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Part V

Key Terms and Graphics

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5001. Command Relationships

The authority vested in a commander must be commensurate with the responsibility assigned. There are various levels of authority used for U.S. military forces. There are four command relationships—combatant command, operational control, tactical control, and support. The other authorities are coordinating authority, administrative control, and direct liaison authorized. An overview of command relationships is shown in figure 5-1.

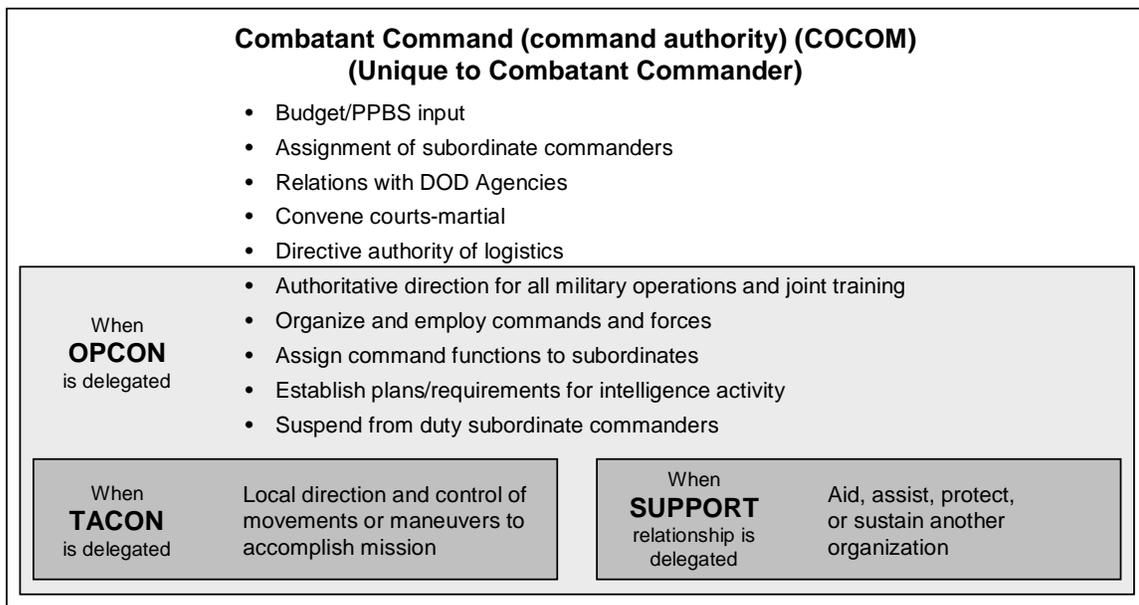


Figure 5-1. Command relationships.

a. **Combatant Command (Command Authority)**

Nontransferable command authority established by title 10 (“Armed Forces”), United States Code, section 164, exercised only by commanders of unified or specified combatant commands unless otherwise directed by the President or the Secretary of Defense. Combatant command (command authority) cannot be delegated and is the authority of a combatant commander to perform those functions of command over assigned forces involving organizing and employing commands and forces, assigning tasks, designating objectives, and giving authoritative direction over all aspects of military operations, joint training, and logistics necessary to accomplish the missions assigned to the command. Combatant command (command authority) should be exercised through the commanders of subordinate organizations. Normally this authority is exercised through subordinate joint force commanders and Service and/or functional component commanders. Combatant command (command authority) provides full authority to organize and employ commands and forces as the combatant commander considers necessary to accomplish assigned missions. Operational control is inherent in combatant command (command authority). Also called **COCOM**. (JP 1-02)

## b. Operational Control

Transferable command authority that may be exercised by commanders at any echelon at or below the level of combatant command. Operational control is inherent in combatant command (command authority). Operational control may be delegated and is the authority to perform those functions of command over subordinate forces involving organizing and employing commands and forces, assigning tasks, designating objectives, and giving authoritative direction necessary to accomplish the mission. Operational control includes authoritative direction over all aspects of military operations and joint training necessary to accomplish missions assigned to the command. Operational control should be exercised through the commanders of subordinate organizations. Normally this authority is exercised through subordinate joint force commanders and Service and/or functional component commanders. Operational control normally provides full authority to organize commands and forces and to employ those forces as the commander in operational control considers necessary to accomplish assigned missions. Operational control does not, in and of itself, include authoritative direction for logistics or matters of administration, discipline, internal organization, or unit training. Also called **OPCON**. (JP 1-02)

## c. Tactical Control

Command authority over assigned or attached forces or commands, or military capability or forces made available for tasking, that is limited to the detailed and, usually, local direction and control of movements or maneuvers necessary to accomplish missions or tasks assigned. Tactical control is inherent in operational control. Tactical control may be delegated to, and exercised at any level at or below the level of combatant command. Also called **TACON**. (JP 1-02)

## d. Support

Support is a command authority. A support relationship is established by a superior commander between subordinate commanders when one organization should aid, protect, complement, or sustain another force. (JP 0-2) Categories of support include—

- **General Support.** That support which is given to the supported force as a whole and not to any particular subdivision thereof. (JP 1-02)
- **Mutual Support.** That support which units render each other against an enemy, because of their assigned tasks, their position relative to each other and to the enemy, and their inherent capabilities. (JP 1-02)
- **Direct Support.** A mission requiring a force to support another specific force and authorizing it to answer directly the supported force's request for assistance. (JP 1-02)
- **Close Support.** That action of the supporting force against targets or objectives which are sufficiently near the supported force as to require detailed integration or coordination of the supporting action with the fire, movement, or other actions of the supported force. (JP 1-02)

## e. Other Authorities

Other authorities outside the command relations delineated above include:

- **Administrative Control.** Direction or exercise of authority over subordinate or other organizations in respect to administration and support, including organization of Service forces, control of resources and equipment, personnel management, unit logistics, individual and unit training, readiness, mobilization, demobilization, discipline, and other matters not included in the operational missions of the subordinate or other organizations. Also called **ADCON**. (JP 1-02)
- **Coordinating Authority.** A commander or individual assigned responsibility for coordinating specific functions or activities involving forces of two or more Military Departments or two or more forces of the same Service. The commander or individual has the authority to require consultation between the agencies involved, but does not have the authority to compel agreement. In the event that essential agreement cannot be obtained, the matter shall be referred to the appointing authority. Coordinating authority is a consultation relationship, not

an authority through which command may be exercised. Coordinating authority is more applicable to planning and similar activities than to operations. (JP 1-02)

- **Direct Liaison Authorized.** That authority granted by a commander (any level) to a subordinate to directly consult or coordinate an action with a command or agency within or outside of the granting command. Direct liaison authorized is more applicable to planning than operations and always carries with it the requirement of keeping the commander granting direct liaison authorized informed. Direct liaison authorized is a coordination relationship, not an authority through which command may be exercised. (JP 1-02)

## 5002. Possible Command Relationships for MAGTF Units

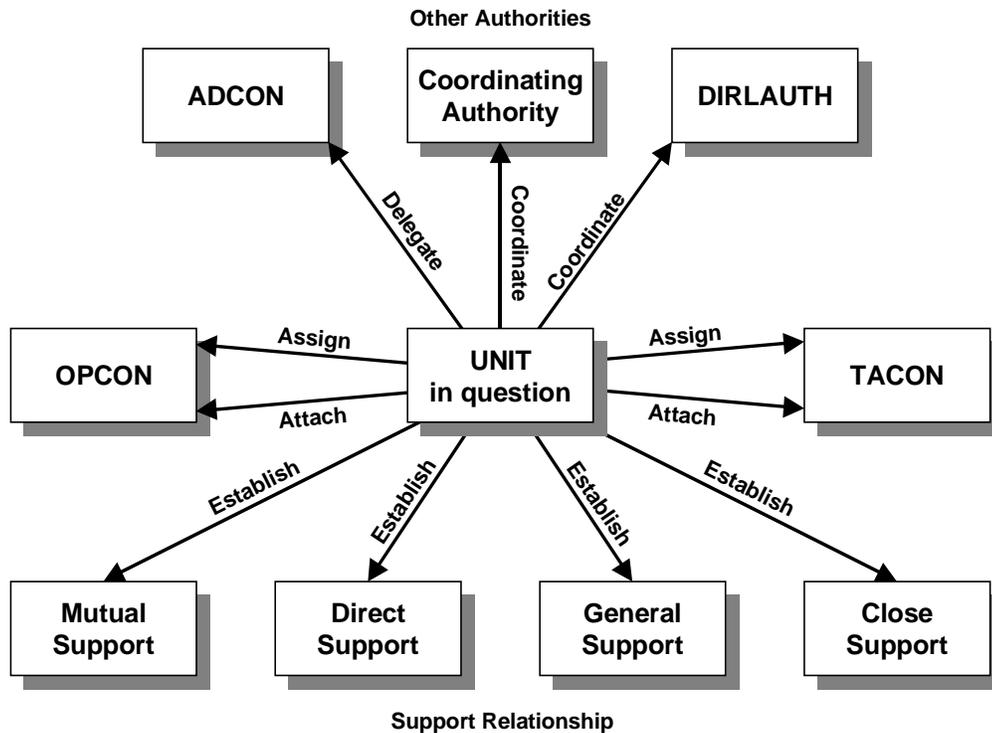


Figure 5-2. Command relationships for MAGTF units.

## 5003. Tactical Tasks Definitions

The following are commonly assigned MAGTF tactical tasks that may be specified, implied, or essential tasks. These tactical tasks define the actions that commanders may take to accomplish their mission. See MCRP 5-12A, *Operational Terms and Graphics*, for more information. Examples of enemy oriented tactical tasks include—

- **Ambush.** A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.
- **Attack by Fire.** Fires (direct and indirect) to destroy the enemy from a distance, normally used when the mission does not require or support occupation of the objective. This task is usually given to the supporting effort during offensive operations and as a counterattack option for the reserve during defensive operations. The assigning commander must specify the intent of fire—destroy, fix, neutralize, or suppress. **[A clear purpose must accompany the assignment of the task attack.]**
- **Block.** To deny the enemy access to a given area or to prevent enemy advance in a given direction or on an avenue of approach. It may be for a specified time. Units assigned this task may have to retain terrain. **[A force**

assigned the task of “block” should be assigned the degree of success to be achieved (the size of force to be blocked) and/or a specified time frame in support of its purpose.]

- **Breach.** To break through or secure a passage through a natural or enemy obstacle. [A force assigned the task of “breach” should know what size force is to be passed through the breach.]
- **Bypass.** To maneuver around an obstacle, position, or enemy force to maintain the momentum of advance. Previously unreported obstacles and bypassed enemy forces are reported to higher headquarters. [A unit assigned the task “bypass” should also be given *bypass criteria*. *Bypass criteria* is a measure during the conduct of an offensive operation established by higher headquarters that specifies the conditions and size under which enemy units and contact may be avoided.]
- **Canalize.** The use of existing or reinforcing obstacles or fires to restrict enemy operations to a narrow zone. [The tasked unit should be given the physical limits of the narrow zone, the size of the force to be canalized, and desired duration of the task.]
- **Contain.** To stop, hold, or surround enemy forces, or to keep the enemy in a given area and prevent his withdrawing any part of his forces for use elsewhere.
- **Cover.** Offensive or defensive actions to protect the force.
- **Defeat.** To disrupt or nullify the enemy commander’s plan and overcome his will to fight, thus making him unwilling or unable to pursue his adopted course of action and yield to the friendly commander’s will. [When assigning the task of defeat, a statement that describes end state conditions should be used to define task completion (“By defeat I mean ...”).]
- **Destroy.** Physically rendering an enemy force combat-ineffective unless it is reconstituted. [The degree of destruction should be specified in terms of observable enemy capabilities and not simply in terms of numbers and percentages. *Destroy* as an interdiction objective (attack effect) calls for ruining the structure, organic existence, or condition of an enemy target that is essential to an enemy capability (MCRP 3-16A). *Destroy* as a fires effect requires that a target physically be rendered combat ineffective or so damaged that it cannot function unless restored, reconstituted, or rebuilt. Setting automated fire support default values for destruction such as 30% does not guarantee the achievement of the commander’s intent. The surviving 70% may still influence the operation. Destruction missions are expensive in terms of time and material. Consider whether neutralization or suppression may be more efficient.]
- **Disrupt.** To integrate fires and obstacles to break apart an enemy’s formation and tempo, interrupt his timetable, or cause premature commitment or the piecemealing of his forces. [A force assigned the task “disrupt” should normally be assigned the degree of success to be achieved and/or the duration of the “disruption” in relationship to its purpose. In targeting, we *disrupt* enemy plans by precluding effective interaction or the cohesion of enemy combat and combat support systems. In Air Force interdiction doctrine, disrupt forces the enemy into less efficient and more vulnerable dispositions.]
- **Exploit.** Take full advantage of success in battle and follow up initial gains. Offensive actions that usually follow a successful attack, designed to disorganize the enemy in depth. [A force assigned the task of “exploit” should normally be assigned the degree of success to be achieved and/or the duration of the “exploitation” in relationship to its purpose.]
- **Feint.** An offensive action involving contact with the enemy to deceive him about the location or time of the actual main offensive action.
- **Fix.** To prevent the enemy from moving any part of his forces either from a specific location or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere. [The size of the force to be fixed, the duration of the task, and where to fix the enemy should be specified.]
- **Guard.** To protect the main force by fighting to gain time, while also observing and reporting information. [A force is assigned the task to “guard” as one of the tasks in security force operations. Before assigning a unit the task of “guard”, planners should ensure that they specify the scope of the task in terms of time and terrain. A guard force normally operates within the range of the main body’s indirect fire weapons.]
- **Interdict.** An action to divert, disrupt, delay, or destroy the enemy’s surface military potential before it can be used effectively against friendly forces. [A force assigned the task of “interdict” should normally be

assigned the degree of success to be achieved (i.e., the effect desired relative to enemy capabilities) and/or the duration of the “interdiction” in relationship to its purpose.]

- **Neutralize.** To render the enemy or his resources ineffective or unusable. [A force assigned the task of “neutralize” will normally be assigned a specific time frame or degree of neutralization to be achieved in relationship to its purpose. Neutralization effects should be described in terms of observable enemy activity. Planners should avoid articulating neutralization effects in terms of numbers or percentages whenever possible. Neutralization fire results in enemy personnel or material becoming incapable of interfering with an operation or COA. Key questions planners must ask are when and how long does the commander want the target to be neutralized. Most planned fire missions are neutralization fires.]
- **Penetrate.** To break through the enemy’s defense and disrupt his defensive system.
- **Protect.** To prevent observation, engagement, or interference with a force or location. [A force assigned the task “protect” should be assigned the degree of success to be achieved and/or the duration of the “protection” in relationship to its purpose.]
- **Reconnoiter.** To obtain, by visual observation or other methods, information about the activities and resources of an enemy or potential enemy.
- **Rupture.** To create a gap in enemy defensive positions quickly.
- **Screen.** To observe, identify, and report information, and only fight in self-protection. [A unit assigned the task “screen” may be required to maintain surveillance; provide early warning to the main body; or impede, destroy, and harass enemy reconnaissance within its capability without becoming decisively engaged. The scope of task should be articulated in terms of time and terrain.]
- **Support by Fire.** Where a force engages the enemy by direct fire to support a maneuvering force using overwatch or by establishing a base of fire. The supporting force does not capture enemy forces or terrain.

Examples of terrain oriented tactical tasks include—

- **Clear.** The removal of enemy forces and elimination of organized resistance in an assigned zone, area, or location by destroying, capturing, or forcing the withdrawal of enemy forces that could interfere with the unit’s ability to accomplish its mission. [The degree of success to be achieved should be specified by describing what is meant by “organized resistance” (see bypass criteria above).]
- **Control.** To maintain physical influence by occupation or range of weapon systems over the activities or access in a defined area. [The area to be controlled and duration of the task should be specified.]
- **Occupy.** To move onto an objective, key terrain, or other man-made or natural terrain area without opposition, and control the entire area. [A unit assigned the task “occupy” should be assigned the duration of the “occupation” in relationship to its purpose.]
- **Reconnoiter.** To secure data about the meteorological, hydrographic, or geographic characteristics of a particular area.
- **Retain.** To occupy and hold a terrain feature to ensure it is free of enemy occupation or use. [A unit assigned the task of “retain” should be given a specific timeframe in relationship to its purpose.]
- **Secure.** To gain possession of a position or terrain feature, with or without force, and to prevent its destruction or loss by enemy action. The attacking force may or may not have to physically occupy the area. [The attacking force may or may not have to physically occupy the area. Conditions should be established that define when a position or terrain feature is “secured.” Usually, conditions can be expressed in terms of observable enemy activity.]
- **Seize.** To clear a designated area and gain control of it. [A unit assigned the task of “seize” will usually have to gain physical possession of a terrain feature from an enemy force. Note that the task “clear” is imbedded within the definition of the task “seize.” See the definition of “clear” for specific planning considerations.]

Examples of friendly force oriented tactical tasks include—

- **Breach.** To break through or secure a passage through a natural or friendly obstacle. [A unit assigned the task of “breach” should know what size force is to be passed through the breach.]
- **Disengage.** To break contact with the enemy and move to a point where the enemy cannot observe nor engage the unit by direct fire.
- **Displace.** To leave one position and take another. Forces may be displaced laterally to concentrate combat power in threatened areas.
- **Exfiltrate.** The removal of personnel or units from areas under enemy control.
- **Follow.** The order of movement of combat, combat support, and combat service support forces in a given combat operation.

In special circumstances, the above tasks may be modified to meet the requirements of METT-T. The commander must clearly state that he is departing from the standard meaning of these tasks. One way this can be done is by prefacing the modified task with the statement, “What I mean by [modified task] is...”

*Tactical tasks are assigned based on capabilities. The ground combat element has the inherent capability to execute all the MAGTF’s tactical tasks. The combat service support element has the capability to execute those tactical tasks essential for it to provide sustainment to the MAGTF. The aviation combat element has the capability to execute many of the MAGTF’s tactical tasks. However, it cannot secure, seize, retain, or occupy terrain without augmentation by the ground combat element. Weather and task duration may significantly affect the aviation combat element’s ability to execute assigned tactical tasks.*

MCWP 0-1

## 5004. Selected Key Map Symbolology

FM 101-5-1/MCRP 5-12A, *Operational Terms and Graphics*, establishes the procedures for the Army and Marine Corps in the use of land-based warfighting symbology. The manual describes the use of symbols for maneuver command and control. The intent of this section is to provide the user a ready reference for the use of routine and commonly used symbols. It is not intended to be a replacement for, or as complete as the above mentioned manual.

Size Indicator	Meaning
■	Installation
∅	Team/Crew
●	Squad
● ●	Section
● ● ●	Platoon/Detachment
I	Company/Battery/Troop
II	Battalion/Squadron
III	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group / Front
X X X X X X	Region

Table 5-1. Unit size and installation indicators.

### a. Unit Symbol Modifiers

The following unit symbols are for use on situation maps, overlays, and annotated aerial photographs. A symbol is composed of three components: a frame (geometric border), a fill, and an icon. Frames are geometric shapes used to display affiliation. Affiliation refers to whether the warfighting object being represented is a threat. The basic affiliation categories are friendly, unknown, neutral, and enemy. The unknown frame shape is normally used only for aircraft and ships.

	Friendly Ground Units	Friendly Sea/Air Units	Unknown Sea/Air Units	Neutral Units	Enemy Units
Surface					
Subsurface					
In-flight					

Figure 5-3. Unit, installation, and site symbol frames.

Fill refers to the area within the frame. If color is used in a symbol, it shall indicate affiliation. Generally, black is used for the frame, icon, and modifiers when symbols are displayed on a light background. White is used for these elements when displayed on a dark background. A color fill can be used if an icon is displayed within the area of the frame.

Affiliation	Hand-Drawn	Computer-Generated
Friend, Assumed Friend	Blue	Cyan
Unknown, Pending	Yellow	Yellow
Neutral	Green	Green
Enemy, Suspect, Joker, Faker	Red	Red

Table 5-2. Fill colors.

The icon is a “role indicator” that shows the warfighting function the unit performs either on the ground, in the air, or at sea. An example is the crossed rifles which represent an infantry unit.

### b. Friendly Unit Symbols

Unit symbol modifiers are combined with basic unit function (branch) symbols to create a composite symbol that represents a unique type of unit. All modifiers are placed in either the center of the frame, upper half, or above the basic function symbol. In addition to the modifier symbols, text may be used inside the symbol frame to further clarify the symbol. The following are examples of friendly unit symbols with modifiers.

				
Infantry	Armor	Artillery	Antiarmor	Reconnaissance
				
Chemical	Air Defense	Engineer	Airborne	Motorized
				
Supply	Communications	Wheeled	Amphibious	Rotary Wing
				
Fixed Wing	Maintenance	Transportation	Mechanized Infantry	Airborne Infantry
				
Avenger	Stinger	Patriot	Theater Missile Defense	Air Assault Infantry
				
SSM	FSSG	EAC - CSS	AAV	Force Recon
				
Medical	Dental	Support	MAGTF	Special Forces
				
Civil Affairs	Public Affairs	Military Intelligence	Military Police	SEALs
				
Electronic Warfare	Arctic	Motorized Infantry	ANGLICO	LAR
				
PSYOPS	UAV	Observation Post	Sensor	Air Defense Radar

Figure 5-4. Friendly unit symbols.

### c. Enemy Unit Symbols

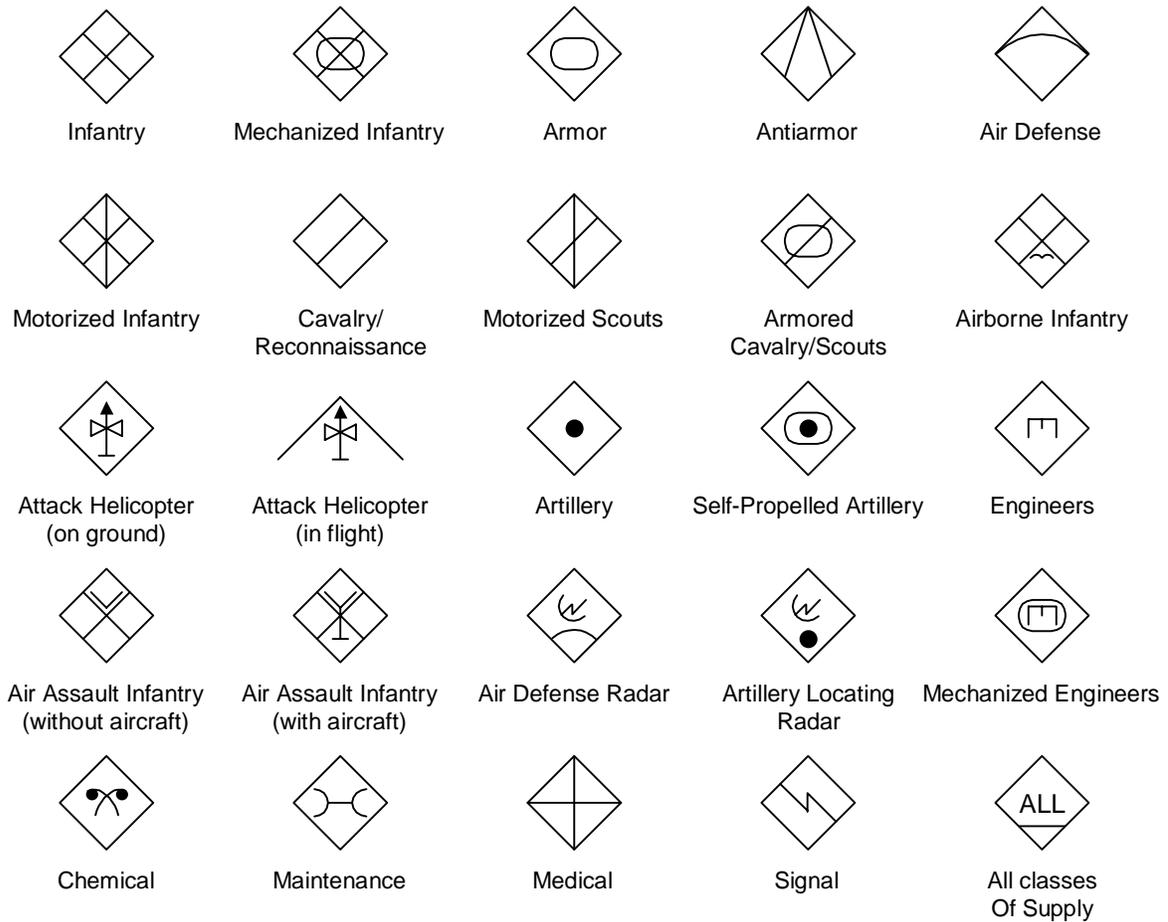


Figure 5-5. Enemy unit symbols.

### d. Classes of Supply

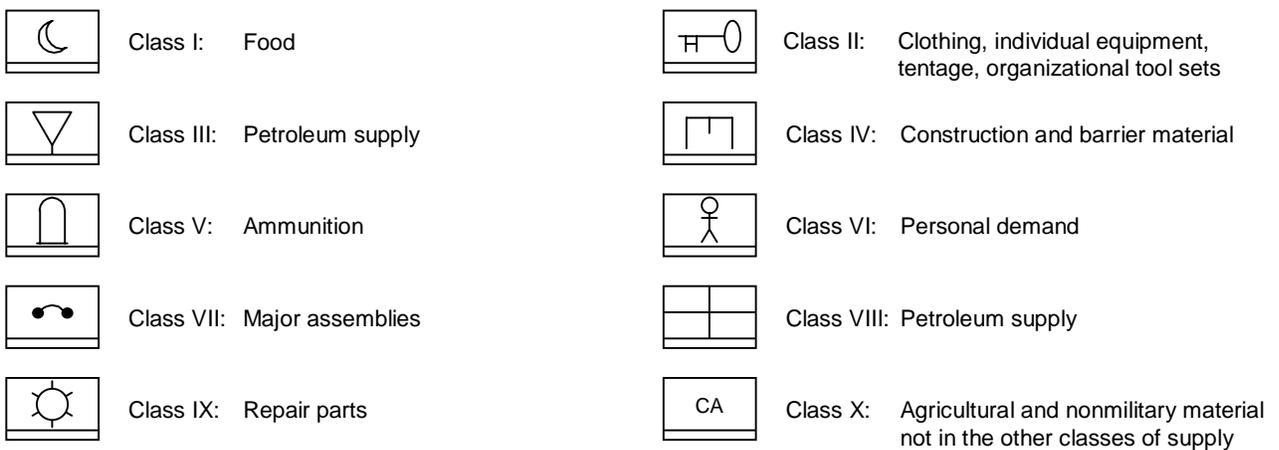


Figure 5-6. Class of supply symbols.

## e. Tactical Mission Graphics

Tactical task graphics are for use in course of action sketches, synchronization matrixes, and maneuver sketches. They do not replace any part of the operation order or operations overlay. The graphics should be scaled to fit the map scale and size of unit for which they are being used. Where practical, the tactical mission graphic should connect with the decision graphic or unit graphic at the center of the bottom of the symbol.

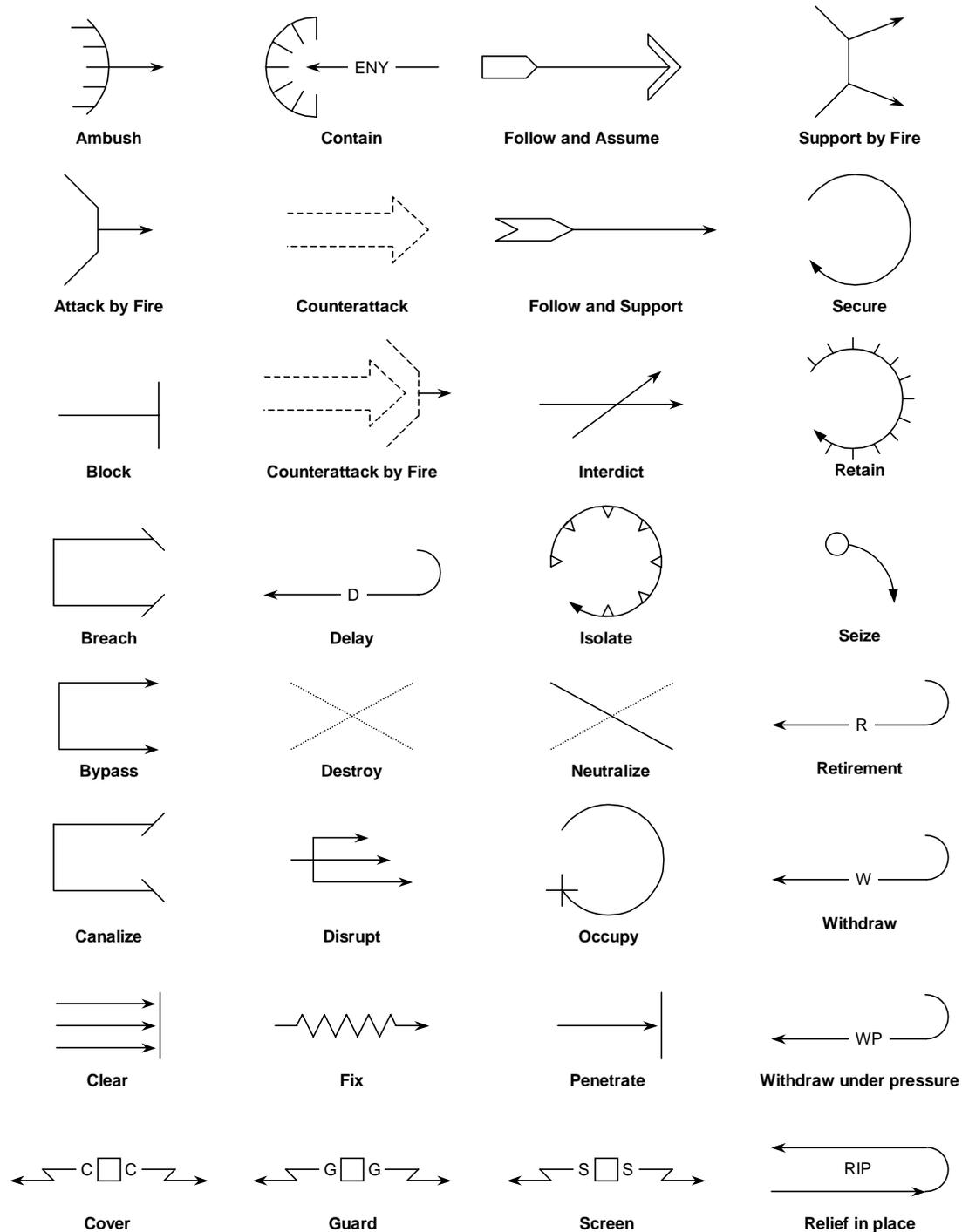


Figure 5-7. Tactical mission graphics.