

As of 28 March 2000

FY 00 Exercise Rules of Engagement Summary

Exercise Rules of Engagement. The EXROE governs the activities of all player units both BLUEFOR and OPFOR. This brief is not a replacement for the EXROE books distributed to your unit. It is the unit's responsibility to adhere to all exercise rules of engagement. Only the commander of operations group (COG), or the 21st Division Commander, (Ft Polk CG) or their designated representatives grant exceptions to the EXROE. Violation of the EXROE may result in the immediate removal of the violator(s) from the exercise and referral to the appropriate level of command.

O/Cs:

Observer/Controllers. The purpose of the O/Cs is to enforce:

- a) Exercise Rules of Engagement
- b) Control the exercise
- c) Observe unit activities to prepare and facilitate several After Action Reviews

Unit Chain of Command

- a) Responsible for the command and control, health, and welfare of their soldiers.
- b) O/Cs will not interfere with the normal functions of the chain of command. O/Cs will use the chain of command to correct safety problems and EXROE violations. Real world casualty evacuation is a BLUEFOR unit responsibility O/Cs will only assist when the player unit cannot resolve the situation. O/Cs will only assist, by request from the BLUEFOR chain of command, in evacuation when life, limb, or eyesight are threatened.

JRTC Support Personnel

- a) They wear tan uniforms and blue hats.
- b) They wear tan uniforms and yellow hats.
- c) They wear tan uniforms, road guard vests and black hats or black kevlar helmets. They operate HMMWVs, marked with White Squares, or All Terrain 4-Wheel vehicles.

JRTC Support Vehicles and Aircraft are marked as follows:

- a) JRTC Command Group HMMWVs marked with white circles.
- b) O/C HMMWVs are marked with white triangles. Additionally, red chemlights will be placed on the front and rear ends of the vehicle while moving during the hours of limited visibility.
- c) Live Fire HMMWVs are marked with white diamonds.
- d) Administrative OPFOR Evacuation Vehicles consist of 2 1/2T, 5T trucks or HMMWVs and are marked with a white cross and evacuate enemy personnel abandoned by the player unit.
- e) MILES/Video/Ops Grp and Maintenance HMMWVs are marked with white squares.
- f) Other support vehicles with white squares include PEHA trucks and FLS administrative fire trucks.
- g) O/C and administrative helicopters are marked with orange door panels and/or white triangles.
- h) Administrative medical vehicle is a command HUMMER with a white square and red cross.

Change of Mission:

Change of Mission. (COM) During change of mission, a battlefield freeze is in effect from COM to COM+7 hrs. Units CANNOT conduct offensive or defensive activities during PAUSEX and COM. Prohibited activities include: reconnaissance; MILES CASEVAC, recovery operations; resupply (except for emergency water resupply); fire missions, emplacement or recovery of minefields, the filling in fighting positions or flying except for actual medical evacuation. Units may operate radios; conduct mission planning and prep; execute rest plans, personal hygiene and operator level maintenance, and real world evacuation. All restrictions also apply to End of Exercise (ENDEX) to ENDEX+7 hrs activities.

Off-limits/Restricted Areas.

Vehicles, aircraft and soldiers who enter off-limits areas and/or restricted areas established by the 21st ID (LT) will become destroyed and personnel assessed as casualties. Off limits areas include:

- Maneuver across or along natural gas lines by a vehicle
- Water pumping stations, wells, or electrical powerlines
- Cemeteries
- Range towers except the Geronimo FLS tower
- Any DZs and flight landing strips during air operations.
- Fort Polk cantonment areas
- In any environmentally sensitive areas outlined later in the environmental portion of this briefing.
- Units must adhere to all boundaries and ground/air maneuver restrictions established in any OPOD, FRAGOs and overlay issued by the 21st ID (LT).
- The War Memorial, vic VQ 021451.

Exercise Control Measures

- a) The player unit will insure that an O/C accompanies all elements before sending them on separate missions. If the unit moves without an O/C the senior leader will be assessed as a KIA. If the unit task organizes into lower elements, the unit may be allowed to conduct combat operations. The BLUEFOR unit will inform their O/C and explain the route and mission. In the event of contact with no O/C present, the senior enemy soldier, regardless of rank, assumes the role of the O/C to adjudicate the contact.
- b) Do not fire pyrotechnics or throw any object at opposing players, vehicles, or aircraft.
- c) There is no hand-to-hand combat during training at JRTC!
- d) Silent kills may be conducted only on sleeping soldiers. An O/C must be present and only three silent kills may be conducted on any one objective.
- e) Combatants within 50 meters of each other are considered to be in a close-in-battle. Combatants within 10 meters (5 meters in MOUT) will not fire directly at each other. Combatants must fire their weapon in a safe direction and call "Close Kill."
- f) The signal for a close kill from an armored vehicle weapon is the TC crossing both arms over his head and pointing to the target being engaged. The weapon will be turned in a safe direction and fired.
- 9) Player units, BLUFOR and OPFOR, will not "double tap" casualties. Violators will be assessed as EXROE violators.
- h) Blue training hand grenades with fuse can be used in Shugart-Gordon and villages IAW guidelines outlined in the MOUT Addendum later in this summary. Blue training hand grenades with fuse can also be used to destroy equipment.

MILES:

- a) All MILES systems must emit a signature for engagements to be valid. Four sensors must show on the front and back of the MILES torso harness. The MILES harness battery box will be worn on the back of the body. Soldiers must wear the complete MILES system at all times. MILES can ONLY be removed while soldiers are sleeping, conducting personal hygiene, or while working in tents with the side flaps down or bermed for protection. Casualties will be evacuated with the full MILES system (unless the casualty is REAL WORLD).

Read as necessary: Special exceptions are to pilots operating aircraft, crew members on board aircraft, fuel handlers on top of fuel vehicles performing bulk transfer or conducting a hot refuel. Additionally, exceptions are during FARP operations, for mechanics working on aircraft or other rotary driven vehicles, or designated VIP's.

- b) For airborne operations - when jumping weapons exposed, MILES transmitters will be removed. Additionally, the MILES halo and torso will be packed, once the soldier has placed his weapon into operation he will don his MILES gear.
- c) Do not remove the batteries from MILES gear. Removing the battery from the MILES halo or harness is an EXROE violation. Do not attempt to camouflage or cover any sensors. Anyone caught cheating or tampering with MILES gear may be removed from the exercise and reported to his or her chain of command.
- d) Shaved and green controller keys are not authorized in the maneuver areas.
- f) Notify an O/C immediately if any MILES equipment is lost. The element that lost the equipment will halt exercise play to conduct a search. If that element cannot locate the item, the next higher element will then assist in the search.

Armor/ Mech

- a) In the event of a mobility kill, the vehicle will be rekeyed in order to use the weapons systems. If the vehicle is engaged again, or the crew violates the mobility kill, the vehicle is assessed as destroyed.
- b) To simulate the protected hatch position, the TC will remove the MILES halo and then stand name tag level with the cupola. The signal for a protected hatch is both hands held together over the head. The TC will give the hand and arm signal for the protected hatch position and display a green gunnery flag. Do not attempt to engage the TC unless he has on MILES equipment
- c) The driver and TC of both the BRDM and BMP receive the same protective hatch status as turreted armored vehicles.

Only O/Cs will issue MILES BDA and casualty cards.

- a) Soldiers, whose MILES harness activates, will immediately remove their headgear, sit down, place their yellow key in their harness and wait to be assessed by an O/C.
- b) Only an O/C or certified medic can open the casualty card.
- c) Once an O/C has annotated the casualty card, the casualty must adhere to the instructions on the card.

There are five types of casualties specified on MILES casualty cards:

1-Return to Duty (RTD)

2-Wounded in Action (WIA)

3-Litter Priority (LP)

4-Litter Urgent (LU)

5-Killed In Action (KIA)

-Died of Wounds (DOW) Casualties will be assessed as DOWs as a result of improper treatment or handling during evacuation, or if they do not receive required treatment in the required time.

Read as Necessary: *Wounds will be downgraded one level if the soldier receives a torso wound while properly wearing a flak jacket. The O/C will annotate the downgrade on the MILES casualty card. KIAs are not subject to this downgrade.

Equipment

Personal weapons and other equipment (NVDs, radios, etc.) ARE NOT automatically destroyed if the soldier carrying those items becomes a KIA.

Firemarkers

- a) Firemarkers and O/Cs use smoke pots, flares, grenade simulators, air burst simulators, and artillery simulators to replicate all conventional CAS and indirect fire munitions.
- b) The following pyrotechnics and markings are for use by O/Cs and Firemarkers only:
 - Yellow smoke (minefield signature).
 - Hand grenade simulators (Explosive signatures).
 - Artillery simulators (Indirect fire signatures).
 - Red Chemlites (O/C marking).
 - Yellow and orange engineer tape (destroyed and damaged equipment).
- c) Soldiers WILL NOT run or hide from fire markers to avoid CAS or indirect fires. The unit may react once the first round has been marked. The unit will wait at its designated RP for an O/C or the senior enemy soldier to assess casualties.
- d) Unit leaders will be assessed as casualties if any soldier violates these rules.
- e) Mortar fire will be replicated by firing a blank round down the barrel of the mortar tube.
- f) Units can request a crater analysis to determine type round and direction of fire.

Engineer

- a) Units will inform O/Cs of all obstacles and boobytraps. Dangerous boobytraps are not authorized.
- b) All other devices provide early warning only, except in a MOUT environment, where an M118 whistler trip flare with the appropriate class V represents a booby trap.
- c) Units must obtain approval from the O/C prior to digging on any dirt road. Units that wish to cut tank ditches or road craters must have approval of the commander of the 21st ID.
- d) Survivability positions must have 18" of overhead cover to be considered "with overhead cover".
- e) The abatis obstacle is no longer replicated or allowed at JRTC.
- f) All minefields are replicated with a grenade simulator and yellow smoke. Scatterable minefields are assessed on an area basis, not an individual mine basis.
- g) All DES must have a complete live initiation system up to and including the blasting cap. The entire system will be under BLUEFOR control at all times, but NO blasting cap will be attached to any det cord without O/C presence. All DES charges will be hand-employed to ensure safety. Once the blasting cap is attached to the system, no initiation is approved without the permission from an O/C on site.
- h) Units may conduct breaching operations by employing the appropriate equipment, supervised by an O/C. The O/C will determine the effects and allow passage accordingly. Breaches in MOUT will be made at pre-existing holes covered with sheet rock.

Intelligence:

All equipment in the maneuver area is subject to search, however not everything is subject to capture. An O/C must be present during any capture and observe all searches.

- Civilians depict indigenous personnel and will wear MILES torso harnesses as a minimum. Their vehicles will also have a vehicle MITS system mounted.
- Civilians are subject to all restrictions of EXROE and can be searched or detained as necessary.
- During searches, there will be no physical contact between members of the opposite sex. The O/C present during the search will verify if any documents would have been found as the searcher points out where he/she would have checked.
- Prisoners can be strip-searched down to their tee shirts, trousers, and boots. If a prisoner is physically or verbally abused, the senior leader will be assessed as a KIA.
- Captured soldiers will not be physically bound, gagged, or blindfolded. If the unit wishes to restrain a prisoner, they must present the means to do so, and must inform the O/C of their intentions. Orange tape around the upper arm or a binding device in the top shirt button hole represents the soldier is bound. An Orange strip of tape fastened around the neck replicates a gag and/or blindfold.
- Sensitive items, to include accountable and personal property, may not be taken, however they can be exploited or reconstituted if they are still serviceable.; for example, a set of NVDs can be reconstituted or a radio monitored. Empty M16 magazines may be exchanged for a full magazine. Rations and water may be taken, but one MRE and two quarts of water must be left with abandoned soldiers.
- Any REAL WORLD classified documents must be immediately turned over to the nearest O/C.
- No one will conduct interrogations / tactical questioning without a qualified Intel O/C present. The unit S2 representative may only conduct tactical questioning.
- Soldiers cannot capture a vehicle by standing in its path or surrounding it. Assigned drivers will remain with and operate the captured vehicle. Soldiers will not climb on, search, or use captured vehicles without an O/C's permission. The vehicle can only be used within the limits of its BDA card.
- An O/C will re-key the driver of a captured vehicle if the driver is a casualty. The capturing unit must TC the vehicle and the driver must follow the TC's instructions. If the driver's harness activates again, the TC will become a casualty and the vehicle must stop. The TC must remain visible in a captured vehicle when moving.
- Soldiers who decide to use captured weapons must do so where the casualty lies. Anyone leaving that vicinity with the weapon will be an EXROE violation.

Fire Support

- a) Gunline procedures must be consistent with unit SOPs and safety regulations. All fire missions are conducted in a realistic manner. Section chiefs will ensure all checks and procedures are followed during a fire mission to receive credit for a mission.
- b) The OPFOR artillery and mortars (i.e. numbers and types to include ammunition) are based on an authentic order of battle. The OPFOR supply rate will be stated in the mission instructions, and ammunition handling and resupply requirements will be the same for both BLUFOR and OPFOR. A 4-6-man team using the M29 (81mm) mortar replicates the OPFOR 82mm mortars. All procedures used by the OPFOR will be IAW FM 7-90 and TM 9-1015-200-10, to include occupation, firing, and displacement. All firing will be replicated by firing a blank round down the mortar tube.
- c) Crater analysis must be conducted within six hours of the shelling and the soil and terrain must be conducive to the formation of a crater. Upon request, the O/C will set up a replicated crater to be analyzed.

Air Defense

- a) O/Cs and enemy will use the 44mm Stinger simulators to simulate all MANPADS launches.
- b) O/Cs will judge valid small arms fire in air defense engagements. This takes place when a minimum of 30 soldiers effectively fire small arms at an aircraft within 500m of the unit.

Combat Service Support:

- a) Units must replicate and move the proper weight and size of blank and dummy rounds to replicate ammunition resupply.
- b) AT/SAM MILES systems must have a dummy round with ATWESS cartridge taped to it. In order for a replicated round to be considered legitimate, the ATWESS must always accompany the replicated round.
- c) Dummy rounds for mortar and artillery must be with the gun to conduct indirect fire missions.
- d) Crew served weapons ARE NOT automatically destroyed when the crew becomes casualties.
- e) An O/C will determine if any equipment is damaged or destroyed based on the amount of fire. Damaged equipment must be evacuated and simulated repair must take place before the equipment can be reintroduced into play.
- f) Destroyed vehicles, buildings, or equipment will be marked as destroyed by a secondary burn and marked with fluorescent orange tape. Damaged equipment will be marked with yellow tape.
- g) Units will use only MTOE and CTA authorized items during the exercise. The chain of command is responsible for the accountability of all equipment and will tactically recover all lost unit equipment.
- h) All destroyed vehicles will remain in place for a minimum 24 hours.

Nuclear Biological Chemical

Riot Control Agents (RCA). When used, CS is a RCA only; with duration equal to the actual duration of the munitions itself.

There are four categories of chemical casualties:

RTD

W

LU

DOW

Army Aviation

Any aircraft that is under NVDs in a multi-ship formation hit by anti-aircraft fire will continue with his MILES kill light to the appropriate LZ. Once the aircraft has landed, no one will board or exit the aircraft until an O/C arrives.

Environmental Protection

- a) Prevention of environmental damage is the responsibility of every soldier in the maneuver area.
- b) The maximum speed limit in the maneuver area is 25 MPH during daylight and 15 mph during limited visibility with both driver and TC wearing NVDs; 5 mph if neither driver or TC is wearing NVDs.
- c) Hazardous substance and/or POL spills of 10 gallons or less will be immediately cleaned-up by the responsible unit. Spills of more than 10 gallons will be immediately reported to an O/C.

Provide the following information when reporting a spill:

- Your name and rank
- Location of spills (8 digit grid and description of the area)
- Type of spill
- Size of spill
- Any high-risk situations, such as a stream spill, fire, or any situation that pose a danger to the local populace.

d) Always take steps to contain the spill. Do not store POL within 100m of bodies of water or on hillsides.

e) The Red Cockaded Woodpecker. RCW cavity trees are marked with a one meter wide white band. A 62m buffer marked with orange bands or orange fiberglass posted markers outlines the Colonies.

The following restrictions apply in these areas:

- Vehicle traffic is prohibited in the buffer zone, except on established roads.
- Maneuver on foot and contact is allowed.
- Bivouacking, digging, and cutting vegetation is prohibited.
- No wire of any type will be strung on trees inside the buffer zone.
- No CS will be used within 100m of RCW cavity trees.
- Any other activity, which disturbs, endangers, or damages the RCW environment is strictly prohibited.
- Actions resulting from contact, such as CASEVAC, will be closely monitored by an O/C. Attempt to clear the buffer zone in one hour, if not, the unit will move the casualties outside the buffer zone. Casualties will be moved outside the buffer zone if vehicles cannot reach the casualties. If vehicles can get close, casualties will be carried to the vehicles

Sensitive Area Marking

a) A marking system for environmentally sensitive areas is in place to identify prohibited activities.

b) Flat, orange fiberglass stakes mark each sensitive area. Each stake is marked with the activities that are prohibited in that area. Prohibited activities include digging, vehicle traffic, fires, and dismantled movement. ~~Stakes may be marked with one, or as many as all of above symbols.~~

Fires:

- If a fire starts during contact, units will separate 300m for the responsible unit to extinguish the fire.
- Player units may not use pyrotechnics of any kind during RED fire conditions at Ft Polk.

Summary

These exercise rules of engagement establish the framework for force-on-force training at the JRTC. The purpose again is to provide a safe, realistic, and controlled training environment. Remember that both the enemy and BLUEFOR are American soldiers who may later fight side-by-side. There is no excuse for preventable accidents. Leaders must ensure that actions are realistic and proper risk assessments occur during the planning and execution of all operations.

SUBJECT: Addendum to the Exercise Rules of Engagement (EXROE) for Military Operations on Urban Terrain (MOUT)

Due to the different environment that MOUT offers, certain aspects of the EXROE have to be adjusted for operations in the MOUT site.

Close Combat. Because of the close in nature of MOUT fighting, direct fire engagements can occur to within 5 meters of a combatant in a MOUT scenario. At ranges closer than 5 meters, the O/C will assess casualties or terminate the battle. O/Cs will position themselves with lead elements of the unit's clearing teams and will insure that they are in a position to control the actions in rooms.

Direct Fire Breaches. Direct fires may be used to create breaches by firing at predesignated breach positions with the appropriate weapons system. Fires at other points will cause "holes" and/or BDA to personnel inside of the building. O/Cs will determine when sufficient direct fire has hit a building to create a breach and when this fire will cause personnel in the room of impact to become casualties. Weapons effects for building entry will be replicated at existing breach sites, doors, and windows. DES or simulators may be used outside of buildings at existing breach points to indicate effects. When the appropriate number and type of rounds have been fired, an O/C will replicate effects.

Manual Breaches. To create breaches at predesignated positions, soldiers may use non-explosive devices such as pioneer tools. They may also simulate explosive devices using the Demolition's Effects Simulator (DES). The predesignated positions are sheet rock covered holes in the building. Soldiers will not damage the buildings anywhere other than at these predesignated positions to create breaches. Soldiers using chainsaws will start the chain saw at the breach point but will not actually cut into the wall. When the unit follows the proper techniques to create a breach in a wall, the O/C will replicate effects. The effects of anti-tank (AT4, LAW, etc) and special weapons (RAAWS, 90mm Recoilless Rifle) will be made subjectively by an O/C on site.

Hand grenades:

- a) Only the blue training hand grenades with training fuse will be used to replicate live hand grenades during MOUT operations to clear rooms, buildings, or other fixed structures. Hand grenades will not be used in any other operation.
- b) Hand grenades may only be lobbed underhanded into rooms. Grenades will not be deliberately thrown at personnel.
- c) Personnel inside the room, or unprotected within 5 meters are assessed IAW the MILES Casualty card.
- d) Grenades will not be thrown back, nor will a soldier use his body to shield other soldiers from the effects of the grenade. Grenades will not be touched until they have detonated.
- e) The blue training hand grenade will not be used as a booby trap.
- f) If a room is hit by munitions the soldiers inside the room will be assessed IAW their BDA card. The room will be assessed IAW the MOUT munitions effects table. Soldiers may continue to move outside of buildings as they would in actual rubble and occupy positions outside of buildings that have been engaged.

Engagements:

- a) AT weapons fired from inside buildings and Stingers fired from rooftops must meet the backblast and clearance requirements listed in FM 90-10-1 and FM 23-25. Soldiers who are within the backblast area or in an area that does not meet the clearance requirements when the weapon is fired will be assessed as casualties IAW their MILES card.
- b) Armored and tracked vehicles may not maneuver in areas marked "OFF LIMITS".
- c) Smoke pots and smoke grenades may be used to screen movement outside of buildings. Smoke pots or grenades will not be used within buildings or tunnels or placed so that smoke blows directly into the buildings. No use of smoke pots is authorized during aviation operations. CS will not be used in MOUT operations at JRTC. Soldiers will not throw or fire any pyrotechnics onto buildings. Pyrotechnics will not be thrown directly at soldiers. Smoke may be used outside of buildings.
- d) Units may use ladders and grappling hooks at their own discretion, but the unit is responsible for ensuring safety within the tactical operation. Units will notify the O/C of the window or opening they intend to throw a grappling hook through. The O/Cs on site will first ensure that all OPFOR are clear of the window before the grappling hook is thrown. Once a grappling hook has been thrown and is anchored, soldiers will not attempt to dislodge, cut, or do anything that will cause the hook to come loose from its anchor. Soldiers will not interfere with the placement of ladders.

- e) In MOUT scenarios only, whistler trip flares with appropriate Class V will be considered booby traps. They will not be placed above ankle level. Whistler trip flares without Class V will be early warning devices only. No magnesium or other intense flame-producing device will be used in MOUT.
- f) Units may use concertina wire in buildings. Concertina wire in buildings will be marked with white engineer tape where wire presents a safety hazard due to reduced lighting or poor visibility.
- g) Units may use MOUT facility furniture to barricade doors or windows. Doors and windows can be reinforced with other materials provided by the unit.
- h) O/Cs will subjectively assess the effects of burning buildings caused by fires, explosions, etc. Buildings that are rubble will be marked with orange engineer tape during daylight hours and four-inch red chemlight disks during limited visibility and will be considered off-limits. Rooms identified as destroyed will be marked by two chemlights attached by engineer tape draped over the window of the room identified as destroyed.
- i) Units will follow the building weight restrictions listed in engineer reports.
- j) Units may conduct roof top helicopter landings only on approved buildings. Fast roping and rappelling may be conducted on selected buildings. (With prior coordination and approval).
- k) Personnel in civilian attire at the MOUT site will adhere to the same restrictions and guidance outlined in this chapter.
- l) O/Cs will replicate the effects of soldiers shooting out streetlights and other light sources by shutting of the power. Lights cannot be individually shut off. Power can be shut off to the MOUT facility a quarter at a time. Power to the entire facility can be cut at one time if the unit indicates the intent and has the means to cut the main power. This will cut all power within the MOUT facility.
- m) A secondary burn outside the building will replicate destroyed buildings.

Administrative notes

- a) No open fires are allowed within 50 meters of buildings. This includes cooking fires, warming fires, and candles.
- b) Units will designate latrine sites outside of the buildings. There is only one dedicated latrine site within the MOUT facility that will only be used by civilian role players and MOUT facility personnel.
- c) Water inside the MOUT site is considered to be non potable.
- d) Off limits buildings and areas are marked with reflective "OFF LIMITS" signs. All buildings marked with these signs are considered rubble and out of play. Buildings under construction are also considered to be off-limits.
- e) Units will use non-permanent markings to mark cleared rooms. Units will not use Spray paint or other permanent methods. The unit is responsible for cleaning all markings prior to their departure from JRTC.
- f) No digging is allowed within the MOUT site.

WHAT ARE YOUR QUESTIONS?