loading, combat -- See combat loading.

loading point -- Any point and/or location at which trains, trucks, aircraft, ships, etc., are loaded with personnel, supplies, and equipment.

local naval defense -- The defense of a landing area, the water areas of a naval district, of the local water areas of a base, by those naval forces charged with the conduct of naval operations against enemy surface or submarine attack.

lodgement area -- That area, resulting from a consolidation of one or more beachheads and which provides the initial base of operations required for support of extended operations overland.

logistics -- In its most comprehensive sense, those aspects of military operations which deal with: (1) Design and development, acquisition, storage, movement, distribution, maintenance, evacuation and disposition of material; (2) movement, evacuation and hospitalization of personnel; (3) acquisition or construction, maintenance, operation, and disposition of facilities; and (4) acquisition or furnishing of services. It comprises both planning, including determination of requirements, and implementation.

- M -

marker vessel -- A vessel stationed between the transport area and the line of departure in order to guide boats to the line of departure and to check on their accomplishment of the approach schedule.

mission, call -- A type of air support mission starting with a standard number of planes on ground or carrier alert, armed with a standard load in position ready to take-off as soon as the air crews have been briefed.

movement, ship-to-shore -- The act of debarking troops, their armament, equipment and supplies from assault shipping as required, into landing craft, landing ships, and amphibian vehicles, and the movement from the launching or transport area to the assigned landing area.

- N -

naval beach group -- A permanent naval organization consisting of three commissioned units, the Beachmaster unit, the Boat unit, and the Amphibious Construction Battalion, designed to provide the personnel and equipment for; (1) The Beach Party (2) Supplementary boating for the ship-to-shore movement, (3) Operation of pontoon lighterage, transfer barges and the installation of pontoon causeways.

naval gunfire officer -- An officer on the staff of division or higher landing force unit whose duties pertain to the planning of naval gunfire support of amphibious operations, training of shore fire control parties, and the coordination under the artillery officer of naval gunfire support with artillery and air support.

night landing (amphibious) -- A landing attack in which the ship-to-shore movement is accomplished and the initial objective is seized or expected to be seized under the cover of darkness.

- O -

operation, shore-to-shore -- An amphibious operation which the troops with supplies and equipment are waterborne from an advanced shore base or beachhead directly to a landing beach without transshipment.

objective -- 1. An end in view to be attained by the employment of the Armed Forces. 2. A locality or geographical feature(s) to be captured or reached in the course of an attack or during a movement.

objective area -- A definite geographical area within which is located the objective to be captured or reached by the military forces. This area is defined by the theatre commander or other competent authority for the purposes of command and control.

open circular screen -- One that is not completely closed, i.e., one in which there is certain unassigned screening stations, usually in the rear of the disposition.

operation order -- A directive, usually formal, issued by a commander to subordinate commanders for the purpose of effecting the coordinated execution of an operation.

operation plan -- A plan for operations extending over considerable space and time, and usually based on stated assumptions. It may cover a single operation or a series of connected operations to be carried out simultaneously, or in succession. It is the form of directive employed by high echelons of command in order to permit subordinate commanders to prepare their supporting plans or orders.

operational control -- Control exercised over the combat or service operation of subordinate or other organizations.

operational reserve -- An emergency reserve of men and/or material established for the support of a specific operation.

operation -- A military action, or the carrying out of a military mission, strategic, tactical, service, training, or administrative; the process of carrying on combat on land, on sea, or in the air, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any battle or campaign.

- P -

pallet -- A portable platform used in the landing, loading, stowage, and unloading of materials.

palletize -- To pack and secure supplies on a pallet.

phase (amphibious operation) -- A step in the operation, at the end of which a reorganization of forces may be required and another action initiated. Although certain phases may overlap in point of time, they usually occur in the following order:

planning -- The preparation and coordination of plans for the operation.

training and rehearsal -- The concentration of forces selected for the operation, their organization into an integrated task force, and their joint training.

mounting -- The assembly of troops, equipment, supplies, and vessels at places of embarkation and the actual embarkation of the landing force in vessels.

movement to the objective -- The sea journey from points of embarkation to the landing area.

prelanding operations -- Reconnaissance, minesweeping, bombardment, bombing, underwater demolitions, and destruction of beach obstacles.

attack and capture of the objective -- The assault against the hostile shore, including the completion of tactical operations to secure the force objective.

consolidation -- Tactical organization and consolidation of beachheads.

base development -- Establishment of facilities and development of the area for the purpose of supporting projected operations.

pontoon -- A light boat or float used as one of the floating supports for a temporary military bridge, or as a raft for convoying overwater.

pontoon, N.L. -- A navy lightened pontoon; a cubed-shaped, sheet-steel, airtight cell from which pontoon barges and pontoon causeways are assembled in the field.

port commander -- The officer responsible for and having authority over all activities at the port, and commanding all personnel assigned to the port and its component parts.

port director -- The naval officer who, under an island commander and/or commander naval shore activity, controls the operation of a port. His responsibilities include movement orders, harbor movements, routing, boarding, berthing, piloting, supervision of loading, discharging and fueling; and inspection of merchant ship communication facilities.

- R -

RCT -- The symbol for Regimental Combat Team. See Regimental Combat Team.

RLT -- The symbol for a regimental landing team. In Marine Corps usage, a task organization for landing, comprised of an infantry regiment reinforced by those elements required for initiation of its combat function ashore.

reserve, floating -- In an amphibious operation, reserve troops which remain embarked until needed.

regimental combat team -- A reinforced infantry regiment, operating as a balanced unit of essential arms and the normal ground force ratio is one regiment of infantry, one battalion of artillery, one company of engineers and one company of tanks. This ratio, however, is not fixed and may be varied to meet the demand of the tactical situation. Abbreviation -- RCT.

rendezvous area -- An area for purpose of rendezvous or assembly. In landing operations, an area located in reference to some fixed point in the vicinity of the transport area to which loaded landing craft proceed for purposes of organization and control prior to leaving for the line of departure. It is thus distinguished from a boat assembly area for unloaded boats waiting to be called to debarkation stations for loading.

SACC -- See supporting arms coordination center.

schedule, debarkation (in an amphibious operation) -- A form indicating the time at which each boat team will reach its debarkation station and debark, the type of craft in which the team is to be embarked, and other related information.

schedule, landing (in an amphibious operation) -- A schedule which shows the beach, hour, and priorities of landing of assault units, and which coordinates the movements of landing craft from the transports to the beach in order to execute the planned scheme of maneuver ashore.

schedule, operations -- A schedule prescribing the sequence of various events of an operation and the hour of their execution.

screen center -- The center of the circle on which the screen of a disposition is stationed. It usually coincides with the disposition center, but may be displaced from that center in the direction of advance.

screen sector origin -- A line passing through the screen center, expressed as a true bearing and used as a reference line for the location of screening stations around the circle. It is usually placed on true North.

sea echelon -- That portion of the assault shipping of the Amphibious Task Force stationed well to seaward of the transport areas and its screen.

sector dispatching vessel -- A vessel stationed in each sector of the transport area for the purpose of dispatching landing craft to the line of departure.

serial -- One of the subdivisions into which personnel, and/or equipment is arranged for movement by march, or by land, water, or air transport. A serial consists of one unit, or of several units or parts of units, placed under a single commander for movement. In amphibious operations a serial includes those troops and their equipment which proceed from a single ship and land on a single colored numbered beach at the same time.

selective loading -- Loading of supplies and equipment in cargo vessels in such a manner that specific items can be discharged on call.

shipping designator -- A four-letter code word assigned to a particular overseas theatre, base, port, or area, for specific use as an address on shipments to the overseas location concerned. It can be coupled with two or more numerals to indicate the addressee at the theatre, base or port area.

ship-to-shore movement -- The act of debarking troops, their armament, equipment and supplies from assault shipping as required into landing craft, landing ships, and amphibian vehicles, and the movement from the rendezvous of transport area to the assigned landing area.

sortie -- To depart from a port or anchorage, with an implication of departure for operations or maneuver.

shore fire control party -- A specially trained unit for control of Naval Gunfire in support of troops ashore, consisting of a spotting team to adjust fire and a Naval Gunfire liaison team to perform liaison functions for the supported battalion commander.

shore party -- A troop task organization formed for the purpose of providing logistic support within the beach area to troop units during the early phases of an amphibious operation. Its basic mission is to unload supplies and equipment; provide services and facilities ashore; to receive, segregate and safeguard this material; maintain security of the beach area; evacuate casualties and prisoners of war, and reembark other personnel as directed.

shore bombardment -- Naval gunfire, including rockets and other missiles delivered against shore targets in situations which do not require detailed integration with the fire and movement of ground forces or minor naval elements operating close inshore and in which the system of supporting arms coordination need not be employed. It includes, but is not limited to, the employment of naval gunfire as a diversion, raid, psychological expedient, cover for minesweeping or minelaying operations when troops are not ashore, or as a military target destructive measure.

shot -- A message from ship to the observer indicating that the unit has fired.

staging -- To process in a specified area, troops which are in transit from one locality to another. Staging may include provision of shelter, inspection to determine fitness of troops and adequacy of supplies and equipment, issue of supplies to make up shortage, rehearsal, and issuance of final instructions relative to movement.

standing operating procedure -- A set of instructions covering those features of operations which lend themselves to definite or standardized procedure without loss of effectiveness. The procedure is applicable unless prescribed otherwise in a particular case, thus the flexibility necessary in special situations is retained. Abbreviation -- "SOP".

stevedore -- One who works at, or one who is responsible for, loading or unloading of a vessel in port.

stores -- In naval usage, this term is sometimes used instead of the term supplies to denote any article or commodity used by a naval ship or station, such as equipage, consumable supplies, clothing, petroleum products, medical supplies, ammunition, etc. See supplies.

strategic concentration -- The assembly of designated forces in areas from which it is intended that operations of the assembled force shall begin so that they are best disposed to initiate the plan of campaign.

strategy, military -- The art and science of employing the armed forces of a nation to secure the objectives of national policy by the application of force, or the threat of force.

supplies -- All items necessary for the equipment, maintenance, and operation of a military command, including food, clothing, equipment, arms, ammunition, fuel, forage, materials, and machinery of all kinds. See stores.

supporting arms coordinator -- Representative of Amphibious task force commander who coordinates the operations of the SACC.

supporting arms coordination center -- (SACC) A single location on board an amphibious force flag ship (AGC) in which all naval personnel and naval communications facilities and certain troop personnel incident to the coordination of fire support are centralized.

support craft -- Naval craft designed for the employment of rockets, mortars, and automatic weapons at close range from seaward, both in support of an assault against enemy-held beaches and in the continuation of the attack.

support, naval gunfire -- See gunfire support.

support group -- A task designation for a group of naval vessels supporting an amphibious assault. Prior to the actual landing(s) the support group includes naval gunfire ships and craft, minesweepers and underwater demolition teams, while during and after the landing(s), the support group is composed only of naval gunfire ships and craft.

- T -

table, boat availability -- A table used to tabulate the numbers of the various types of landing boats available among vessels of the transport group preparatory to working out their assignment to embark and transport the troops of the assault waves. Boats available only for naval use are indicated.

table, consolidated vehicle -- A summary of all vehicles loaded on a ship, listed by types, and showing the units to which they belong.

table, embarkation and tonnage -- A consolidated table showing personnel and cargo, by troop unit, loaded aboard a combat loaded vessel. Similar tables are employed to show the loading of troop units or naval transport units of any size.

table, landing craft and amphibious assignment -- A table showing the assignment of personnel and material to each landing craft and amphibious vehicle and the assignment of the landing craft and amphibious vehicles to waves for the Ship-to-Shore movement.

table, landing craft availability -- A tabulation of the numbers of the various types of landing craft among vessels of the transport group available for troop use in the ship-to-shore movement and for naval use and spares.

tactical -- Pertaining to the employment of units in combat.

tactical air command -- In Air Force Usage; 1. a general term applied to an air organization designed to conduct offensive and defensive air operations in conjunction with land or sea forces; 2. a designation of one of the subordinate commands of the Air Force.

tactical air control center -- The principal air operations installation (land or ship-based) from which all aircraft and air warning functions of tactical air operations are controlled.

tactical air control group -- 1 (Land-based) a flexible administrative and tactical component of a tactical air organization which provides aircraft control and warning functions ashore for offensive and defensive missions within the tactical air zone of responsibility. 2. (Ship-based) an administrative and tactical component (naval) of an amphibious force which provides aircraft control and warning facilities afloat for offensive and defensive missions within the tactical air command area of responsibility.

tactical air control party -- A subordinate operational component of the land-based tactical air control group designed for the control of aircraft from forward observation posts. The tactical air control party operates at division, regiment, or battalion levels. In Marine Corps organization it is organic to divisions, regiments, and battalions.

tactical air control squadron -- 1. (Land-based) A flexible administrative and tactical component of a tactical air control group which provides the control mechanism for a land-based tactical air control center, or a tactical air direction center, or tactical air control parties. 2. (Ship-based) An administrative and tactical component of the tactical air control group (naval) which provides the control mechanism for the ship-based tactical air direction center or the ship-based tactical air control center.

tactical air controller -- The officer in charge of all operations of the tactical control center. He is responsible to the tactical air commander for the control of all aircraft and air warning facilities within his area of responsibility.

tactical air coordinator (airborne) -- An air officer who coordinates, from an airplane, the action of combat aircraft engaged in close support of ground or sea forces.

target analysis -- The examination of potential targets to determine their military importance, their relative priority for attack, and the capabilities of available weapons for attack.

target date -- The date on which it is desired that an action be accomplished or initiated.

target information center -- An intelligence center set up afloat or ashore in landing force artillery sections for assembly, evaluation, dissemination, and coordination of target information for supporting weapons; as artillery, naval gunfire, and air. Abbreviation -- "TIC".

task element -- A subdivision of a task unit organized by the commander of the task unit for the accomplishment of a specific task related to the main task.

task force -- 1. A temporary grouping of units under one commander and formed for the purpose of carrying out a specific operation or mission. 2. A permanent organization of units under one commander for the purpose of carrying out a continuous specific task. 3. A major subdivision of a fleet or of any independent body organized for the accomplishment of a specific task.

task group -- A subdivision of a naval task force organized by the commander of the task force for the accomplishment of a specific task related to the main task.

task organization -- 1. In naval usage, an organization which assigns to responsible commanders the means with which to accomplish their assigned tasks in any planned action. 2. An organization table pertaining to a specific naval directive.

task unit -- A subdivision of a task group organized by the commander of the task group for the accomplishment of a specific task related to the operations of a task group.

theater of operations -- A term used to designate that portion of a theater of war necessary for military operations, either offensive or defensive, pursuant to an assigned mission and for the administration incident to such military operations.

theatre of war -- That area of land, sea, and air which is, or may become, involved directly in the operation of war.

ton -- A unit of measurement of weight of the following classifications: 1. Units of weight: (a) short ton -- 2000 pounds. (b) long ton -- (Weight ton) 2240 pounds. (c) Metric Ton -- 2205 pounds (1,000 kilograms). 2. Units of Volume: (a) measurement ton (ship ton) -- 40 cubic feet. (b) register ton -- 100 cubic feet.

tonnage -- An expression of cubature or weight used variously to indicate the aggregate of tons shipped, carried, handled, mined, etc., also to indicate a ship's weight, size, or carrying capacity as --

gross registered tonnage -- The entire internal cubic capacity of the ship expressed in register tons (100 cubic feet to the ton); except certain spaces which are exempt such as: peak and other tanks of water ballast, open forecastle, bridge and poop, hatchway access, certain light and air spaces, domes, the skylights, condenser, anchor gear, steering gear, wheel house, galley cabins for passengers, and some other spaces specified by law. The synonymous term GROSS TONNAGE is sometimes used.

net register tonnage -- The tonnage of a ship remaining after certain deductions have been made from the gross tonnage, expressed in register tons (100 cubic feet to the ton). Among the deductions are master's cabin, crew

spaces, navigation spaces, shaft trunks, donkey engine, boiler, propelling power space, and other spaces specified by law. Synonymous term NET TONNAGE is sometimes used.

displacement tonnage, light -- The weight of the ship expressed in long tons (2240 pounds), excluding the weight of the cargo, passengers, fuel, water, stores, dunnage, and such other items as are necessary for use on a voyage.

displacement tonnage, loaded -- The weight of the ship including those items excluded in determining displacement tonnage light.

deadweight tonnage -- The carrying capacity of the ship expressed in long tons. It is the difference between displacement tonnage loaded and displacement tonnage light.

deadweight cargo tonnage -- The cargo carrying capacity, expressed in long tons (2240 pounds per ton). It is that part of the deadweight tonnage of the vessel which remains after deducting the weight of fuel, water, stores, dunnage, and other items necessary for the voyage. Also known as CARGO CAPACITY TONNAGE.

grain cubic capacity -- The maximum space available for cargo, measured in cubic feet, the measurement being taken to the inside of the shell plating of the ship or to the outside of the frames and to the top of the beams or underside of deck plating.

bale cubic capacity -- The space available for cargo, measured in cubic feet, to the inside of the cargo battens, on the frames, and to the underside of the beams.

traffic control -- The physical control exercised over the movement of traffic on lines of communication.

transfer area -- In a landing operation, the water area in which the transfer of troops and supplies from landing boats to amphibian vehicles is effected.

transport area -- The sea area designated as the station area for transports debarking troops during the assault phase of a landing operation.

transport division (TRANSDIV) -- An administrative command of an amphibious force, normally consisting of attack transports and attack cargo ships in approximately the numbers required to combat load the personnel, supplies and equipment of one reinforced regiment. The transport division is the nucleus for the formation of a naval task component to lift one regimental combat team in amphibious operations.

transport group -- A subdivision of an amphibious task force, composed primarily of transports.

transport squadron (TRANSRON) -- An administrative command of an amphibious force consisting of two or more transport divisions. The transport squadron is the nucleus for the formation of a naval task component which will combat

load the personnel, supplies, and equipment of one reinforced infantry division.

type organization -- A subdivision of a fleet or force comprising all ships of the same type attached to such fleet or force, together with such flagships, tenders, and aircraft as may be assigned.

- U -

underwater demolition team -- A naval unit organized and equipped to perform beach reconnaissance and underwater demolition missions in an amphibious operation. Two or more UDT comprise an Underwater Demolition Unit.

unified command -- That command organization in which a unified force composed of significant elements of two or more services operates under an officer specifically assigned to the command thereof by the Joint Chiefs of Staff or the commander of a unified command established by the Joint Chief of Staff.

unit -- 1. Any military element whose structure is prescribed by competent authority such as a table of organization; specifically, part of a larger military organization. 2. An organization title of a subdivision of a group in a task force. 3. A standard or basic quantity in which an item of supply is divided, issued, or used.

unit of fire -- In Marine Corps usage a unit of measure for ammunition supply used for tactical and logistical planning. It is figured in rounds or tons per weapon or per organization. The unit of fire is usually the amount of ammunition which experience indicates is an approximation of what one weapon or organization will use in one day. This was formerly called day of fire. Unit of fire may be prescribed by the theatre commander for the theatre.

- V -

vehicle, amphibious -- A wheeled or track-laying vehicle capable of operating on both land and water.

vertical loading -- A type of loading whereby items of like character are loaded in a vertical layer through the hold(s) of a ship, so that selected items are available at any stage of the unloading.

- W -

wave, landing -- See boat wave.

wing -- 1. In Air Force usage, an air unit composed normally of one primary mission group and the necessary supporting groups; i.e., Maintenance and Supply Group and Hospital Groups. (Primary mission group may be functional, such as combat, training, transport or service). 2. In Navy usage (Fleet Air Wing) the basic organizational and administrative unit for naval land and tender-based aviation. The wings are mobile units to which are assigned aircraft squadrons and tenders for administrative control. 3. In Marine usage, an air unit composed of two or more air groups with or without supporting air units. 4. One of the major lifting and supporting surfaces, or airfoils, of an airplane. 5. A flank unit; that part of a military force to the right or left of the main body.

- Z -

zone, joint -- An area in which surface, air (both Air Force and Navy), and sub-surface craft may operate simultaneously (such as one in which submarines are performing lifeguard services).

LIST OF NAVAL VESSELS--BY TYPES AND ABBREVIATED DESIGNATION

Battleships	BB
Cruisers:	
Heavy	CA
Guided Missile Heavy	CAG
Large	CB
Light	CL
Anti-aircraft Light	CLAA
Guided Missile Light	CLG
Command Ships:	
Large Tactical	CBC
Tactical	CLC
Aircraft Carriers:	
Attack	CVA
Support	CVS
Escort	CVE
Assault Helicopter	CVHA
Destroyers:	
Destroyer	DD
Escort	DDE
Radar Picket	DDR
Frigate	DL
Submarines:	
Submarine	SS
Guided Missile	SSG
Anti-Submarine	SSK
Nuclear Power	SSN
Radar Picket	SSR
Target and Training	SST
Amphibious Vessels:	
Amphibious Force Flagship	AGC
Attack Cargo Ship	AKA
Attack Transport	APA
High Speed Transport	APD
Cargo Submarine	ASSA
Transport Submarine	ASSP
Control Escort Vessel	DEC
Inshore Fire Support Ship	IFS
Helicopter Carrier	LPH*
Flotilla Flagship Landing Ship	LSFF
Dock Landing Ship	LSD
Medium Landing Ship	LSM
Medium Landing Ship (Rocket)	LSMR
Tank Landing Ship	LST
Vehicle Landing Ship	LSV
Control Submarine Chaser (173')	PCC
Control Escort (180')	PCEC
Control Submarine Chaser (136')	PCSC
Control Submarine Chaser (110')	SCC

* Designation which might be used in lieu of CVHA.

Mine Vessels:	
Mine Sweeper, Coastal (non-magnetic)	MSC
Mine Warfare Command and Support Ship	MCS
Mine Hunter, Coastal	MHC
Mine Sweeper, Coastal (old)	MSC(O)
Mine Layer, Fleet	MM
Mine Layer, Coastal	MMC
Mine Layer, Destroyer	DM
Mine Sweeper, Destroyer	DMS
Patrol Vessels:	
Escort Vessel	DE
Radar Picket Escort Vessel	DER
Submarine Chaser (173')	PC
Escort (180')	PCE
Rescue Escort (180')	PCER
Submarine Chaser (136')	PCS
Frigate	PF
Motor Gunboat	PGM
River Gunboat	PR
Yacht	PY
Submarine Chaser (110')	SC
Auxiliary Vessels:	
Destroyer Tender	AD
Degaussing Vessel	ADG
Ammunition Ship	AE
Store Ship	AF
Large Auxiliary Floating Dry Dock	AFDB
Small Auxiliary Floating Dry Dock	AFDL
Medium Auxiliary Floating Dry Dock	AFDM
Miscellaneous	AG
Icebreaker	AGB
Motor Torpedo Boat Tender	AGP
Surveying Ship	AGS
Coastal Surveying Ship	AGSC
Auxiliary Submarine	AG(SS)
Hospital Ship	AH
Cargo Ship	AK

Light Cargo Ship_ _ _ _ _ _ _ _ AKL
Net Cargo Ship_ _ _ _ _ _ _ _ _ AKN
Oiler_ _ _ _ _ _ _ _ _ _ _ _ _ _ AO
Gasoline Tanker_ _ _ _ _ _ _ _ AOG
Replenishment Fleet Tanker_ _ _ AOR
Transport_ _ _ _ _ _ _ _ _ _ _ AP
Self-Propelled Barracks Ship_ _ APB
Small Coastal Transport_ _ _ _ APC
Repair Ship_ _ _ _ _ _ _ _ _ _ AR
Battle Damage Repair Ship_ _ _ ARB
Cable Repairing or Laying Ship_AFC
Floating Dry Dock_ _ _ _ _ _ _ ARD
Internal Combustion Engine
Repair Ship_ _ _ _ _ _ _ _ _ ARG
Heavy-Hull Repair Ship_ _ _ _ _ARH
Landing Craft Repair Ship_ _ _ ARL
Salvage Vessel_ _ _ _ _ _ _ _ ARS
Salvage Lifting Vessel_ _ _ _ ARSD
Salvage Craft Tender_ _ _ _ _ ARST
Aircraft Repair Ship_ _ _ _ _ _ARV
Aircraft Repair Ship (Aircraft)
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ARVA
Aircraft Repair Ship (Engine)_ARVE
Submarine Tender_ _ _ _ _ _ _ AS
Submarine Rescue Vessel_ _ _ _ ASR
Auxiliary Ocean Tug_ _ _ _ _ _ ATA
Fleet Ocean Tug_ _ _ _ _ _ _ _ ATF
Rescue Ocean Tug_ _ _ _ _ _ _ ATR
Seaplane Tender_ _ _ _ _ _ _ _ AV
Guided Missile Ship_ _ _ _ _ _ AVM
Small Seaplane Tender_ _ _ _ _ AVP
Aviation Supply Ship AVS
Distilling Ship_ _ _ _ _ _ _ _ _ AW
Unclassified Miscellaneous_ _ _ IX

Service Craft:
Crane Ship_ _ _ _ _ _ _ _ _ _ _ AB
Barracks Ship (non-self-propelled)
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ APL
Large Catapult Lighter_ _ _ _ _AVC
Utility Landing Craft_ _ _ _ _ LCU
Mine Sweeping Boat_ _ _ _ _ _ MSB
Motor Torpedo Boat_ _ _ _ _ _ _ PT
Coastal Yacht_ _ _ _ _ _ _ _ _ PYC
Submersible Craft_ _ _ _ _ _ _ X
Sweeper Device_ _ _ _ _ _ _ _ XMAP
Miscellaneous Auxiliary_ _ _ _ YAG
Open Lighter_ _ _ _ _ _ _ _ _ _ YC
Car Float _ _ _ _ _ _ _ _ _ _ _ YCF
Open Cargo Lighter_ _ _ _ _ _ _YCK
Aircraft Transportation LighterYCV
Floating Derrick_ _ _ _ _ _ _ _ YD
Diving Tender_ _ _ _ _ _ _ _ _ YDT

Covered Lighter (self-propelled_ _YF
Ferry Boat or Launch_ _ _ _ _ _ _YFB
Floating Dry Dock_ _ _ _ _ _ _ YFD
Covered Lighter
(non-self-propelled)_ _ _ _ _ _YFN
Large Covered Lighter_ _ _ _ _ _YFNB
Covered Lighter
(for use with dry docks)_ _ _ YFND
Covered Lighter
(special purpose) _ _ _ _ _ _ _ YFNG
Lighter (special purpose)_ _ _ _YFNX
Floating Power Barge_ _ _ _ _ _ _YFP
Refrigerated Covered Lighter
(self-propelled)_ _ _ _ _ _ _ _YFR
Refrigerated Covered Lighter
(non-self-propelled)_ _ _ _ _ YFRN
Torpedo Transportation Lighter_ _YFT
Garbage Lighter (self-propelled)_ YG
Garbage Lighter
(non-self-propelled)_ _ _ _ _ _YGN
House Boat_ _ _ _ _ _ _ _ _ _ _YHB
Dredge_ _ _ _ _ _ _ _ _ _ _ _ _ YM
Motor Mine Planter_ _ _ _ _ _ _YMP
Auxiliary Motor Mine Sweeper_ _ _YMS
Gate Vessel_ _ _ _ _ _ _ _ _ _ YNG
Fuel Oil Barge (self-propelled)_ YON
Gasoline Barge (self-propelled) YOG
Gasoline Barge
(non-self-propelled)_ _ _ _ _ YOGN
Fuel Oil Barge
(non-self-propelled)_ _ _ _ _ _YON
Oil Storage Barge_ _ _ _ _ _ _ YOS
Patrol Vessel_ _ _ _ _ _ _ _ _ _YP
Floating Workshop _ _ _ _ _ _ _ YR
Submarine Repair and
Berthing Barge_ _ _ _ _ _ _ _ _YRB
Floating Dry Dock Workshop
(Hull)_ _ _ _ _ _ _ _ _ _ _ _ YRDH
Floating Dry Dock Workshop
(Mach)_ _ _ _ _ _ _ _ _ _ _ _ YRDM
Covered Lighter (Repair)_ _ _ _YRL
Seaplane Wrecking Derrick_ _ _ YSD
Sludge Removal Barge_ _ _ _ _ _YSR
Large Harbor Tug_ _ _ _ _ _ _ _YTB
Small Harbor Tug_ _ _ _ _ _ _ _YTL
Medium Harbor Tug_ _ _ _ _ _ _ YTM
Torpedo Testing Barge_ _ _ _ _ YTT
Catapult Lighter_ _ _ _ _ _ _ _YVC
Water Barge (self-propelled)_ _ YW
Water Barge
(non-self-propelled)_ _ _ _ _ _YWN

Model Designation of Naval Aircraft

Heavier-than-Air (Fixed wing) (V)

Airplanes:

- VF_____Fighter
- VA_____Attack
- VP (HL)Patrol (Four-engine land)
- VP (ML) Patrol (Two-engine land)
- VP (MS) Patrol_____(Two-engine seaplane)
- VO_____Observation
- VR (HL)__Transport (four-engine land)
- VR (ML)__ Transport (Two-engine land)
- VR (HS)__ Transport (Two-engine seaplane)
- VS_____ Air Anti-Submarine
- VU_____Utility
- VT_____ Training

Heavier-than-Air (Rotary wing) (H)

Helicopters:

- HO_____Observation
- HT_____ Training
- HR_____Transport
- HU_____Utility

Pilotless Aircraft (K)

Aerial Targets:

- KD___ For use as target aircraft

Guided Missiles (M)

Test Vehicles (TV)

- C_____Control guidance
- L_____ Launching
- P_____Propulsion
- R_____Research

Lighter-than-Air (Z)

Airships:

- ZP_____Patrol Escort
- ZT_____ Training

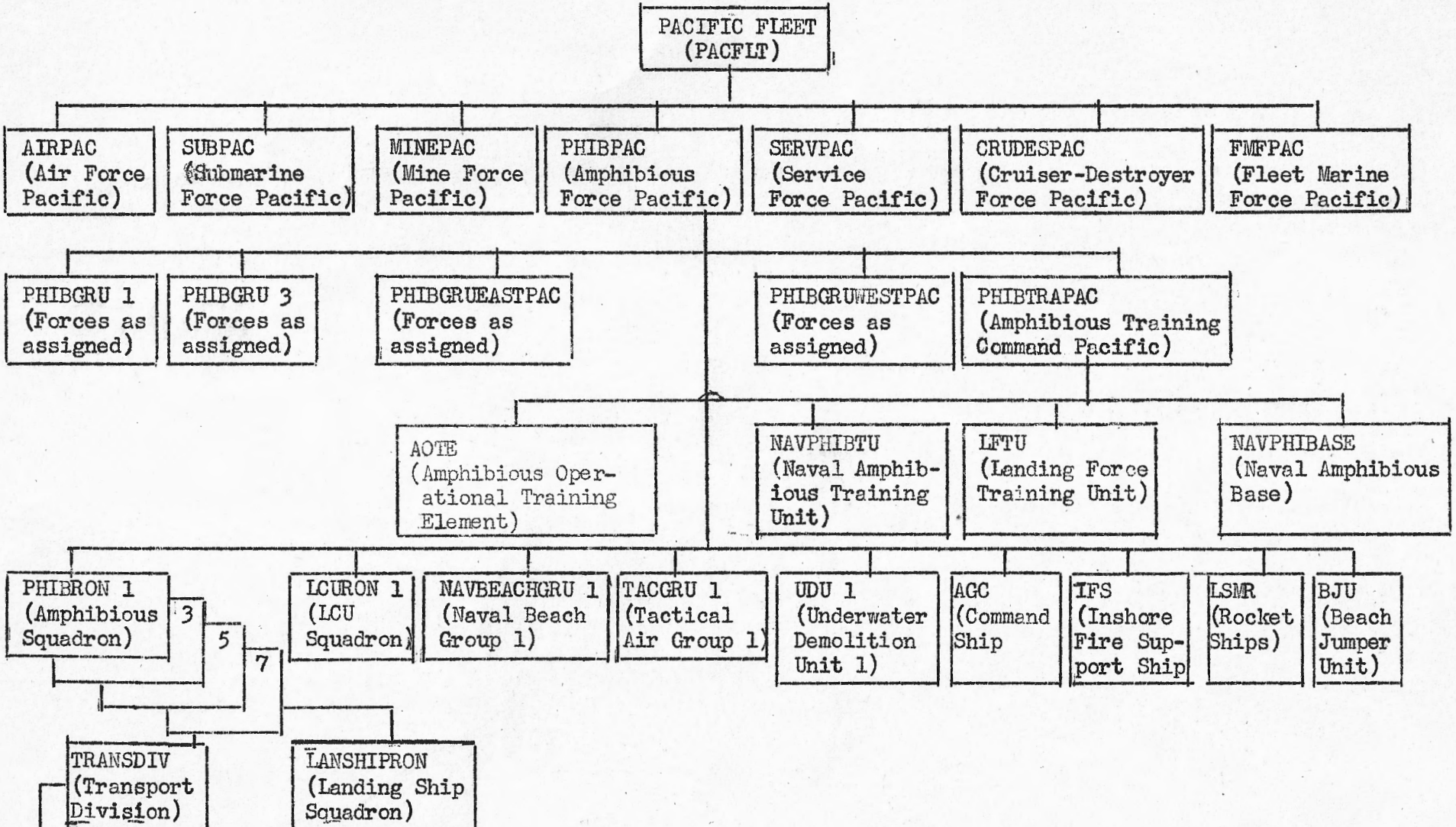
List of Naval Craft--All Vessels of the Navy of the Following Types

Landing Craft Utility_____ LCU
Landing Craft Mechanized_____LCM
Landing Craft Vehicle Personnel_LCVP
Landing Craft Personnel Light__LCP(L)
Landing Craft Personnel Ramp__ LCP(R)
Landing Craft Rubber_____LCR

List of Military Vehicles--All Vehicles of the Military Services of the Following Types

Landing Vehicle Tracked Armor_LVT(A)
Landing Vehicle Tracked_____ LVT
Dual Utility Cargo Waterborne Truck_____ DUKW
Landing Vehicle, Tracked, Personnel Carrier_____LVTP-5
Landing Vehicle, Tracked, Howitzer Carriage_____LVTH-6

PACIFIC FLEET ORGANIZATION



SECTION TWO

The Planning Phase
Intelligence and the Planning Phase
A list of requirements for Amphibious Operations
Intelligence Sources of Information
Counter Intelligence
The Intelligence Cycle
Direction of the Collection Effort
Recording
Evaluation
Interpretation
Beach Profile Diagram
Factors of a Beach Study Part I and II
Beach Selection Precis
Information Sheet - Military Gride
Symbols for Activities and Installations
Briefing

PLANNING PHASE

1. The Intelligence planning for an amphibious operation is a complex problem. The collection, collation, evaluation, interpretation and dissemination of the required intelligence is an enormous task which must be performed under limiting conditions:

a. Remoteness of the objective
b. Secrecy requirements
c. Limitations of agencies
d. Personnel and equipment
e. Time

2. To insure nothing is overlooked, a planning program is advisable. Its advantages are:

a. Checklist
b. Deadlines are met if they are planned for
c. Responsiblities are clearly delineated
d. The workload is fairly distributed.

3. Because the greatest problems in intelligence in amphibious operations exist during the planning phase, immediately upon receipt of the mission, the intelligence officer should prepare a planning schedule to cover the intelligence planning required from its inception to D-Day. Some of the important considerations in making up this schedule are the time available prior to D-Day, the tentative date of the embarkation of the landing force, the amount of information initially available, the additional information required, and the location and availability of the collecting agencies necessary to gather this additional information.

4. The planning and supervision of intelligence work requires the exercise of leadership principles and executive ability. Use it from the start.

INTELLIGENCE AND THE PLANNING PHASE

During the planning phase, the amphibious task force commander must 1) arrive at his final decision as to his course of action, based on an estimate of the enemy and friendly situation, 2) Conduct subsequent planning, and 3) execute the operation. Intelligence is essential at every step during the process.

Almost every action, which the intelligence officer suggests or takes, requires coordination with one or more staff officers or with special staff sections.

The following list indicates some of the staff coordination necessary in planning by the staff intelligence officer:

Censorship - - - - - - - - - - - - - - - - -J1, public information officer.

Needs for maps, charts, photos - - - - - -All

Map and Chart procurement - - - - - - - - J3, higher commands

Air reconnaissance, photos - - - - - - - -J3, other commands

Communication security - - - - - - - - - -J5

Intelligence Training - - - - - - - - - - J3

Psychological Warfare - - - - - - - - - - J3, special staff

Counter Intelligence - - - - - - - - - - J1, J3, J4, J5

Uniform filing system - - - - - - - - - - J1, J3

Disseminating intelligence materials - - -All, plus subordinate commands.

Requisitioning personnel - - - - - - - - -J1, J3

Draw intelligence funds - - - - - - - - - J4

Recommend targets - - - - - - - - - - - -J3

A LIST OF INTELLIGENCE REQUIREMENTS FOR AMPHIBIOUS OPERATIONS

The following is a list of basic intelligence requirements necessary during the planning and/or later phases of an amphibious operation.

1. Military Geography
   a. Maps, charts, and photographs
   b. Vital areas and installations
   c. Climatology
   d. General military geography
      1) Terrain
      2) Coast, adjacent islands, and landing beaches
      3) Oceangraphy
   e. Beach terrain, beach approaches, and inland terrain
2. Ports and Harbors
   a. Approaches and anchorages
   b. Repair facilities
   c. Utilities
   d. Transportation and communication
3. Air Facilities
   a. Expansibility
   b. Repair facilities
   c. Navigation stations
   d. Medical facilities
   e. Utilities
4. Politics
5. Economics
   a. Economic Structure
   b. Building materials
   c. Fuels and agriculture
   d. General public service facilities
   e. Transportation
   f. Telecommunication
   g. Vulnerability
6. Sociology
   a. Population, language, and religion
   b. Health and sanitation
   c. Labor
   d. Public opinion and morale
   e. Public order and safety
7. Armed Forces
   a. Strength and disposition
   b. Weapons and equipment
   c. Defensive installations
   d. Tactics and strategy
   e. Intelligence
   f. Recognition material
   g. Logistics
   h. Communications

INTELLIGENCE SOURCES OF INFORMATION

I. INTRODUCTION.

A. Collecting agencies are the means employed to gather information. Collecting agencies may be individuals, instrumentalities, or units that gather information by research, observation or survey, or by interrogation of a source.

B. The source is the actual origin from which the information is obtained. The source may be an agency, person, thing, or action from which information is received.

C. Collection can best be carried on in time of peace. During a war the number of available sources are greatly reduced. In general, the following is a breakdown of information coverage:

75% of information is obtained from overt sources.
15% is obtained from clandestine methods, and
5% by deduction.
95% is as complete as possible. The last
5% exists in the mind of the leaders.

II. AMPHIBIOUS INTELLIGENCE IS OBTAINED FROM THREE TYPES OF SOURCES:

A. Departmental--various established naval, military, and government agencies.

1. Central Intelligence Agency - established to coordinate the governmental intelligence effort.
2. Liaison with friendly powers.
3. Governmental departments (other than Defense, i.e., State, Justice, Commerce, etc.)
4. Mapping services.
5. Foreign press and radio.
6. American press (New York Times, Christian Science Monitor, National Geographic Magizine, etc.)
7. American commercial firms (banks, insurance, oil, etc).
8. Former residents of foreign countries.
9. Operating forces.
10. Various special missions (i.e., ECA, Military missions, UN commissions, etc.).
11. Clandestine agencies.
12. Department of Defense.

B. Reconnaissance--physical sources.

1. Aircraft - visual or photographic, for hydrography and terrain information.

2. Surface and subsurface vessels - visual and photographic, for hydrography, meteorology, general shore and off-shore conditions.

3. Underwater demolition teams - hydrography and beach information.

4. Amphibious reconnaissance patrols - terrain information, enemy strength, defense installations.

C. Non-reconnaissance sources--sources of opportunity.

1. Prisoners of war.

2. Captured documents and material--e.g., order of battle, etc.

3. Civilian and refugee groups--corroboratory information.

4. Communications intelligence units--analyze volume of traffic, codes.

5. Coast watchers--ship and air traffic, enemy movements.

6. Agents--all types of information, behind enemy lines.

7. Technical teams and specialists--mine experts, engineers.

8. Theater meteorological units--air, surface, subsurface.

9. Hostile or neutral press and/or radio--must be corroborated by or in corroboration of other sources.

10. YOU - "intelligence consciousness" of overt collection.

III. USES OF INTELLIGENCE.

A. Peace

1. Planning foreign policy on national levels.

2. Basis for military policy as an instrument of foreign policy in measures short of war.

3. Planning and preparing for possible war.

4. Building up backlog of available information for military forces in event of war.

B. War.

1. Strategic-planning conduct of war, and international policy at high levels.

2. Operational - basic background information for planning.

IV. PRODUCTS USEFUL IN AMPHIBIOUS INTELLIGENCE.

A. Primary.

1. National Intelligence Surveys.

2. Coast and Landing Beach Reports.

3. Strategic Engineering Studies

4. Port Studies.

5. Terrain Studies.

6. Theater Studies.

7. Handbook of Enemy Armed Forces.

8. Intelligence Periodicals.

9. Objective Folder Programs.

B. Secondary.

1. Monographs.

2. Maps.

3. Climatological Files.

4. Hydrographic Publications, such as:

   a. Charts.
   b. Sailing Directions.
   c. Tide and Current tables.
   d. Nautical almanacs.
   e. Oceanographic Studies.

5. Atlases and gazeteers.

6. Photographs.

7. Special studies of all types.

COUNTER-INTELLIGENCE

(Precis)

I. DEFINITION

(a) Measures undertaken to destroy the effectiveness of an enemy or potential enemy's intelligence system.

(b) Intelligence upon which such measures are based.

II. MEANS AVAILABLE

1. Secrecy discipline.
2. Concealment of movements by cover or counter-reconnaissance.
3. Deception.
4. Safe guarding documents and communications.
5. Regulation and control of civilian communications and movement.
6. Censorship.
7. Control of news releases.
8. Counter-espionage activities and related efforts in:

   (a) Counter-sabotage.
   (b) Counter-subversion.
   (c) Counter-propaganda.

III. COUNTER INTELLIGENCE IN AN AMPHIBIOUS OPERATION

1. Planning Phase.

   (a) Secret - well guarded planning rooms - specially designated personnel only.
   (b) Limit dissemination in strict compliance with classification - use code names.
   (c) If possible, concentrate all participating planning echelons in an area - expedites business less danger of compromise of information by long mail or radio communication - closer control of information and personnel.
   (d) Complete plan handled by fewest possible - other planning to be compartmented.
   (e) Reconnaissance personnel to be isolated from planning and given only necessary information.

2. Staging and rehearsal.

   (a) Conduct staging and rehearsal at point which will not disclose objective - and not under observation by uncontrolled civilians.
   (b) Do not disclose actual objectives - except to those who need to know.
   (c) Make movement to objective begin as soon as possible after this to allow less opportunity for leaks and less time for transfer of information if there have been leaks.

(d) Careful observation and control of neutral and/ or commercial shipping in vicinity.

3. Movement to Objective.

(a) Strict compliance with conditions of radio and radar silence.
(b) Consider use of deceptive routing, feints, demonstrations, communications, electronics, etc.
(c) Set up counter-reconnaissance in form of CAP and AEW plus long range ASW effort.

4. In objective area.

(a) Continue counter-reconnaissance effort.
(b) Carefully control news releases.

Troops

(a) Set up counter-reconnaissance.
(b) Make maximum use of cover and concealment (camouflage, etc).
(c) Use deceptive feints, etc., as desired.
(d) (Passwords).
(e) Control and screen civil populations (use local authorities as necessary).
(f) Take control of all civilian communications and transportation.
(g) Send all refugees, line crossers, etc., through intelligence.

5. General - all phases.

(a) Censorship.
(b) Security indoctrination of all personnel.
(c) Instructions regarding capture for all hands.
(d) Careful observation by intelligence and command for possibility of subversion of espionage - thorough investigation.
(e) Provide adequate guard and sentry system for control of sabotage.
(f) Ensure proper communication security by proper classification and use of codes and cyphers.

OPERATIONAL INTELLIGENCE (AMPHIBIOUS)

INTELLIGENCE CYCLE

References: ONI-Y-1 Operational Intelligence (Navy)
FM30-5 Combat Intelligence (Army)

The Four Fundamental Phases

1. The direction of the collection effort.
2. The collection of information
   ...ected information to produce intelligence.
3. Proces...
   ...and dissemination of the resulting intelligence.

The four fundamental features or phases listed are the lowest common denominator of the operational cycle. For instruction purposes only, the direction of the collection effort is listed first. Actually all phases function simultaneously and each is dependent on the one preceding it in the cycle.

1. The Direction of the Collection Effort.

a. Determination of the essential elements of information (EEI) result from a lack of explicit intelligence concerning the enemy or the characteristics of the area of operations.

b. Collection Plan.

(1) Analysis of EEI into Indications.

(2) Collection Scheme.

(a) Agencies to be used.
(b) Specific orders or requests.
(c) Hour and destination at which information is to be reported.

c. Specific Directives and Requests.

(1) Fragmentary orders or requests.

(2) Intelligence Annex, reconnaissance and observation missions.

2. The Collection of Information.

a. Strategic sources and higher headquarters.

b. Reconnaissance agencies.

c. Non-reconnaissance sources.

3. Processing of the Collection Information to Produce Intelligence.

a. Collation.

(1) Journal
(2) Work Sheet
(3) Enemy Situation Map
(4) Intelligence Files

b. Evaluation.

c. Interpretation.

4. Use and Dissemination of the Resulting Intelligence.

a. Use.

(1) By Intelligence Officer - Intelligence Estimate.
(2) By Commander - Commander's Estimate.

b. Dissemination or Distribution.

(1) Means - messages, conferences, intelligence documents.
(2) To whom:

(a) Other staff members.
(b) Other headquarters, higher, lower, or adjacent.

AMPHIBIOUS INTELLIGENCE COURSE I-2

FACTORS OF A BEACH STUDY: PART I - TERRAIN APPRECIATION

I. References: PIC - Report 4; Phib; Phib-9

II. Purpose of this period: To present the detailed factors which must be considered in the selection of a landing beach.

III. Beach Terminology. (See attached sketch).

IV. Terrain Appreciation.

A. Beach Terrain

1. Location of beach

2. Type of beach
   (a) Concave
   (b) Straight
   (c) Convex

3. Width and Length of beach

4. Composition and gradient

5. Obstacles on beach
   (a) Natural
   (b) Artificial

6. Routes of exit
   (a) Existing
   (b) Requiring preparation

7. Military aspect of beach and hinterland
   (a) Terrain analysis
      (1) Natural avenues of approach
      (2) Natural defensive features
      (3) Cover and concealment
      (4) Observation
   (b) Effect of terrain on supporting arms
      (1) Naval Gunfire
         a. Masked or reverse slope targets
         b. Rising ground or flat plain
      (2) Close Air Support
         a. Direction of attacks
         b. Effect of concealment

7. Military aspect of beach and hinterland (Continued).

(c) Adaptability of defense
(1) Concave, best beach physically but easily defended.
(2) Convex, usually poor beach, but favors attacker.
(3) Straight
(d) Beach selected by joint decision after weighing all considerations.
(e) Effect of location on scheme of maneuver; Example: Tinian.

FACTORS OF A BEACH STUDY: PART II - HYDROGRAPHIC CONSIDERATIONS

I. Physical Location of Proposed Landing Site.

A. Bay or cove, promontory or point, or straight stretch.

II. Physical Location of the Landing Site Plus Enemy Situation Will Greatly Influence Choice Position of Approach Area.

A. Approach Area extends about 18,000 yards seaward of the Line of Departure and should be protected from high winds, swift currents and large waves; consideration must be given to obstructions and it should contain good holding ground for anchorage, since Approach Area contains anchorage for ships, fire support areas, and the boat lanes to the beach.

III. Shoreward of the Approach Area, From the Line of Departure to the Beach (approximately 4,000 yards) are the Principal Hydrographic Factors which Influence Selection of Landing Sites. In General Those are:

Gradient	Surf	Current
Tide	Natural Obstacles	Nature of Bottom

IV. Gradient.

A. Slope of sea bottom off beach and generally expressed as a ratio of depth to horizontal distance.
B. Gradient determines how far offshore craft will beach.
C. Steep gradient generally most desirable from BEACH standpoint.
D. Gradient effects:
1. Beaching craft
2. Underwater obstacles
3. Surf

V. Surf.

A. Surf Zone: Area extending from outermost breaker line to limit of uprush of water on beach.

B. Breakers Height: Vertical distance from crest to trough of preceeding wave.

C. Significant Breakers Height: Average height of highest one-third of breakers taken over a ten minute period.

D. Breaker Period: Time between crests. (Seconds).

E. Wave Length: Distance between crests. (feet).

F. Breaking Surf is principally caused by long low swell from a distant generating area moving in towards shore and being affected by offshore bottom.

G. Two principal types of breakers:
1. Plugingin: Steep vertical face, wave crest peaks up and crashes violently, breaking immediately and expending its energy in a short area.
2. Spilling: Flat face, wave slowly spills down over its forward slope; it may require a considerable time to complete its breaking and so expends its energy over a fairly wide area.
3. Landing craft can negotiate 50% higher spilling than plunging breakers.

H. After Oscillatory Wave completes breaking, released energy forms a wave of Translation which pushes water onto the beach in the form of uprush.

I. Surf conditions are very important because of their effect on beach structure, beaching craft, and natural and artificial obstacles.

J. Waves are primarily formed by the action of wind upon water surface.
1. Initial size of waves depends on velocity and duration of generating wind, and the size of the area over which the generating wind blows.

K. Surf forecasting.
1. Utilizing a consecutive series of synoptic weather maps, and considering local physical conditions, it is possible to make relatively accurate forecasts of the height, velocity, and wave length of surf which will strike on a specific shoreline.

VI. Currents.

A. Two main types:
1. Ocean: "Permanent" type (Gulf Stream) have no appreciable effect on landing operation.
2. Coastal
(a) Offshore: Outside Surf zone but affects Line of Departure and Approach Area. Primarily of tidal origin.

(b) Inshore (inside surf zone)
(1) Longshore: Caused by waves striking beach at an angle, current runs parallel to beach.
(2) Rip: Either a longshore current deflected seaward, or backrush running out in small irregularities in bottom.

B. Effect of currents on amphibious operations.
1. Strong longshore and poor visibility can cause vehicles and craft to beach some distance from selected landing site.
2. Adverse currents and wind conditions may impede boats, disrupt boat wave formations, make landing and retraction difficult.
3. Longshore currents may be strong enough to cause broaching of craft.
4. Rip currents may make UDT operations difficult, alter underwater features, and effect landing vehicles and craft.

VII. Tides.

A. Importance in amphibious operations.
1. Both a vertical and horizontal change.
(a) Small vertical change may make a large horizontal change on a flat or gently sloping beach.
2. Influences time of landing.
(a) Generally preferable to land on flooding tide.

VIII. Natural Obstacles

A. Sand Bars
1. May cause craft to ground before reaching beach, or create a breaker line some distance offshore which will threaten small craft.
2. Frequently change position, build-up, or disappear as a result of any strong storm action.

B. Reefs.
1. Hamper, preclude, or chamelize movement of personnel, amphibious vehicles or craft.
2. May set up a dangerous breaker line as bars.
3. Determine type of landing vehicles and craft to be used.

C. Rocks
1. In quantity limit inshore approaches, may make beach unsuitable for landing force.

D. Sea Weed.
1. Important only when in quantity sufficient to foul screws, tracks, and injection systems.

E. Ice.

1. Similiar effect as rocks, may require use of new or alternate techniques.

IX. Nature of the Bottom.

A. Unfavorable effect of mud, petheles, soft sands, rocks, coral etc. upon personnel, equipment, landing vehicles and craft will increase in direct proportion to the gentleness of the gradient.

X. Summary.

AMPHIBIOUS INTELLIGENCE COURSE
BEACH SELECTION
PRECIS

1- The landing area comprises the sea, air, and land areas required for executing the landing and establishing the beachhead.
   a- Its selection is dependent upon the mission and objective of the Attack Force as affected by both naval and landing force considerations.

2- Naval Considerations depend upon the type and function of naval ships and craft.

   a- Clear Approaches.

      1. No mines in water shallower than 100 fathoms in depth.
      2. No reefs, rocks, or shoals.
      3. Clear of observation and fire from enemy held areas.

   b- Shelter from Heavy Gales and Storms.

      1. Landing area not subjected to direct effects of prevailing winds and seas is desirable.
      2. Use of landing area in bay good from this standpoint, though generally outweighed by other considerations.

   c- Ample Maneuver Room.

      1. Inner and outer transport areas free of navigational hazards.
      2. Open seas in vicinity of transport areas to allow quick dispersal in event of Atomic Bomb attack - 2,000 yards between major ships.
      3. Water depths less than 30 fathoms desireable in inner transport area to allow anchoring of transports.

   d- Good Holding Ground for Anchoring.

      1. Sand or mud bottom free of rocks and coral desireable in transport areas.

   e- Sea Areas Available for Proper - Employment of Fire Support Ships.

      1. Proper stationing of fire support ships will be dictated by terrain, enemy situation, and scheme of maneuver ashore - no overall consideration possible.
      2. For D-day, depths of water and navigational situation should allow ships to proceed shoreward to following ranges from shore in immediate vicinity of landing beaches:

DD - 3;000 yards
CL or CA - 4;000-5,000 yards
BB - 5;000 yards
LSM(R) - 2,000 yards

f- Suitable Hydrographic Conditions for Landing Craft.

1. Boat lanes clear of obstacles.
2. No reefs, rocks, or bottom irregularities.
3. Regular, steep underwater gradient.
4. Small tidal range.
5. Negligible littoral currents.
6. Surf under 4 foot significant height.

3- Landing Force Considerations.

a- Relationship of Objective to the Landing Area.

1. Objective must be one which will insure accomplishment of the mission assigned the Attack Force.
2. Mission is the major factor in determining the landing area.
   a. Area selected must assure landing of sufficient troops at a place from which they can reach their objective and accomplish the operation's mission.
3. Proximity of the landing area to the objective area is highly desirable.

b- Hostile Dispositions.

1. Despite advantage of a landing area in close proximity to the objective, an attack across heavily defended beaches is seldom justified if it may be avoided by landing on beaches which are undefended or lightly held.
2. The location of hostile reserves is of great importance where the operation is to take place on a mass or island of appreciable size.

c- Configuration of the Coast Line.

1. The configuration of the coast line is a terrain factor of sufficient importance to receive independent consideration in the selection of the landing area.
   a. Shorelines exist as convex, concave, or straight, or as combinations of these basic types.

d- Terrain Inland from the Beach.

1. Ground rising gently from the beach at such distance inland of such relief to mask the landing area is desirable, and beyond the initial objective the terrain should lend itself to the type of operation anticipated and should possess features so disposed as to permit the establishment of a well-defined beachhead of a size adapted to the requirements of the force employed.
2. Means of concealment, routes of egress from the beach, and the presence of obstacles to the advance likewise require their normal evaluation.

e- Logistical Support.

1. In addition to their suitability for assault operations landing beaches and routes of communication within the landing area must be such as to permit sustained logis-

4- Sources of information for more detailed considerations.
   a- At the inception of the planning phase, the intelligence unit has available to it, reports and studies made by departmental and theater agencies. These may be termed Available Data. Additional information will come from the use of Non-reconnaissance and Reconnaissance Sources by the unit concerned, and by higher, adjacent, and supporting echelons.
   b- Information from a study of Available Data.
      1. Such information as is available may permit elimination of some landing sites from further consideration for any of the following reasons:
         a. Poor nature of terrain near the beach.
         b. Presence of poor approaches to the beach.
         c. Beach too small to receive sufficiently large attacking force.
         d. Beach too far from objective.
         e. Meteorological considerations.
   c- Final selection of a landing area depends on Reconnaissance.
      1. Photographic and visual aircraft reconnaissance may eliminate certain potential landing areas for one or a combination of the following reasons:
         - A revealing or verification of any of the reasons listed under Available Data.
         f. Tidal range too great
         g. Gradient too flat.
         h. Surf too violent.
         i. Location of prohibitive water obstructions.
         j. Poor routes of exit from the beach.
         k. Enemy Situation.
      2. Surface, subsurface reconnaissance by naval craft, and employment of amphibious reconnaissance patrols may preclude use of landing sites for one or a combination of the following reasons:
         - A revealing or verification of any of the reasons listed under Available Data or Aerial Reconnaissance.
         l. Nature of the sea bottom.
         m. Certain pecularities of the surf.
         n. Strong disposition of the enemy in beach area.

5- Selection Procedure.
   a- The Landing Force Commander will recommend the selection of a landing area which, consistant with the capabilities of the naval support will best facilitate the accomplishment of the landing force mission.
   b- The Attack Force Commander gives final approval to the Landing Force Commander's recommendation or makes such adjustments as are required to reach a mutually acceptable selection.
      1. If agreement cannot be reached, it is the responsibility of the JATF Commander to select the landing area, considering the selections and considerations of the Attack Force and Landing Force Commanders.

Summary.

INFORMATION SHEET - MILITARY GRIDS

THE MILITARY GRID REGERENCE SYSTEM

a. For general use the Military Grid Reference System is used in place of the complete numerical coordinates. The reference system has the following advantages:

(1) Simple
(2) Universal
(3) Unique. A given reference locates only one point; a given point has only one reference.
(4) Capable of abbreviation.
(5) Easily encoded, decoded, and transmitted.

b. The Military Grid Reference System has been designed for the common use of the Army, Navy, and the Air Force in joint operations on maps of scale 1/50,000 and larger.

c. General description. The Military Grid Reference System is designed for use with UTM and UPS Grids. For convenience, the world is divided into large, regularly shaped geographic areas, each of which is given a unique identification, called the Grid Zone Designation. These areas are subdivided into 100,000-meter squares, based on the grid covering the area. Each square is identified by <u>two Fetters</u> called the 100,000 meter square identification. This identification is unique within the area covered by the Grid Zone Designation.
Numerical reference within the 100,000-meter square are given to the desired accuracy in terms of the easting (E) and northing (N) grid coordinates for the point.

d. The Grid Zone Designation.

(1) The area of the globe between 80° North and 80° South is divided into rectagles 6° east-west by 8° north-south. The columns (6° wide are identified by the Universal tranverse Mercator (UTM) zone numbers; i.e., starting columns are numbered 1 through 60 consecutively. The rows (8° northerly to 8° north, the rows are lettered consecutively C through X with the letters I and O omitted. The designation - called the <u>grid zone designation</u> - any 6° east-west by 8° north-south rectangle is determind by reading (<u>right-up</u>) first the column designation (as <u>14</u>) and second the tow designation (as <u>S</u>); as <u>14S</u>. (Point out).

(2) The north polar area is divided into two parts by the 180° and 0° meridians. The west half is given grid zone designation Y; the east half, Z. Similarly, in zone dosignation A; the east half, B.

e. 100,000 meter squares. Between 80° north and 80° south, each 6° by 8° rectangle is divided into 100,000 meter squares based on the UTM grid for the zone. Every column of squares is identified by a letter; likewise, every row of squares is identified by a letter (with I and O being omitted). The identification of a 100,000 meter square is determined by reading (right-up) first its column letter (as N) and second its row letter (as P).

f. The grid reference.

(1) A reference consists of a group of letters and numbers which indicate (1) the grid zone designation, (2) the 100,000 meter square identification, and (3) the rectangular coordinates of the point expressed to the desired accuracy. A reference is written as a continuous number without spaces, parentheses, dashes, or decimal points.

(a) 14S (Indicates a Grid Zone (6° X 8° recentangle)
(b) 14SNP (Locating a 100,000 meter square.)
(c) 14SNP5437 (Locating a point within a 10,000 meter square.)
(d) 14SNP544373 (Locating a point within 100 meters.)

(2) To satisfy the needs of artillery and any other needs, a reference can be given to the nearest 10 meters and the nearest 1 meter as:

14SNP54433725 (Locating a point within 10 meters.)

14SNP5443237254 (Locating a point within 1 meter.)

(3) Normally, all elements of a grid reference will not be used. Those to be ommitted will depend upon the size of the area of activities and upon the interval of the grid lines.

(a) The grid zone designations (as 14S) usually will be omitted. Under these conditions a reference to the closest hundred meters will read: NP544372.

(b) Under certain circumstances, in addition to omitting grid zone designation, the 100,000 meter square identification will also be omitted from references referred to a 1,000 meter grid (on maps at scales larger than 1: 100,000.)

1. If reporting from a 1,000 meter grid is confined to an area not exceeding 100000 meters east-west by 100,000 meter grid lines) and if the area does not fall within 25 miles of a grid of spheriod junction, the 100000 meter square identification (as NP will normally be omitted. This is the usual case for references on maps used by the field artillery. The point will be referenced only by numbers. Thus, in such an area, a reference to the closest 100 meters will read 544378: To the nearest 1000 meters will read: 5437; to the nearest meter will read 5443237224.

2. If more than one major grid or an overlapping grid appears on a sheet, the 100,000 meter square identification must never be omitted.

a. Major grid. Within a grid zone the grid based on the origin for the zone is the major grid. Within the grid zone the major grid zone is printed in full, black lines.

b. Overlapping grid. The major grid of the next adjacent zone. Normally indicated by blue tick marks around the edge of the map if the area covered is within 25 miles of a zone junction.

B. The Grid Reference Box. A grid reference box will appear in the margin of each sheet after revision to the Military Grid Reference System. It contains instructions for giving a reference on the sheet including a step by step example, Instructions indicate whether or not the grid zone designation and the 100,000 meter square are shown by a miniature representation of the sheet. The 100,000 meter grid lines are labeled with their values in abbreviated form in the same color as the value of the map.

C. THE TAD GRID REFERENCE

1. USE OF THE TAD GRID REFERENCE The TAD (Target Area Designator) Grid Reference is standard on the 1/50,000 Approach and 1/25,000 Bombardment Charts used by the U. S. Navy. The system is also designed for the common use of two or more of the Services in certain joint operations. Its use is specified by the Joint Force Commander. An example of the TAD grid is shown in Figure 4.

2. BASIC GRID AND UNIT OF MEASURE.

a. The TAD Grid Reference is based on the grid prescribed for the area.

b. The unit of measure is either meters or yards, depending upon which is used with the basic grid.

c. Instead of continuing with a point designation, the TAD designates an area within the 1,000 meter (or yard) grid. Each 1,000 unit grid is divided into 200-unit squares. They are lettered from left to right and from top to bottom as,

A B C D E

F G H I J

K L M N O

P Q R S T

U V W X Y

3. THE REFERENCE

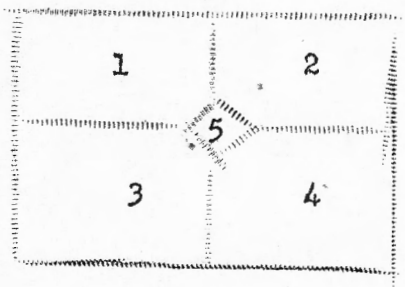
a. A TAD reference is normally determined by reading in order; (1) The identification of the 100,000-unit square in which the point of reference lies, (2) a four-digit number identifing the 1,000-unit square in which the point of reference lies, and (3) a letter, identifying the 200-unit square in which the point lies. Example: UT9109X.

b. The 100,000-unit square identification is omitted in many cases. It is retained only when reporting more than 100,000 units away or where the area of reference lies within approximately 25 miles or a grid junction.

c. Where the area of an independent operation is confined to a single large scale map or wherever it is certain no ambigui will result, it is the prerogative of the Commander to order the omission of the 100,000-unit square identifications from TAD references regardless of the rules outlined above.

d. If a further breakdown of the lettered squares is required each 200 unit square may be subdivided by the following method:

(1) Subdivide the 200 unit letter square into four 100 unit squares and number them from left to right beginning at the top. A location given as 9100 Roger 1 (omitting the 100,000 unit square identification) is taken to measure the center of the upper left 100 unit squares located at 9109R. A location given as 9109 Roger 5 is the center of the 200 yard square.



e. Instructions for giving a TAD reference are contained in a TAD reference box which usually appears in the margin of each sheet bearing such a grid.

SYMBOLS FOR ACTIVITIES AND INSTALLATIONS

AIR ACTIVITIES

Aircraft . . . . . 

Aircraft, damaged . . . . 

Aircraft, dummy . . . . . 

Air Base . . . . . 

Air Field . . . . . 

Helicopter . . . . . 

Helicopter landing area. . 

Seaplane anchorage , . . . refueling facilities 

Seaplane anchorage, no facilities . . . . . 

Seaplane base, complete facilities . . . . . 

BOUNDARIES AND DELIMITED AREAS

Front Lines . . . . . 

Line of departure . . . . —LD—

Main line of resistance . —MLR—

Objective . . . . . 

Outpost line . . . . . —OPL—

Outpost line of resistance —OPLR—

Patrols . . . . . ●●●

Barrage, 81mm mortar (barrage no. inside) . . . . . 

Concentration, 240 mm howitze. (Unit designation inside) 

Unit area, battalion . . 

Unit area, regiment. . . 

COAST AND HARBOR DEFENSE

Antisubmarine net (with gate) . . . . . 

Harbor defense boundary. 

Torpedo net (with gate). 

COMMAND, COMMUNICATION, AND SIGNAL

Radio station . . . . . 

Radar station . . . . . 

Theater Headquarters . . THQ

Theater Air Force Headquarters . . . . . TAFHQ

Theater Army Headquarters. TAHQ

Theater Navy Headquarters TNHQ

FORTIFICATIONS

Fort, general . . . . . 

Foxholes and emplacements. 

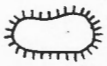
Light howitzer in emplacement 

Pillbox or casemate . . . . 

Dugout or underground shelter:

Occupied- 

Unoccupied-shelter 

Strong point. . . . . 

Trenches . . . . . 

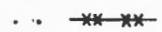
OBSTACLES The color green is used to designate mine fields, demolitions, road blocks and other engineer obstacle activities of both friendly and enemy forces.

Barbed wire, general XXXXXXX

Concertina, multiple . . . . . 

Concertina, single . . . . . 

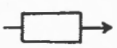
Double apron fence . . . . . 

Double fence . . . . . 

Single fence . . . . . 

LANDING CRAFT AND SHIPS

Landing craft or ship . . . 

Landing vehicle, tracked (LVT) . . . . . 

Landing vehicle, tracked, armored (LVTA) . . . . . 

Submarine . . . . . 

Vessel, merchant . . . . 

Vessel, naval . . . . . 

OBSTACLES

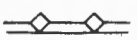
General Symbols: Road block

Completed . . . . . 

Prepared but passable. . . . 

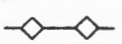
Proposed . . . . . 

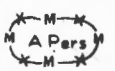
Specific Symbols:

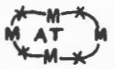
Antitank ditch . . . . 

Obstacle, fixed. . . . . 

Obstacle, movable . . . . . 

Tank barrier . . . . . 

Mine field, anti-personnel . . . . . 

Mine field, antitank . . . 

Single string of antitank mines. . . . . 

Antipersonnel mine . . . . . 

Booby trap. . . . . 

Minefield gap . . . . . 

SPECIAL INSTALLATIONS

Buildings, general. . . . . 

Building or structure, buried . . . . . 

Building or structure, dug in . . . . . 

Building or structure, revetted . . . . . 

Cemetery . . . . . 

Prisoner of war collecting point . . . . . 

Dispensary . . . . . 

Hospital . . . . .

Observation Post . . . . . 

Prisoner of war enclosure. . . . 

Searchlights . . . . . 

SUPPLY INSTALLATIONS

Occupied . . . . . 

Proposed . . . . . 

Engineer Supply installation. . . 

Water point . . . . . (W)

Depot . . . . . (Dep)

Ammunition Supply point . (ASP)

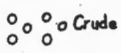
Distributing point . . . . (Distr Pt)

Dump . . . . . (Dp)

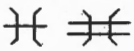
Railhead . . . . . (Rhd)

Storage tank . . . . . 

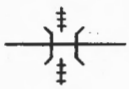
Storage tank, buried . . . . . 

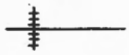
Wells (annotate type) . . 

TRAFFIC AND TRANSPORTATION

Bridge . . . . . 

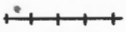
Main supply road . . . . MSR

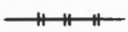
Railroad beneath road . . 

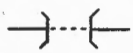
Railroad grade crossing.. 

Railroad over road . . . . 

Railroads: (gauge can be indicated)

Single track . . . . . 

Double track . . . . . 

Tunnel . . . . . 

WEAPONS AND VEHICLES

Basic infantry weapon . . . . .

Basic artillery . . . . . 

High trajectory (placed on base of weapon symbol). . . . . o

Antiaircraft (surrounding weapon symbol) . . . . . 

Self-propelled (surrounding weapon symbol) (tracked and half-tracked vehicles only) . . . . 

Self-propelled (wheeled vehicles only) . . . . . SP

Antitank and rocket projector (placed on base of weapon symbol) . . . . .

Examples of weapon symbols:

Light machine gun, automatic rifle . . . . . 

Heavy machine gun (cal. .30). . . . . 

Machine gun (cal. .50) . . . . . 

Antiaircraft machine gun, heavy . . . . . 

Antiaircraft machine gun, heavy, quadruple mount . . . . . 

Rocket launcher or recoilless rifle . . . . . 

Rocket launcher, 2.36 inch . . . . 

Rocket launcher, 3.5 inch . . . . . 

Recoilless rifle, 57mm . . . . . 

Recoilless rifle, 75mm . . . . . 

Rocket projector (artillery). . . . . 

Rocket projector, 4.5 inch 24 tube . . . . . 

Mortar, light (60mm) . . . . .

Mortar, medium, (4.2 inch) . . .

Mortar, Heavy (155mm) . . . .

Howitzer, light (105mm) . . .

Howitzer, medium (155mm) . . .

Howitzer, Heavy (240mm) . . .

Howitzer battery (Show no. pieces) . . . . . 

Gun, light . . . . . 

Gun, medium . . . . . 

Gun, heavy (155mm) . . . . . 

Gun, battery of 4 guns . . . . . 

Gun, medium in antitank role . . . 

Self-propelled gun, medium tracked . . . . . 

Antiaircraft gun, medium . . . 

Sector of fire, heavy machine gun (Heavy portion of solid line indicates danger zone when fire is placed on final protective line). . . . . 

Unconfirmed or doubtful weapon. . 

Destroyed weapon . . . . . 

Guided missile. . . . . 

Guided missile launching site:

Surface to surface missile . . . 

Surface to air missile . . . . . 

The basic guided missile designation is two letter combination followed by the letter "M" (missile). The first letter indicates the origin of the missile and the second letter indicates the objective.

Basic letters:

Air	A
Surface	S
Underwater	U

Examples:

Air to air missle	AAM
Air to surface	ASM
Surface to Underwater .	SUM
Underwater to air	UAM

Tank, light . . . . . 

Tank, medium . . . . . 

Tank, heavy . . . . . 

Armored car or light reconnaissance vehicle . . . . . 

COLORS

When colors are used, military symbols representing friendly forces and activities are shown in blue, and those representing enemy forces and activities are shown in red. When colors are not available, friendly forces are single and enemy double black lines. Symbols for minefields, demolitions, roadblocks, and other engineer obstacles, both friendly and enemy, are shown in green. The only exceptions are the following:

a. Symbols for areas to be covered by friendly fire, although generally located in enemy territory, are shown in blue.

b. Symbols for contaminated areas, wherever located, always are shown in yellow.

Example of symbols used when colors are not available:

Friendly Unit . . Enemy Unit . 

BRIEFING

I. INTRODUCTION. Briefing is a concise orderly presentation of intelligence (or information). Briefing is the responsibility of the Intelligence Officer. In order to properly perform this duty it is essential that he be thoroughly familiar with the ways and means by which he can most effectively present his material. The quality and quanity of his material provides the critieria of the officer. Constantly he must be on the look out and continually collect up-to-date information in order to be prepared at any time to give a briefing. It has been found by experience that an Intelligence Officer is asked many questions inside and also a way to left field of his speciality. Therefore he must be familiar with all available source material, and insofar as his ingenuity and initiative permit he must become a reliable, even through self-styled, authority.

II. TYPES OF BRIEFS. Briefs vary as to slant, amount of detail, and sometimes as to methods of presentation according to the purpose of the brief and the audience for which it is intended. In general, the types of briefs can be grouped within one of the following headings.

a. Current Events: This would usually include small amounts of information on widly varied topics. If a single topic is used over several briefings and to the same audience then the brief usually presumes previous knowledge of some of the facts and presents only the latest information. Examples of these would be the daily or weekly CNO or Admiral briefings.

b. National Background: This is usually presented only once to an audience, covers several topics (as economic, transportation, people etc), and is based on research with plenty of time to prepare. Examples would include high level strategic briefing, and also lower level passing the word by the ship's officer prior to the ship entering an uncommon foreign port.

c. Training. Self explanatory.

d. Strategic: The difference in these two being only in the level and scope of the subject matter. For example the enemy forces to CNO would be in terms of armies, and to an Attack Force Commander perhaps in terms of regiments.

e. Tactical:

f. Operational: This would usually be limited to a single mission and, if to a small enough unit, might be in great detail.

g. Interrogation or De-Briefing. This heading should also be listed since many of the same techniques are present in this situation. Careful preparation and organization of questions are necessary in order to fulfill the purpose of the debriefing and to obtain all possible information. Many of the same type graphics and visual aids may be used.

III. GENERAL RULES. Usually a brief is oral. Always it is concise. It is tailored to the audience both in choice of words and in degree of detail. The purpose of the brief must be clearly understood by the briefer and so indicated in his presentation. If possible the brief should be illustrated. Charts; maps; transparencies, opaques, strip and motion films used with projector may all be used according to the time and material available. If handouts are to be employed they should be issued prior to or during the briefing. This allows for questions to be answered when they occur in the minds of the audience. The audience must all be cleared for the full material. Your responsibility as an intelligence officer also includes security duties. If certain material is too highly classified for the whole group, and therefore not needed by the entire audience, either use that material in a separate breifing, or divide your audience and include the material in only one brief.

IV. PREPARATION. The preparation may be hasty or it may involve much research. In either case though and care must be exercised in the organization of the material. Since the spoken word is fleeting, it does not allow the mind of the listener to retrace what has been said and organize for itself. This means that the officer who presents the material should lead his audience step by step toward the point being developed. An example would be in briefing on the radar sites in Korea. It might be presented by first giving an overall location chart followed by smaller sections and then individual sites. Another way would be to start by describing a single site and building up to the whole picture. In neither case is it desirable to shuffle your information or references.

The amount of notes to be used varies with the detail and exactness of the information, the familiarity of the briefer (and sometimes with the desires or orders of the audience). The use of notes is usually allowable and several techniques can be employed as aids to the briefer. 3 X 5 cards are good for key words and statistical information. Posters, charts, graphics can, in themselves, provide the key words or outline to be used in the presentation.

Visual Aids should be used whenever possible to provide another means by which the audience can receive the information. Visual presentation often shows relationships much clearer than words could ever do. Visual aids speed understanding and makes for more lasting retention of the material. If well done, it also helps to keep your audience awake.

Whenever possible it is most important to have a Dry Run rehearsal.

V. PRESENTATION. The first rule is to BE NATURAL, and therefore to be at ease. Greet the audience. Be as informal and friendly as circumstances will permit. Introduce yourself to the group if necessary. Introduce your subject and explain the purpose of the briefing. Prepare the audience for what is to follow. Define any special terms and establish a frame of reference. Gain the attention of the group and their willingness to follow throughout the presentation.

The subject matter of the brief should contain the important points in a logical manner. Again, it is well to point out that the choice of words, amount of detail, and the slant of the brief is tailored to fit the audience. Restatement of the most important facts is desirable throughout the brief. A summary and/or conclusions is necessary.

Personal qualities of a good briefer, besides that of being (or appearing to) be natural and at ease are some of the following. He must be sincere in what he is saying. Humor may be used, but moderately and within the personality range of the speaker. He must always speak with authority and have control of the situation. This does not mean that he is to affirm anything he does not know. Questions may be asked to which he does not have the answer. If he is fortunate he will have an assistant in the room who has the correct answer, or a helper auditing from behind the scenes who can make a quick check. Unfortunately, most of us find ourselves without either help and can only reply that we do not know but will check. This is a good time for an intelligence officer to show forethought b y stating what action has been taken to obtain the information. The use of illustrations, anecodotes, and references to the familiar all aid repetition and restatement.

A little should be mentioned about distrations, but less than what is usually said about them. The briefer is not a paid lecturer and therefore is not expected to do all things perfectly. However, since he is most desirous of getting his information across to his listeners he would normally run a check to prevent unnecessary distrations. Outside avoidable noses, too warm a room, and vivid graphics on display but not in use are some of the more obvious annoyances. Some personal mannerisms might be watched. Walking about the room during a briefing is usually permissible, but pacing is unwise. Juggling coins in a pocket or tossing chalk in the air usually causes the audience to be more interested in how much money is in the pocket or just which time the chalk will be dropped. If the briefer really is at ease he will seldom employ such nervous mannerisms.

A few rules in using graphics should be followed. If possible, display the graphic only when it is being used during the brief. This also applies when using the blackboard, a form of graphic. Material should be erased after it has served its purpose. Check to be sure that all in the audience have a clear view. When indicating a point on the graphic use a pointer rather than the hand, and hold the pointer in the hand nearest the reference. Face the audience and talk to the audience, not the graphic.

A brief does not have to be boring to the briefer or the audience. At times, especially when daily briefs are given, as with the order of battle, a little ingenuity is both permissible and needed. On one staff in Korea the N-2, as the enemy, enacted scenes showing what information the enemy had on its own and our forces. N-3 countered with brief-skits of our interpretation of the facts. Each presented the required information but in a novel way. By all reports, they certainly competed to outdo each other every day and enlivened the briefings.

VI. SUMMARY. Briefing is the concise orderly presentation of intelligence (or information). It is tailored to the audience both in choice of words and in degree of detail. The purpose of the brief must be clearly understood by the briefer and so indicated in his presentation. Thorough care must be exercised in the organization of the material in order to lead the audience step by step in the development of the point. Visual aids speed understanding and make for more lasting retention of the material. Whenever possible rehearse the brief. Be natural in presenting the brief. Greet the audience, introduce yourself, define special terms. Be sincere in presenting the material, and restate important points. Answer questions as they occur. Always make a summary. Prevent avoidable distractions. Use ingenuity to allow both briefer and audience to enjoy the brief.

GRAPHICS

I. "Graphics is a visual presentation of material, usually in addition to an oral or written presentation. It is said that a good picture is worth, 1000 words, when explained by TWO. Why? - because it simplifies statistics, shows relationships, shortens audience learning time, keeps the interest of the audience, and often may be used as notes by a briefer or instructor.

II. Types

A. Maps (and overlays): flat, raised (photolith, photo, rubber).
B. Charts, transparencies or opaques, flip chart.

1. Pictorial representation
2. Photographs
3. Diagrams (organizations, wiring, communications and command hookups).

C. Graphs (mathematically based).

1. Line or curve
2. Bar or column.
3. Circle (sectional or % age).

III. Training Aids

A. Recordings (record, wire, and tape).

B. Actual equipment, scale models, and mockups.

C. Projectors - motion, slides, strip film.

D. Flock board.

IV. Available equipment, more or less available according to one's station include the following:

A. Minimum

1. Ruler, compass, scales, and protractor.
2. Colored pencils, crayons, and or inks.
3. Colored Scotch tape.
4. Adhesive, knife/scissors.
5. Poster board, graph paper.
6. Drafting set.
7. Leroy lettering set.
8. Blackboard, chalk, etc.

B. Available ship or station.

1. Drafting materials.
2. Photographic.
3. Bulletin Boards.
4. Projectors.

a. Baloptical
b. Slide
c. Overhead
d. Motion Picture

V. The methods, both in preparation and in use of Graphics, depend on the text and the puspose of the material to be presented. For instance an order-of-battle briefing would probably include only various scale maps and overlays. A beach selection briefing might include maps, photographs, sketches of gradient, obstacles, trafficability. A brief of foreign equipment might include pictures, models, or mockups for the subject.

The preparation of a graphic should follow four rules. The result should be SIMPLE in detail, the SIZE clearly visible to the whole audience, and a CONTRAST in shape and size together with a contrast in COLOR should produce a vived impression on the audience.

A graphic should be used when it is directly applicable to the main points of the presentation. It should be displayed only when in use since, if it is really vivid, it may prove distracting when other material is introduced.

VI. Graphics aid in the presentation of any material. The range of their effectiveness is in direct relationship (not to the artist skill but to the ingenuity, imagination, and observation of the briefer.).

BASIC OPERATIONAL INTELLIGENCE (AMPHIBIOUS)
DIRECTION OF THE COLLECTION EFFORT

References; (a) Intelligence Manual Command and General Staff College
(b) (ONI - Y - 1)

1. INTRODUCTION

Direction is accomplished by:

A. Determination of the EEI's

B. Formulation of Collection Plan

C. Issuance of Specific Directives and requests.

II. ESSENTIAL ELEMENTS OF INFORMATION

A. Definition

B. Purpose

C. Formation

1. Responsibility of Commander

2. Recommended by I.D.

D. Form - question or directive

E. Content

Generally refer to;

1. Enemy Capabilities

2.

3. Reinforcement of the Enemy

4.

5.

6. Natural or Artifical Obstacles

7. Answers to EEI's - Systematic seach for facts (Collection Plan)

III. COLLECTION PLAN

A. Introduction

B. Form

1. EEI's

2. Indications (Column 2)

a. Area of Operations

b. Enemy

IV. SPECIAL DIRECTIVES AND REQUESTS

A. Column 3

B. Column 4

C. Column 5

ADVANCED OPERATIONAL INTELLIGENCE (AMPHIBIOUS)

I-2

NOTE: For further information relating to the dissemination of intelligence via the intelligence estimate and intelligence annex see Section Three, First and Fourth Requirements.

RECORDING

GENERAL.-a. Incoming information is examined by the intelligence officer on duty for items of immediate tactical importance before any recording is done. On these items he takes the necessary action promptly by appropriate means, after which the information must be systematically arranged, sorted, grouped, and listed by subjects, so that items of the same kind may be kept together for convenience of comparisn, study, and reporting. From the standpoint of operational intelligence, there are four general devices by means of which the mechanics of recording are accomplished:

(1) Intelligence Journal.

(2) Enemy Situation Map.

(3) Intelligence Work Sheet.

(4) Intelligence Files.

These devices are necessary in the preparation of intelligence reports and serve as a convenient means of reference for the commander and for members of his staff. However, the intelligence officer of every unit must adapt procedure to the needs of his unit. Simplification of method will be necessary in all units of the more mobile arms. An intelligence officer must not allow himself to be engulfed in a mass of paper work. In all situations the maintenance of records must be subordinate to the mission of assembling and interpreting information and producing and utilizing intelligence. That is, a system of processing should be as simple as possible. Action comes first; records are of secondary importance.

INTELLIGENCE JOURNAL.-a. The intelligence journal is the daybook of the intelligence section. It is kept by the intelligence section of each unit. The journal contains briefs of important written and oral messages received and sent, as well as notations of periodic reports, orders, records of important conferences, and similar matters pertaining directly to the intelligence section. The journal is an officia permanent record of activities. It should be looked upon as the primary record of operations of the intelligence section of the headquarters.

b. After examination by the intelligence officer on duty for any items of information of immediate tactical importance, and subsequent action, all incoming items of information are next recorded in the journal. The original entry should not be altered, but may be supplemented by subsequent entries. If the item is received or issued in oral form, it should be summarized in written form and handled as a regular

message. If the item is in documentary form, the entry may consist of a reference and brief synopsis of contents. The journal is closed daily or at the end of a phase or period as directed. One copy is submitted to the chief of staff for consolidation with the other journals of the headquarters. The journal is supported by the journal file and is eventually forwarded to higher headquarters with after-action reports.

ENEMY SITUATION MAP.- a. General - The enemy situation map is kept by the intelligence officer of each unit. Upon it is recorded graphically all available information of the enemy for reference and study. The situation map supplements (but does not take the place of) the work sheet.

b. Scale - The map used for this purpose should be of appropriate scale. This will depend upon the size and mission of the unit. Generally, the smaller the unit, the larger the scale required. Higher headquarters should have on hand copies of all maps used by subordinate units, so that there will be no danger of reports or messages referring to places not shown on maps available at the higher headquarters. Each major unit should prescribe the operation map for use in its own and next subordinate headquarters. This standardization will reduce chances for error. When reporting in reference to a map other than the prescribed operation map, the map used must be identified.

c. Scope - The area covered should include that in possession of our own forces as well as that held by the enemy. Information of the enemy that is of importance to the command is placed on the map by means of symbols or conventional signs. Care must be taken to prevent the map from becoming too cluttered. The information posted will vary with the size of the unit; the smaller the unit, the more detailed will be the information recorded. To be useful, the situation map must be kept constantly up to date.

d. Cooperation with operations officer - All information concerning the enemy is furnished to the operations officer. By mutual agreement between the intelligence officer and the operations officer, draftsmen of one section may enter pertinent information on the situation map of the other section. In order that the intelligence officer may estimate enemy capabilities that may affect our future plans, he must be kept abreast of operational planning. He should therefore receive copies of the operation overlays and plans prepared by the operations officer.

e. Timeliness - The situation map is kept constantly up to date, new sheets being used when necessary. A tracing or copy of the information on this map, showing the situation as known at the close of the period, accompanies the periodic intelligence report.

f. Joint situation maps - In some headquarters, particularly in those of smaller units, a single situation map may be kept jointly for all staff sections under the supervision of a designated officer. However, at higher levels, it is advisable for the intelligence and operations sections to maintain separate situation maps in order not to interfere with each other.

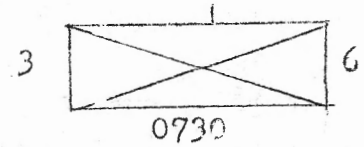
g. Materials - The current situation is preferably posted on a transparent substance, such as overlay paper or acetate. This method preserves maps; and the overlay paper provides simplicity in transcription of map data. The transparent material is placed on top of the map and the desired information is traced or posted on the tracing paper. This is known as an "overlay". In fluid situations, data may be posted on the original map itself. In more stable situations, it is not desirable to do so because of map shortage, and because the map soon becomes cluttered with symbols. Where photographic facilities are available, prints of the situation map may accompany the periodic intelligence report.

h. Symbols - An overlay should be kept as simple as possible. Military signs and symbols are used. If a specific symbol is not shown in the manual, an improvised one may be used, provided that it is readily recognizable; otherwise, it is better to make a written notation on the map itself. (See FM 21-30.)

i. Clarity - Neatness and clarity are essentials to a good situation map. All symbols and signs must be posted clearly and accurately. Symbols should be sufficiently large to be seen from a reasonable distance, so as to allow several persons to study the map at the same time. So far as possible, symbols should be posted horizontally, that is, so that they may be read without turning the map or overlay. In some cases this is not possible; for example, the symbols for trenches and barbed wire must conform to their actual position on the ground.

j. Colors - Enemy information is posted in red; friendly information is posted in blue. (Symbols for mine fields, demolitions, road blocks, and other engineer obstacles activities, when installed by our own forces are posted in green.)

k. Time - (1) The time a unit was reported or identified is posted below the symbol. For example:



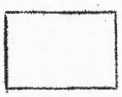
This is very important when the information concerns a moving unit such as a column of troops.

(2) Information must be posted immediately on receipt. Delay may cause incomplete or late dissemination.

l. Keeping map up to date - All obsolete information must be removed, usually after an overlay of it has been made. Only current information should appear on the situation map. Before removing information from the map, however, make sure that it is of no further value, or, if it is of value for report purposes, that it has been properly recorded.

m. Posting unconfirmed information and unknown details - It is desirable to use a consistent method for posting unconfirmed information and unknown details. One method is to show unconfirmed information by means of broken lines or question marks, and simply to omit posting symbols for any details that are unknown. Examples are as follows:

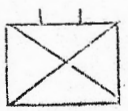
Presence of unit unconfirmed.



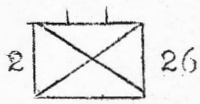
Unit is known to be present, but size and type are unknown.

Infantry unit confirmed, size unknown.

Infantry battalion confirmed, identification unknown.



Infantry battalion confirmed; reported (but not confirmed) to be element of 26th Inf Regt; identification of battalion unknown.



2d Bn, 26th Inf Regt.

n. Enemy order of battle - An identification list kept along the top margin of the situation map is helpful in learning at a glance which enemy units are facing our own. This list is known as an order of battle list or chart. Use of such a list may not be necessary if an order of battle section is available.

c. Crowding of map - Every effort should be made to avoid the crowding of symbols on the situation map. When the situation map becomes too cluttered with symbols it should be revised and identified units consolidated where possible. The use of a supplemental situation map of a different scale will be of value.

INTELLIGENCE WORK SHEET.-a. Purpose - The purpose of the work sheet is to facilitate systematic arrangement of information received by the intelligence section, so that all items bearing on a particular subject will be grouped together for ready reference and comparison. In this respect, the work sheet differs from the journal, wherein information is entered chronologically. The work sheet is of value as an aid in the preparation of summaries and reports. It is a convenient memorandum for the intelligence officer and is not a permanent document. It should always be kept up to date-obsolete items should be lined out or withdrawn. Whenever an intelligence officer has need for a personal memorandum to assist him in keeping up with a changing situation, the work sheet is a useful device.

b. Form - No specific form is designed for a work sheet. Regardless of form used, items of information are extracted from incoming messages and reports and are placed in the proper page of the work sheet, so they may be subsequently studied. For convenience, the work sheet may consist of pages that are indexed along the side with the headings used in the periodic intelligence report. All items (messages) bearing upon the same subject are entered on the same page of the work sheet. Some messages may relate to more than one subject and therefore provide entries for more than one work sheet page. In using the form, enter the serial number of the message (same number as entered in the journal), the time the activity occurred, the source and the information, and an extract of the message itself.

INTELLIGENCE FILES.-a. The information file is a suitably indexed file of all information that may be of future value It should include supplementary situation maps or overlays taken from the situation map. For instance, during a period of stabilization or inactivity, much information will be collected that is of no immediate interest, but which may become invaluable when an attack is ordered. If this information is published solely in periodic reports as it comes in, it may be disregarded and forgotten, and may not be available when vitally needed by the unit. It should therefore be placed in a file, where it will be available for immediate check against new information. Such information will cover hostile defenses, condition of roads, railways, and bridges, location and contents of supply establishments, location of hostile reserves, and other similar items.

b. The order of battle files consist of:

(1) Order of battle map.- This is a work map for plotting the location and movements of enemy units as well as the probable location of boundaries.

(2) Order of battle card file.- This file consists of forms for the recording of enemy unit identifications and other details of enemy units. Data are recorded on the sources of identification, the time and location; on the branch, weapons, transport, and history of the unit; on the grade, name, and personality of the commander; on the code names and numbers; and on other details. As additional information is reported, it is entered on appropriate cards with a view to determining what portion of an enemy is engaged or may be engaged in combat, as well as its total strength in personnel, weapons, and equipment.

(3) Order of battle report.- Order of battle reports may be made to the intelligence officer by the order of battle personnel of an intelligence section daily, weekly, or as required. Information of immediate importance is reported as it is received.

ADVANCED OPERATIONAL INTELLIGENCE (AMPHIBIOUS)

I-2

NOTE: For further information relating to the direction of the Collection effort i.e., EEI's, and collection plan, see Section Three, Second requirement, of this handbook.

INTREPRETATION

NATURE OF INTERPRETATION - a. General - Up to this point, the intelligence officer is concerned with assembling, cataloguing, and evaluating information. He is now faced with the problem of analyzing the evaluated information to determine its significance with respect to information or intelligence already at hand. The process of critical analysis is known as interpretation.

b. Significance of information - Interpretation of evaluated information requires determination, first, of its conformity or nonconformity with existing information and secondly, its effect upon the existing estimate of the situation. Some of the pertinent considerations are:

(1) What does this information mean in connection with what is already known?

(2) Does it alter, confirm, refute, or add significance to information previously received?

(3) Does it tend to confirm or refute the existing estimate of the enemy situation?

Correct interpretation will lead to accurate conclusions concerning the enemy's capabilities and his probable courses of action.

c. Bearing on current intelligence estimate - As each new item of information is processed, the interpretation placed upon it affects in some way the current intelligence estimate. The conclusions already drawn are altered or confirmed; new capabilities are discovered, old ones are discarded; the relative probability of adoption of the enemy's capabilities become clearer. The estimate must be continuously revised and kept up to date in the light of new intelligence.

SECTION THREE

A. FIRST REQUIREMENT (Supporting literature): This requirement is concerned with the preparation of an Initial Intelligence Estimate.

1. Establishement of Enemy Capabilities.
2. Enemy Capability Work Sheet.
3. Format for an Intelligence Estimate.

B. SECOND REQUIREMENT (Supporting literature): This requirement is concerned with the preparation of the Collection Plan.

1. Essential Elements of Information Outline.
2. Essential Elements of Information and the Intelligence Plan.

C. THIRD REQUIREMENT : This requirement is concerned with the preparation of a Second Intelligence Estimate.

D. FOURTH REQUIREMENT (Supporting literature): This requirement is concerned with the preparation of an Amphibious Intelligenc Annex.

1. Discussion of an Intelligence Annex.
2. Format for the preparation of an Amphibious Intelligence Annex.

FIRST REQUIREMENT

All Staffs will prepare an Intelligence Estimate to provide the Admiral with information to aid in the compilation of the Commander's Estimate of the Situation.

THE ESTABLISHMENT OF ENEMY CAPABILITIES

1. From the Intelligence Estimate certain facts evolve pertinent to the characteristics of the area of operations and the enemy situation. Definite indications of the enemy capability to undertake a number of enterprises emerge; some of which can embrace or damage the courses of action we may adopt.

2. An enemy capability is that course of action which the Enemy is physically capable of and which, if adopted will affect the accomplishment of (our) the Commander's Mission. For clarity, the term capability is usually applied to an Enemy course of action whereas the term "course of action" alone is used when our own forces are being considered. The term capability refers not only to the general courses of action open to the enemy such as, attack, defend, reinforce, or withdraw, but also the very particular courses of action possible under each general course of action (such as, air strikes; guided missile attacks; naval bombardment; offensive mine sweeps; offensive mining; submarine or surface attacks; and amphibious, airborne or overland assaults). Capabilities are stated in positive terms of enemy action - - How, Where, When, and in What Strength. Each phase of warfare would be treated separately; that is, capabilities should be divided into categories under Navy, Ground, and Air.

3. The Intelligence Officer should be extremely careful that capabilities are not confused with intentions. Any command decision based on estimates of enemy intentions instead of enemy capabilities, could be very costly. It is possible to establish enemy capabilities objectively, through definite knowledge of enemy strength, disposition, movement, organization, and supply. Effective intelligence coupled with reasonable logic can state capabilities with unusual accuracy.

4. When the capabilities are established they are grouped according to their relative probability of adoption. Care must be taken at this point to insure that the enemy's activities in the objective area support the selection. Often the decisive factor in this selection is consideration of the element of the enemies greatest advantage. The mere fact, however, that an intelligence officer would adopt a certain line of action if he were in the place of the enemy or that specific terrain seems to favor a certain capability is not sufficient justification. The enemy's tactical doctrine, recent performances, national psychology, available equipment, and personality of the enemy commander all play their part in establishing the relative probability of adoption of enemy capabilities.

ENEMY CAPABILITY WORK SHEET

The enemy can:

HOW? _____

_____

WHERE? _____

_____

WHEN? _____

_____

IN WHAT STRENGTH? _____

_____

INTELLIGENCE ESTIMATE

CLASSIFICATION

DATE/TIME
ORGANIZATION
PLACE

CHARTS AND MAPS:

LIST THOSE REQUIRED FOR UNDERSTANDING AND USE IN CONNECTION WITH THE OPERATION

1. MISSION:

THE COMMANDER'S MISSION, TASK AND PURPOSE, AS RECEIVED FROM HIGHER ECHELON OR DERIVED FROM THE SITUATION, WITH PRIORITIES NOTED AS NECESSAR

2. GENERAL SITUATION:

BRIEF SUMMARY OF THE MILITARY SITUATION; CONSIDERATIONS AFFECTING POSSIBLE ENEMY COURSES OF ACTION AND OUR MISSION; THOSE FACTORS WHICH DETERMINE ENEMY CAPABILITIES.

a. CHARACTERISTICS OF THE AREA OF OPERATIONS.

(1) METEOROLOGY-EXISTING CONDITIONS, TACTICAL EFFECT ON ENEMY CAPABILITIES.
(2) HYDROGRAPHY, OCEANOGRAPHY, AND AIDS TO NAVIGATION
(3) TOPOGRAPHY
(4) COMMUNICATIONS AND TRANSPORTATION
(5) SOCIOLOGY
(6) POLITICS
(7) ECONOMICS
(8) MEDICAL
(9) OTHER ITEMS AS APPLICABLE

b. ENEMY SITUATION:

(1) LOCATION
(2) STRENGTH
(3) COMPOSITION
(4) DISPOSITION OR DEPLOYMENT
(5) COMBAT EFFICIENCY
(6) CURRENT OPERATIONS
(7) LOGISTICS
(8) REINFORCEMENTS
(9) TIME AND DISTANCE FACTORS
(10) STRENGTH AND WEAKNESS FACTORS

3. ENEMY CAPABILITIES.

a. IDENTIFY ALL POSSIBLE COURSES OF ACTION OF WHICH THE ENEMY IS PHYSICALLY CAPABLE AND WHICH CAN AFFECT THE ACCOMPLISHMENT OF OUR MISSION
b. DISCUSS THE FACTORS THAT MIGHT LEAD THE ENEMY TO CHOOSE ONE COURSE OF ACTION (CAPABILITY) OVER ANOTHER.

4. CONCLUSIONS:

a. RELIST ENEMY CAPABILITIES IN RELATIVE ORDER OF PROBABILITY.

b. STATE THE EFFECT OF ENEMY COURSES OF ACTION ON OUR MISSION (THE USE OF ANY ASSUMPTIONS SHOULD BE PLAINLY NOTED; THE ENEMY SHOULD BE GIVEN THE BENEFIT OF THE DOUBT WHEN THERE IS ANY QUESTION AS TO THE DEGREE OF THE EFFECT; STATE REASONS).

DISCUSSION OF THE INTELLIGENCE ESTIMATE

The Intelligence Estimate is a description and evaluation of the enemy and of the area of operations, prepared on the basis of information obtained from all available sources and from the viewpoint of the mission objectives and planning needs. This estimate should present a picture of the enemy in the particular area of operations, and compute his capabilities as they might influence the mission.

An Intelligence Estimate is an ever changing thing depending upon the receipt of current data which will effect the analysis of the situation. It therefore, forms the basis for any further collecting that the Intelligence Staff might do.

ANALYSIS OF THE FORM:

1. MISSION: Once the mission is known, the information on hand plus other obtainable information is analysized for its relationship to the objectives of the mission, and is then assembled into the Intelligence Estimate.

2. THE GENERAL SITUATION: This paragraph states the general situation as its affects possible enemy courses of action. By "possible enemy courses of action" are meant those which the enemy commander may adopt for the coming battle; the enemy must be physically capable of undertaking them, and they must suit his apparent mission. Enemy capabilities, on the other hand, are envisioned as those capabilities which the enemy can physically undertake which, if adopted, will affect the accomplishment of our mission. Because of the characteristics of the area and his own situation, many possible courses of action may be open to the enemy---but they are termed capabilities - only when they can interfere with or favor our own course of action.

   a. Characteristics of the area - To determine enemy capabilities and courses of action it is necessary for the intelligence officer as well as the commander to know certain factors of the area of operations. Such as the weather, hydrography, terrain of the area in question, etc. These factors are known as the characteristics of the area of operations and are stated concisely. Conclusions are drawn as to the tactical affect on enemy operations and our own mission.

   b. Enemy Situation - The second part of paragraph 2 deals with a summary of the enemy situation.

      (1) ENEMY COMBAT STRENGTH - is stated in terms of number of men, ships, and equipment; that is, a statement of the

existing order of battle within an area which will enable the enemy to affect the commander's mission in any way. Emphasis's should be placed upon those units which are most capable of seriously interfering with our mission.

(2) COMPOSITION OF ENEMY FORCES - must be taken into account; the organization; ship types; equipment; materials; weapons types, and calibers; air, sea, and ground structures; the makeup of the entire force, but especially the force with the greatest capability. Graphic or tabular presentation is preferred.

(3) ENEMY COMBAT EFFICIENCY - is a natural complement to strength and dispositon, and is discussed here with reference to tactical discipline, known effectiveness of training, and condition of readiness.

(4) ENEMY DISPOSITIONS - involve the tactical arrangement of the enemy force. This may be combined graphically with location, strength and composition.

(5) ENEMY CURRENT OPERATIONS - are summarized in order to develop further his capabilities and intentions. Any offensive or defensive action that might bear on our mission, or might indicate the force, method or intention of future operations is carefully outlined, with particular emphasis on the significant enemy operational characteristics.

(6) ENEMY LOGISTICS - must be studied to determine supply valnerabilities, and with reference to effectiveness of logistic support of coming operations. Information on enemy bases, port facilities, dumps and supply routes should be developed and stated in as accurate detail as possible.

(7) ENEMY REINFORCEMENT - should be carefully noted, especially those which are capable of moving to the objective area.

(8) TIME AND SPACE FACTORS - are important because they indicate the restrictions placed upon the enemy's forces. The times required for the enemy's air, sea and land forces to travel from estimated locations to the combat scene should be tabulated.

(9) STRENGTH AND WEAKNESS FACTORS - those elements which affect the combat power of the enemy, must be analysed for conclusions concerning his fighting ability. Since strength factors for one side are not necessarily weakness factors for the other, the intelligence officer should be extremely careful to consider the enemy force objectively, giving a true picture of its action and potential power, rather than appraise it in a relation to its own force.

3. ENEMY CAPABILITIES - The term capability refers not only to the general course of action open to the enemy, such as attack, defense, reinforce, or withdraw, but also to the very particular courses of action possible under each general course of action (such as air strikes; guided missle, attacks; naval bombardment; offensive sweeps; offensive mining; submarine and smaller

attacks; and amphibious, airborne, or overland assaults). Capability is stated in positive terms of enemy action----how, where, when, and in what strength.

SECOND REQUIREMENT

Having received the Essential Elements of Information from the Admiral as a result of the Commander's Estimate of the Situation, write a Collection Plan based on these EEI.

(For study by students prior to class)

ESSENTIAL ELEMENTS OF INFORMATION
(Outline)

1. SCOPE. Definitions; discussion of the formulation and content of the essential elements of information.

2. INTRODUCTION. a. The essential elements of information (EEI) consist of that information of an enemy force, of the terrain not under our control, or of meteorological conditions which a commander needs in order to make a sound decision, conduct a maneuver, avoid surprise, or formulate details of a plan operations.

b. The essential elements of information (EEI) are the basis for assigning missions and requests to collecting agencies, and constitute the authority in the unit for engaging in a specific intelligence activity.

3. GENERAL. a. In order to formulate an intelligence estimate including a statement of the enemy capabilities in a situation, the intelligence officer directs his efforts towards collecting the necessary information. After such an estimate is made, he may seek further information as to the relative probability of adoption of these capabilities. Therefore, the EEI will include considerations of:

(1) The enemy capabilities in detail which will affect operations; to include the general capabilities of attack, defense, withdrawal and reinforcement, with the factors of time, place and strength.

(a) Strength, equipment, location, disposition, organization and movements of the enemy forces.

(b) Tactics, logistics, habits, and general nature of the enemy forces.

(2) Terrain. (a) Any of the factors of terrain that affect military operations; fields of fire, lines of communication, cover and concealment, natural and artificial obstacles, and observation.

(b) General conformation of the ground; compartmentation defiles, and critical terrain features.

(c) Surface conditions.

(3) Weather.

(4) Information desired by lower, higher, or adjacent units.

b. The questions or statements which make up the EEI, stimulate a search for information which, if found, will answer them. This information will then provide the factors which were unknown at the time the original estimate was made.

4. RESPONSIBILITY. a. Since the commander is responsible for the establishment of his intelligence system, he is responsible for the designation of the essential elements of inforantion which guide, direct, and provide authority for the collection of information.

b. The intelligneco officer assists the commander in the determination of EEI.

c. The intelligence officer should be prepared at all times to recommend EEI to the commander and to give the important considerations as to the reasons for their selection.

d. As the operation progresses, different information or more detailed information on the same subjects may be desired. These requirements are expressed in new EEI. Each new intelligence estimate will in turn call for a reconsideration of EEI as a part of the continuous intelligence process.

5. DISSEMINATION. EEI may be announced as questions or statements.

a. In the intelligence annex to the operation order.
b. In paragraph 3x of the operation order.

Examples: ill the enemy attack? If so, where, when, and in what strength? or: Determine it the enemy will attack, when, where, and in what strength.

c. As informal questions or statements which may be suggested or asked in conference with the commander or others concerned. Example: "Say, G-2, I'd like to know it YAMAMOTO is going to give us a banzai across the SAN JUAN River tonight."

6. OTHER ENEMY INFORMATION. Collecting agencies will transmit all enemy information which is acquired in addition to that which is colledted under the guidance of the essential elements of information. The announced EEI do not act to limit the scope of collecting agencies. Standing operating procedures may include long range essential elements of information of wide scope.

7. DOMESTIC SITUATIONS. a. In doestic situations, when dealing with subversive elements, the informaiton required is similar to that needed in combat operations, but differs in the manner of approach. The capabilities of any opposing force will be considered. The following additional types of information may be required:

(1) Information as to organization ,strength, nature and objectives of subversive elements.

(2) Information regarding agents, kep personalities, operatives, symathizers, and innocent assistants, and methods of operation of subversive elements capable of acts inimical to the interests of the united States.

(3) Information regarding installations headquarters, "drops", Communications systems, supply systems.
(4) Informations regarding the nature and trend of propaganda activities.
(5) Information concerning the attitude of the civil populatio

b. In domestic situations, when dealing with disturbances, the required information may be both that concerning combat situations and that concerning subversion. The possibility that sybversive element is the causative agent in a domestic disturbance must always be considered.

c. The combat nature of riots and insurrections indicates that EEI dealing with combat intelligence are appropriate.

8. CONCLUSION. The essential elements of information are designated for the purpose of focusing the attention and activities of all collecting agencies on the information which is necessary at a particular time, and providing authority for the collection of this information.

9. REFERENCES. A. FM 30-5, pars 16b, 17, 18.

b. Periodicals. "The Essential Elements of Information and the Intelligence Plan", Colonel H. D. Kehm, Military Review, June 1946.

THE ESSENTIAL ELEMENTS OF INFORMATION AND THE INTELLIGENCE PLAN

COLONEL H. D. KEHM, Field Artillery
Instructor, Command and General Staff School

(Taken from "Military Review", June 1946)

"Many commanders and staff officers who participated in long and arduous Campaigns and never saw essential elements of information (EEI) or an intelligence plan as outlined in our field manuals are quite skeptical when yards of EEI and reams of intelligence plan* are found regularly in schools and unit training.

Since this felling is more or less widespread we should re-examine our doctrines and their application to see if something has deteriorated.

First, we should inquire why we have EEI and an intelligence plan.*(The only reason for their existence is to produce intellignece instructions or missions which shoudl supply the information needed without any unnecessary duplication of effort. The EEI state the intelligence needs in broad general terms. The intelligence plan* is the process by which these needs are analyzed and converted into specific information-gathering jobs or missions.

If this is true why don't we see EEI more frequently? The answer is based on the fundamental nature of intelligence activity. It is a constantly developing moving picture in which blanks must be filled while the scene is changing. By frequent, at least daily, contact with G-2 and with subordinate and higher commanders and through his own observations the commander maintains a running picture of the capabilities of his enemy. Furthermore, a good commanderand G-2 are always fighting the battle or phase ahead of the one in progress or about to get underway. For these two reasons, navelties or variation in intelligence requirements are constantly arinsing.) As they came up, G-2 promptly transforms them into missions, often without asking the commander to authorize any formal announcement of EEI.

If new intelligence missions are continuously being given it is clear that they must replace, supplement, or modify those previously assigned. The intelligence plan unlike most other plans, is not a set piece that is started and played out like a tactical operation such as an assault on a hostile shore or an air attack on an enemy airdrome. The intelligence plan results in instructions to various agencies to do specific things. These are usually physically independent of each other. Some are completed quickly, others take considerable time. Hence, as the operation progresses, certain of these missions are no longer possible, certain others can no longer yield valuable information, and still others are fully accomplished. At the same time new missions arise because new enemy capabilities (or modifications of former ones) have arisen.

(The intelligence picture develops continuously to meet the needs of new phases of theoperation. There is seldom the need for preparing a complete new plan at any particular time. Intelligence presents a moving picture - not a series of "stills".)

(If this is true, why don't we scrap the plan conception? There are two good reasons for keeping it. First, it outlines a logical process through which one reasons for keeping it. First, it outlines a logical process through which one must go if he wishes to insure the greatest chance that all possible

indications of prospective enemy action will be sought. Second, it is the best insurance against issuing conflicting and duplicating instructions which will "harass the troops". This process of analyzing intelligence requirements to produce logical missions should be followed whether a single EEI or a dozen are under consideration. The process does not have to take place on paper. That always helps. However, a skillful and experienced G-2 can do the process mentally and put only the results on paper.)

Our training is often misleading too because it cannot present that constitutes SOP. We usually ask the Nth Infantry to report any change in the enemy strength on its front. Yet we know that if the Nth Infantry had enough training to get to the battle field they will report such a fact as a matter of routine. Units ordinarily report certain classes of information, e.g., any strengthening of the enemy facing them, without specific orders. Just what these are is difficult to portray in most exercises and problems. This does workitself out in operations, but even then in no two cases does it work out exactly the same way. Our training, quite properly, is on the conservative side.

We note that our doctrine in respect to EEI and the intelligence plan* is sound. It needs more thoughtful application.

Or training and instructioncan assist this "more thoughtful application" by placing more emphasis on the following:

First, by frequent - usually informal - conferences the commander and G-2 are continuously determining new EEI or modifying existing ones.

Second, an alert intelligence section by formal or informal action quickly transforms EEI into new intelligence missions or modifications of existing ones These new or modified instructions are disseminated formally or informally as soon as they are prepared. The original intelligence plan* is therefore usually patched and altered so that it gradually grows into a new one instead of being replaced in its entirety.

Third, the formal announcement of EEI and the resulting working out of a detailed intelligence plan* is the safest procedure when a complete change in nature or scene of action takes place. This occurs when, for example, a unit moves from one front to another or, when it passes from the static defense to the offensive or when it is earmarked for a special operation such as a landing on a distant hostile shore. In the "normal" progressive operation, the gradual evolution described above is more appropriate.

How can we train in these points?

First, we can train in informal briefings and conferences, a subject in which our training has been weak generally - not only so far as concerns intelligence. We can do this by presenting situations such as: You are G-2 you know what has happened since the last formal report. The Commanding General has just returned from a visit to one of the subordinate commands. You have a chance to speakwith him for a few minutes. Required: The topics you will discuss.

Tell him what you've learned. Sugest any new EEI or ingelligence missions and get his views on them.

Situations of this general nature readily sugest themselves. Conversations can and should frequently be staged in training.

Second, each unit should set up a limited number of specific items of intelligence and information which are always reported when discovered Similarl lists of standard information always sought by intelligence agencies, such as PI (Photo Interpretation), IPW (Interrogation of Prisoners of War), and documents personnel should be prepared. These might very well be included in the SOP of the unit. They should be kept to such a minimum that they can be memorized easily and used without reference to any paper. Such a list will result in reducing the work in preparing an intelligence plan* and will decrease the number of instructions which need to be issued. What is more important, it will serve as a device for focusing effort and attention on basic intelligence essentials.

Third, we should put less time in working out complete intelligence plans* and more on practice in modifying and developing an existing one by the introduction of new or modified EEI in accordance with a developing situation. Such training will put an intelligence section on the alert and willemphasize the the need for anticipatory planning. It will also drive home the conception that intelligence missions are something that must be constantly reviewed to keep them in harmony with events and needs.

Fourth, as training progresses there should be frequent practice in which the step is directly from new enemy capability to intelligence instructions.

Note: *The Term Intelligence Plan as used here is synononous with Collection Plan which has been adopted as a more descriptive term to describe the functions of the plan.)

PREPARATION OF THE COLLECTION PLAN

1. Purpose of Collection Planning - The essential elements of information having been announced, it is necessary that definite and precise instructions for obtaining the required information be given to the collecting agencies or that higher or adjacent headquarters be requested to furnish it. When definite items of information are required, it is necessary to plan systematically for their collection. To avoid any possibility of omission or conflict, the intelligence officer must follow a logical, orderly mental process in analyzing and transforming the essential elements of information into missions, in allotting the missions to collecting agencies, and in designating the time and place where intelligence planning. Such systematic planning insures that essential missions will not be overlooked and that conflicts and unnecessary duplications will be avoided.

2. Nature of the Collection Plan - The intelligence plan is prepared by working out a separate section for each essential element of information. Using a process of inductive logic, the intelligence officer begins each section by assuming that the enemy capability implied in the essential element considered therein has become an enemy course of action. He then visualizes the specific and detailed activities which the enemy would pursue if he were adopting that course of action. Each of these activities, if begun by the enemy, would provide the intelligence officer with "indications" that the enemy actually was adopting this course of action. These indications are specific items of positive or negative information which, taken as a group, answer or tend to answer the question implied by the essential element under consideration. Once the essential elements are thus broken down into groups of specific items of information, it is feasible to allot the tasks of searching for each item to appropriate collecting agencies. As an example, consider a situation in which our troops are occupying a defensive position, an enemy force is known to be in bivouac twenty-five miles to our front, and one of the essential elements relates to the enemy capability of enveloping our left flank. The envelopment of the left flank is taken as the result of a possible enemy course of action. The specific actions leading to such a result might be the forming of enemy columns on certain roads, the movement of such bodies toward suitable assembly areas or lines of departure off our left flank, detrucking the deployment of troops as such areas are approached, appropriate positioning of artillery, establishment of a counter-reconnaissance screen, and generally increased activity in the area. Search is accordingly instituted for these specific facts or "indications". If sufficient positive, or negative, information as to these individual indications is obtained, it will be known if the enemy can envelop our left flank. Thus the enemy capabilities are narrowed down

3. Form of the Collection Plan - A standard form for use in intelligence planning, showing the steps necessary in the preparation of the plan, is attached. However, only under exceptional circumstances will the intelligence officer prepare a complete, detailed written plan. The press of time may demand that the plan be considered piecemeal or that only the salient steps be written.

4. Scope of Collection Plan - The scope of the intelligence plan depends upon the sphere of action of the commander for whom it is drawn. It will be subsequently modified to conform to new decisions made by the commander during the development of the situation. Planning is a continuous process. New items of information become essential. Changes occur in the indications of the line of action the enemy has adopted or is capable of adopting. Missions to collecting agencies and the time and place they are to report must be revised.

The intelligence officer may have to limit his intelligence plan to a rapid mental study. When time permits, he may jot down fragmentary notes, prepare an abbreviated plan or, rarely, write out a complete and detailed plan. However, either in one of the written forms or mentally, the intelligence officer must follow the logical thought processes of planning.

5. Steps in Preparing a Collection Plan - The plan should be devised for a specific phase of the operation or for a particular time interval. The period should not be so long as to require drastic changes in the essential elements of information before the termination, nor so short that numerous missions must be reassigned. The phase or period decided upon is entered at the top of the form.

a. Essential Elements of Information - The next step is to enter in column 1 the essential elements of information, including those designated by higher headquarters, that are to govern in the projected operation or situation.

b. Analysis of Essential Elements of Information for "Indications" - Next, each of the essential elements must be analyzed and broken down to the specific items of information which when obtained will furnish answers to questions involved in the essential element to which each relates. Certain essential elements will require very little analysis by the Intelligence officer in order to transform them into suitable reconnaissance missions. If the information to be obtained gives a direct answer to the inquiry implied in an essential element, analysis is unnecessary. Others however, must be subjected to careful analysis in order to determine what indications must be sought to answer the inquiries contained therein. For example, if an essential element relates to the capacity of a given bridge in enemy territory to support the passage of our own motor transport, analysis of the essential element is probably not required; all that is necessary is that those given this mission be familiar with the characteristics of our vehicles and with the applicable engineering principles. However, if the essential element relates to the ability of the enemy to hold his present defensive position, and if so, his possible dispositions; appropriate analysis might result in a more extensive list of indications, somewhat as follows:

(1) Additional intrenching on present position or extension toward a named terrain feature.
(2) Echelonment of artillery in depth behind position.

(3) Strong occupation along present front.
(4) Activity in a named area considered vital.
(5) Persistent gas and demolitions on flanks.
(6) Strength and location of reserves and tanks.
(7) Enemy air activity; location of landing fields.
(8) Location of hostile AA guns, searchlights, and areas especially protected.

The indications thus formulated should be written in column 2 opposite the essential element of which they refer.

All analysis of essential elements for indications must be made in the light of (1) an appreciation of the terrain and the use made of it by the opposing forces, including the enemy's probable knowledge of the organization and tactical and logistical methods of the enemy. Only thus can the resulting list of indications be a true reflector of enemy capabilities.

It is not practicable to make a list of indications which will apply to every essential element of information of a given type without modification. The details of how the enemy may carry out his capabilities will be different in each situation. For instructional purposes, however, it is possible to make a list of indications which will point out in a general way that the enemy may attack, defend, be reinforced, withdraw, etc, Precis I-1/36 is a list of such indications. It is not suitable even as a guide under campaign conditions unless the intelligence officer further determines which of the basic indications apply to the situation with which he is dealing, what other important indications exist, and the extent of revision necessitated by difference in enemy methods.

c. Designation of Collecting agencies - Knowing what detailed information is required, the intelligence officer must now plan how he will collect it. He therefore considers the capabilities and limitations of the reconnaissance agencies available and tentatively assigns specific units to search for specific items of information concerning each indication. Some information can best be obtained by units in contact with the enemy; some by observation posts; some by intelligence personnel detailed to accompany reconnaissance or security detachments, patrols, or raiding parties; some can be obtained only by aviation or other agencies of higher headquarters. When practicable, more than one agency should be assigned a mission relating to the same indication, thus assuring verification of reports and positive information even though circumstances, such as enemy action, prevent one agency from obtaining the desired information. Each agency may be assigned more than one item upon which to collect information. To utilize properly the available collecting agencies, the intelligence officer must be thoroughly conversant with their characteristics, their methods of operation, other assignments given them, etc. Close cooperation with the operations officer is necessary in this respect. Assignment of tasks must be reasonable; not agency should be assigned missions in excess of its means. The selections and assignments of agencies, including those on which requests are made, are placed in column 3 opposite each indication to which they refer.

d. Specific Orders or Requests - Having analyzed the essential elements of information, recorded the indications, and determined which agencies are to search for which items of information, the intelligence officer next sets down in column 4 opposite the agency to which they refer as listed in the previous column, the basis for these specific orders for the collecting agencies and the request to be made on higher or adjacent units. Each is given specific and definite missions in accordance with its characteristics and limitations. It is frequently the case that serveral agencies may be utilized in establishing one definite fact bearing on as essential element.

The finished will specify what information the agency is to get and where to get it. If the intelligence officer considers that raids, patrols, or reconnaissance by subordinate units is necessary, he so recommends to his commander through the operations officer. If his recommendations are approved, he prepares or assists in preparing the necessary orders. Information not obtainable by agencies under local command may frequently be obtained from higher headquarters. The intelligence officer formulates requests for such information, specifying the exact information wanted.

e. Hour and Destination of Information -nIndicate in column 5 for each order or request the time it is desired that information obtained be turned in, and the method or channels by which it is to be transmitted. In the case of continuing reconnaissance missions, the time intervals of reporting should be stated.

The intelligence officer must so arrange his plan of collecting information that it will arrive when needed. From a knowledge of the plan of operations gained by close cooperation with the operations officer, he can determine when and where essential information must be reported in order to be of use to the commander. The intelligence officer is guided by the principle that information arriving too late is of no value, and information arriving in advance of its actual need is likely to be inaccurate at the time projected operations are undertaken. It must be emphasized that the crucial time for which information is to be gathered is the time at which our own operations are to be executed, not the time at which operations are planned. A commander's plan must be based upon what may be true at the time that plan is to be executed. It is nevertheless trud that information must be available early enough to be considered in planning. These factors, exerting influences in opposite directions, make necessary keen judgment by the intelligence officer in timing the collection of information and point to the need for a constant flow of information, thus emphasizing the continuous nature of the cycle of the development of combat intelligence.

Requirements by the intelligence officer as to time and method of reporting must be adjusted to the nature of the assigned mission, number of men or mechanical devices available for dispatching of reports, and other circumstances bearing upon the capacity of the collecting agency to submit prompt reports. Care must be exercised in assigning missions to insure that sufficient time is allowed for the proper performance of the mission. Special restraint must be exercised in demanding periodic reports of combat units.

6. Issuing Instructions to Collecting Agencies - When completed, the collection plan forms the basis for instructions to all collecting agencies. The intelligence officer combines in one communication to each agency all missions assigned to it. Each missionsshould be specific as to what information is wanted, where it is to be sought, and when, where, and how it is to be reported back. The "when" is necessary so that information will be reported in time to be of value. "Where" is necessary in the event that the command post is moved, or if a report is to be made, in an appropriate situation, to a subordinate commander. An example would be to notify the commander of the covering force concerning the approach of enemy forces toward his positon. Instructions to collecting agencies are prepared in the name of the commander, approved by his representative, and their transmission follows normal command channels. In urgent cases, however, both the instructions and the report of information in response thereto may be sent direct. Though missions are to be assigned clearly and definitely, the intelligence officer should not, in the ordinary situation, tell the subordinate agency how to accomplish the mission.

It is now 76 days since the first Intelligence Estimate and the formulation of the Collection Plan. The receipt of dispatches and intelligence reports from the collecting agencies makes evident the necessity for revision of the Intelligence Estimate (Initial)

THIRD REQUIREMENT

Prepare an Intelligence Estimate based on all information received to date.

FOURTH REQUIREMENT

Write an Intelligence Annex to the Operation Order

DISCUSSION OF THE INTELLIGENCE ANNEX

All of the work of the intelligence section of a staff is culminated in the Intelligence Annex to an operational plan. This annex is an integral part of the plan, and may be regarded as the intelligence needed to support it.

The material contained in the annex falls into two broad categories: the known data concerning the enemy and the area of operations, which is of immediate concern to all units of the force, and plans and directives for the conduct of the intelligence activities.

Therefore it can be recognized that the annex has two prime functions: to disseminate information and to direct the obtaining of other information. Annexes, being a part of the operational plan or order, is essentially a directive, therefore are directive in nature.

An annex is devoted to the delineation of details too voluminous for insertion in para 3. x of the operational plan; similarly, appendices to annexes may be used for further details, and appendices may be supplemented by tabs for the most specific information.

The form of the Annex:

1. THE INTELLIGENCE SUMMARY is the sum of information, at the time of the issuance of the operation order. It represents the latest pertinent information up to the time of the promulgation of the plan or order.

Enemy capabilities are listed here in their relative order of probability and are succinct statements telling how, where, when, and in what strength. These statements should contain only matter which the operating units will need to know in carrying out their assigned tasks. If possible the effect of enemy capabilities on our own courses of action should be disclosed. In determining capabilities the intelligence officer should give the enemy the benefit of the doubt.

Characteristics of the Area of operations will, when presented, be the same as those listed in the estimate, plus the additional information gathered prior to the promulgation.

2. INTELLIGENCE MISSION AND COLLECTION PLAN may contain a brief recapitulation of the original collection schedule, but this will be slanted towards collection efforts after the promulgation of the operation plan.

Essential Elements of Information are questions which are posed to the recipients of the annex, and which, when answered will fill the gaps in the intelligence information. EEI are precise and are joined by indications. Indications are those occurances that, when reported to the intelligence section, will answer the questions posed by the EEI. EEI should list what must be known, and the exact means (indications) for fulfilling this need.

The Collection Plan states these indications and provides definite and precise orders or requests to the collecting agencies for collection, as well as the schedule within which these agencies must report the information. This schedule to the collecting agencies should specify when, where, how, and to whom reports will be made.

3. SUPPLEMENTARY INSTRUCTIONS contains the detailed operational procedure by which intelligence within the command is to be supplied and maintained. Standing operating procedures will generally cover a large percentage of the contingencies that might be anticipated in any given operation, and in such cases, a reference to the appropriate SOP will suffice. In cases where special collection techniques require departure from the SOP, new orders should be issued. It should be noted that it is not necessary for all operations to utilize all paragraphs in this section.

APPENDICES AND TABS may be used for the elaboration of information as previously stated. No new or vital facts should be placed in an appendix without mention in the body of the annex. Frequently the use of charts, diagrams, and overlays will save many words in the text.

CLASSIFICATION
PROBLEM

Operation Order
COMPHIBPAC 1 - 54

Joint Amphibious Task Force
CTF 70, Commander Amphibious
Task Force and COMPHIBPAC
U.S.S. MT. TAMALPAIS (AGC-27), FLAGSHIP
Yokosuka, Japan
20 May 1954; 1600I

Annex C

Intelligence

Part I - Intelligence Summary

Map Reference:

1. Summary of Enemy Situation
   a. General
   b. Enemy Capabilities
   c. Specific
      (1) Naval Forces
      (2) Air Forces
      (3) Ground Forces
      (4) Special Weapons
2. General Characteristics of the Area of Operation
   a. Weather
   b. Daylight and Dark Period.
   c. Topography
   d. Hydrography
   e. Transportation and Telecommunications
   f. Sociology
   g. Political

CLASSIFICATION
PROBLEM

Operation Order
COMPHIBPAC 1 - 54

Part II - Intelligence Collection

3. Essential Elements of Information

4. Collection Plan

Part III - Supplementary Instructions

5. Captured material, documents, and personnel

6. Maps, charts, terrain models and photographs

7. Interpreters, Translators and Specialist Teams

8. Counter Intelligence

9. Reports

10. Target List

A.B.C. _____,
Vice Admiral, U.S. Navy,
CTF 70, Commander Amphibious Task Force
and COMPHIBPAC

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Operation Order
COMPHIBPAC 1 - 54

APPENDIXES:

I Naval Forces

II Air Forces

III Ground Forces

IV Tide Tables

V Landing Beaches

VI Sunlight and Moonlight Tables

VII Maps, Charts, and Terrain Models

VIII Objective Area

IX Meterological Conditions

X Target Information

AUTHENTICATED: