

For those of you who are unfamiliar with some of the terms operatives may use, I have compiled a short list of those terms which you may need to be familiar with during the course of our game. This is not a complete list by any means, and for those with military experience, or at least have seen military-based movies or television shows, you may already be familiar with some of these terms. For the rest of you, I hope this will help explain some of the terms you will most likely encounter while playing our game.

ORDER TYPES:

Warning Order (WARNO): A preparatory order, usually given before a complete mission brief or order has been prepared. This type of order is designed to be short, and to provide enough information for the operative to better prepare himself/herself for the upcoming mission. It usually contains the general concept of the mission, equipment the operative may need and a rough timeline to allow the operative to make better use of the time available before the final order is issued.

Operations Order (OPORD): A concise operations brief designed to provide specific guidance to the operatives or team. This order is divided into five distinct paragraphs (see BE Ops Kit Handbook, pg. 81) which give the operative detailed instructions on how to conduct a mission, the enemy situation, command and control, support and administration. This order is normally given immediately before mission commencement or a short period before in order to make final preparations.

Fragmentary Order (FRAGO): A partial order usually given after the OPORD has been given. This type of order usually provides either

updated information, or changes something in the base OPORD. FRAGOs usually follow the same five paragraph format used for the OPORD.

MOVEMENT:

File: A movement technique normally associated with a "Low Threat" environment. Provides minimal support to team members, but allows for relatively rapid movement (see Ops Kit pg. 99-106 for movement techniques).

Line: A movement technique normally associated with "Assault" type maneuvers. Provides supporting fires to all members and allows for maximum fire power to be directed at the target.

Wedge: A movement technique normally associated with a "Movement to Contact", or when contact is expected. This formation allows maximum flexibility while providing a relatively rapid rate of advance.

Diamond: A movement technique normally associated with "Moderate to High Threat" environments. This formation provides 360 degree security and rapid response to most threats. Movement rate for this formation is relatively slow.

MANEUVER:

Travelling: This term applies to the type of movement being performed. Travelling is normally performed in low threat environments when a rapid movement rate is desired.

Travelling Over-Watch: Travelling Over-Watch is normally performed in moderate to high threat environments when a relatively rapid movement rate is desired.

Bounding Over-Watch: Bounding Over-Watch is generally performed in high threat environments, when rate of movement is not a factor, and maximum force protection is required.

Flanking: A type of maneuver in which a group or individual will try to “go around” to the side of an obstacle or enemy to avoid a frontal approach.

Envelopment: A maneuver designed to completely surround, or “envelop” an enemy or obstacle.

Roll-Up or Roll the Line: A maneuver designed to engage a target from the side, and force the ends of the target to “roll back” or collapse toward the center. Normally used with larger forces in play, when force ‘lines’ are relevant.

TACTICAL TERMS:

Rally: To gather together, normally used to pass information or change an order.

Rally Point (RP): A predetermined spot in which to rally.

Start Point (SP): A predetermined spot where “official” movement will commence.

Line of Departure (LD): A predetermined position on a map or on the ground where an assault begins.

Engagement: The point at which enemy contact is made and shots are fired.

Engagement Area (EA): A predetermined area at which the enemy should be engaged according to the OPORD.

Axis of Advance (AA): The general direction of a movement or an attack.

MISCELLANEOUS TERMS:

Bingo: Used to announce being out of ammo or fuel i.e. “I am Bingo on ammo!”

Tally or Tally-Ho: Enemy or objective is spotted.

Check (3, 6, and 9): Check out your (3, 6, and 9) O’clock direction. Normally the 12 O’clock direction is the direction you are currently facing. The 3 would be to your right, 6 to the rear and 9 to the left of your current position. If your team is involved in split ops, where several smaller teams are deployed in a close area, and you spot a tango (see below) moving into another teams area of operations (AO), you call to identify the team leader for that AO, then call out “Check #”, and move on with your own AO.

Condition (1, 2, and 3): A term used to describe how a weapon is carried. 1 is loaded, round in chamber with hammer cocked and safety on. 2 is loaded, round in chamber with hammer down and safety on. 3 is loaded, empty chamber and hammer down with safety on.

Weapons Free: A situation in which all weapons are free to fire if a legitimate target is identified.

Weapons Tight: A situation in which weapons may only be fired after receiving permission from the cell or team leader.

Weapons Hold: A situation in which weapons will not be fired unless imminent danger of life is encountered.

Tango: The designations for enemy combatants are many, though the most widely used terms are tango or technical –this last likely being a misunderstood bastardization of tango. Other common names outside of the more tactical environment may be perp, perpetrator, or bad guy.