

Direct Call For Fire

'[FDC/O], this is [FO], request/relay...

[REDACTED], [REDACTED], over.'

(WARNO-AF/FFE/SUP/ILLU.) (HIGH-ANGLE? MOE-T)

A)'Grid, figures, [REDACTED] - [REDACTED], over.'

(Accurate! Point target: 10 digit preferred, area target: 8 digit preferred)

B)'Polar, [REDACTED] - [REDACTED],

(Fast!) (Current FO Location, 6 digit or better)

[REDACTED] mils [REDACTED] meters, over.'

(OT Direction) (Distance to target)

C)'Shift known point, [REDACTED]

[REDACTED], over.'

(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R)

[REDACTED],

(Size and Type of the target [2 squads infantry, 2 vehicles])

[REDACTED],

(Action of the target [moving, stationary, rushing, patrolling])

[REDACTED],

(Type of the target protection [over head protection, bunkers, ...])

[REDACTED],

(MOE-TOA: 'Precision Fire - Destruction | Registration')

[REDACTED],

(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+)

[REDACTED],

(MOE-M: 'Mark, orientation/registration')

[REDACTED],

(MOE-A: '<HE/WP/ICM?> + <Fuze?> + <# rounds?>')

[REDACTED],

(MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)

[REDACTED],

(MOF: Platoon Battery Left/Right?)

[REDACTED],

[REDACTED],

[REDACTED],

(MOC: At my command, can't observe, TOT, cont./coord. illumination, continuous fire, cease loading, check firing, repeat, followed by)

over.'

'[FDC/O], this is [FO], request/relay...

[REDACTED], [REDACTED], over.'

(WARNO-AF/FFE/SUP/ILLU.) (HIGH-ANGLE? MOE-T)

A)'Grid, figures, [REDACTED] - [REDACTED], over.'

(Accurate! Point target: 10 digit preferred, area target: 8 digit preferred)

B)'Polar, [REDACTED] - [REDACTED],

(Fast!) (Current FO Location, 6 digit or better)

[REDACTED] mils [REDACTED] meters, over.'

(OT Direction) (Distance to target)

C)'Shift known point, [REDACTED]

[REDACTED], over.'

(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R)

[REDACTED],

(Size and Type of the target [2 squads infantry, 2 vehicles])

[REDACTED],

(Action of the target [moving, stationary, rushing, patrolling])

[REDACTED],

(Type of the target protection [over head protection, bunkers, ...])

[REDACTED],

(MOE-TOA: 'Precision Fire - Destruction | Registration')

[REDACTED],

(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+)

[REDACTED],

(MOE-M: 'Mark, orientation/registration')

[REDACTED],

(MOE-A: '<HE/WP/ICM?> + <Fuze?> + <# rounds?>')

[REDACTED],

(MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)

[REDACTED],

(MOF: Platoon Battery Left/Right?)

[REDACTED],

[REDACTED],

[REDACTED],

(MOC: At my command, can't observe, TOT, cont./coord. illumination, continuous fire, cease loading, check firing, repeat, followed by)

over.'

'[FDC/O], this is [FO], request/relay...

[REDACTED], [REDACTED], over.'

(WARNO-AF/FFE/SUP/ILLU.) (HIGH-ANGLE? MOE-T)

A)'Grid, figures, [REDACTED] - [REDACTED], over.'

(Accurate! Point target: 10 digit preferred, area target: 8 digit preferred)

B)'Polar, [REDACTED] - [REDACTED],

(Fast!) (Current FO Location, 6 digit or better)

[REDACTED] mils [REDACTED] meters, over.'

(OT Direction) (Distance to target)

C)'Shift known point, [REDACTED]

[REDACTED], over.'

(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R)

[REDACTED],

(Size and Type of the target [2 squads infantry, 2 vehicles])

[REDACTED],

(Action of the target [moving, stationary, rushing, patrolling])

[REDACTED],

(Type of the target protection [over head protection, bunkers, ...])

[REDACTED],

(MOE-TOA: 'Precision Fire - Destruction | Registration')

[REDACTED],

(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+)

[REDACTED],

(MOE-M: 'Mark, orientation/registration')

[REDACTED],

(MOE-A: '<HE/WP/ICM?> + <Fuze?> + <# rounds?>')

[REDACTED],

(MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)

[REDACTED],

(MOF: Platoon Battery Left/Right?)

[REDACTED],

[REDACTED],

(MOC: At my command, can't observe, TOT, cont./coord. illumination, continuous fire, cease loading, check firing, repeat, followed by)

over.'