

Vietnam

37th Security Police
PHU CAT SPS MANUAL and MAP
submitted by **Jerry Lepore**
Phù Cát 12th SPS Cobra Manual, 1970-1971



We Take Care of Our Own

Phù Cát 12th SPS Cobra Manual, Page - 1

INTRODUCTION

Welcome to Cobra Flight Security. As a night fighter you are assigned to the largest Security Element in the 12th Security Police Squadron, Phu Cat Air Base, Republic of Vietnam. We sincerely hope your tour of duty here will be both satisfying and rewarding.

You have the opportunity now to work with some of the most skilled and the most professional Security Policemen found anywhere in the Republic of Vietnam. Here at Phu Cat you will be exposed to threats and hazards which are unique to this theater. We are united together as a unit to complete a highly important mission and this can only be accomplished by you and your actions as a member of our team.

This pamphlet has been prepared to benefit you. It will not answer all of your questions; however, it will provide you with enough basic information to make your tour here safer and more personally rewarding.

Phù Cát 12th SPS Cobra Manual, Page - 2**" C O B R A "**

This pamphlet is an unofficial publication for the 12th Security Police Personnel assigned to Cobra Flight Security. Contents of this "Cobra" are not necessarily the official views of the 12th Security Police Squadron Command Section.

Director Of Information Captain Loren K. Fry
 Chief, Internal Information MSgt Roy D. Brooks
 Production Supervisor TSgt Barry E. Mann
 Executive Editor SSgt Robert Ebers
 Art Director ALC Michael S. Freese

INDEX

1. Introduction	p-2
2. Mission	p-3
3. Cobra Flight Breakdown	p-4/5
4. Security Alert Conditions	p-5
5. Security Police General Orders	p-6
6. MACV Rules of Engagement	p-7
7. Challenging Procedures	p-7/8
8. Security Reporting/Alerting System	p-9
9. Vehicle, Weapons and Ground Safety	p-10/11
10. Communications	p-12/13
11. Radio Ten Series	p-14
12. Harassment and Interdiction Firing	p-15
13. Sign and Counter-Sign	p-15
14. Rocket Attack	p-16
15. Guardmount	p-17
16. How to report your post	p-18
17. Sleeping on Post	p-19
18. Smoking on Post	p-19
19. "C" Nations	p-19
20. Azimuth Boards	p-20
21. Night-Time Scopes	p-21
22. Leaves and EEB	p-22
23. Explanation of Common Terms	p-23
24. General Information	p-24
25. Chain of Command	p-25
26. Seeing in the Dark	p-26/31
27. Rules for Seeing in the Dark	p-32
28. Victor Charlie	p-33
29. Epilogue	p-34

"THIS BOOK IS FOR OFFICIAL USE ONLY"

Book Number _____

Phù Cát 12th SPS Cobra Manual, Page - 3



MISSION

The primary job of the Security Police is to protect the aircraft and the personnel that keep them flying.

You must realize that the lives of the pilots depend on the strictness of your aircraft to keep them when they engage the enemy. Their lives and the lives of the people of the Republic of Vietnam depend on you to keep these aircraft operational.



Phù Cát 12th SPS Cobra Manual, Page - 4

COBRA FLIGHT (Breakdown by Section)

Cobra Flight consists of several different units which together form one team. These could operate independently, as each depends on the other for support.

1. DUTY OFFICER: Call-Sign; Cobra 1,2 or 3. He is your duty officer and he is responsible for the overall security of the base.

2. FLIGHT CHIEF: Call-Sign; Defense 4. He is the NCOIC of Cobra Flight and is the NCO in-charge of the security for the base. He will be present and conduct all guardmounts, to assure you have all the necessary information for that tour of duty.

3. CENTRAL SECURITY CONTROL: Call-Sign; Defense Control. All security units fall under the direction of CSC. This station will be the controlling factor during routine and emergency conditions.

4. FIRE DISSEMINATION CENTER: Call-Sign FDC. Its personnel control the nightly M & I (Harassment and Interdiction - to be explained in a later text), firing of the 81mm mortar. They will serve as the alternate CSC in times of emergency.

5. SECTOR I: Sector Supervisor Call-Sign; Defense 6. This area covers from Tango 18 through Tango 27 to include all of the west side of the base. Three S&F Teams work this area, Sierra 4, 5 and 9.

6. SECTOR II: Sector Supervisor Call-Sign; Defense 7. This area is from Tango 33 to include the Flight Line and the southern portion of the base from Tango 2 to Tango 28. Again three S&F Teams work this Sector, Sierra 1, 3 and 8.

7. SECTOR III: Sector Supervisor Call-Sign; Defense 8. This Sector consists of the Bomb Dump (NMS), the north and east portions of the base. Sierra 2 (Bomb Dump), Sierra 6 and 7 are the S&F Teams for this Sector.

8. SENTRY DOW SECTION: Call-Sign; Kilo. They are supervised by two senior NCO's, Kilo 1 (north and east perimeter), and Kilo 1a (west and southern perimeter). These Kilo units will normally work in front of your position and are responsible for early detection of a ground attack.

Phù Cát 12th SPS Cobra Manual, Page - 5

9. SNIPER AMBUSH TEAMS: Call-Sign; Charlie. Regular Security Policemen like yourself who were specially trained to go out past the MLR (Main Line of Resistance), to detect enemy movement as they cross our perimeter.

SECURITY ALERT CONDITIONS

SECURITY ALERT CONDITION WHITE: Condition WHITE is the day-to-day security posture which will be maintained to meet minimum security requirements.

SECURITY ALERT CONDITION GRAY: Security Alert Condition GRAY will be placed in effect when intelligence reports indicate a need for increased vigilance. The condition will be implemented when directed by Higher Headquarters, the Wing Commander, Chief of Security Police or a Security Police Officer.

SECURITY ALERT CONDITION YELLOW: Condition YELLOW will be placed in effect when reliable intelligence data indicates the base is subject to attack by hostile forces and the timing of the attack cannot be predicted.

SECURITY ALERT CONDITION RED (Option I): This condition would be implemented when the base is under actual attack, or when intelligence data indicates that an attack on the base is imminent.

SECURITY ALERT CONDITION RED (Option II): This condition will be initiated only by the Wing Commander when external defenses have been over run and the enemy forces are breaching the main line of resistance (MLR) in numbers greater than can be handled by reaction forces.

Phù Cát 12th SPS Cobra Manual, Page - 6

SECURITY POLICE GENERAL ORDERS

You and all Security Policemen are required to know the following General Orders:

1. I WILL TAKE CHARGE OF MY POST AND PROTECT PERSONNEL AND PROPERTY FOR WHICH I AM RESPONSIBLE UNTIL PROPERLY RELIEVED.

The Number and Limits of each Security Policeman's post are defined in his Special Orders. He is instructed where he can go and what he must do in the performance of his duties. When he is placed in charge of that post, his superiors are relying on him to comply with the orders and instructions given him until they relieve him of those responsibilities.

2. I WILL REPORT ALL VIOLATIONS OF ORDERS I AM INSTRUCTED TO ENFORCE AND CALL MY SUPERIOR IN ANY CASE NOT COVERED BY INSTRUCTIONS.

A Security Policeman apprehends anyone violating the orders he is instructed to enforce, notifies Security Police Headquarters/CSC, and detains the individual until his superior arrives. Unforeseeable situations will occur that are not specifically mentioned in orders. In such cases, the Security Policeman contacts his superior for a decision or course of action.

3. I WILL GIVE THE ALARM IN CASE OF DISORDER OR EMERGENCY.

A security policeman immediately reports any unusual events which threaten the security of the installation or endanger lives or property. He takes reasonable counter-action to save life and minimize the extent of damage. At the same time, he maintains the security of his post and is alert for possible violations of his Special Orders during the emergency.

Phù Cát 12th SPS Cobra Manual, Page - 7

RULES OF ENGAGEMENT

Since the air base may be attacked by fire from outside the base or by infiltrators or agents inside the base, it shall be established policy that:

a. Guards, sentries, outposts, watchposts and patrols will fire on any force or individual committing a hostile act either within the base or from outside the base. A hostile act is defined as firing in the direction of the base, setting up weapons within range of the base (unless prior clearance has been secured by friendly forces), attempting to infiltrate or overwhelm by numbers an outpost, or failure to halt when ordered to do so when within the base.

b. All necessary force to defeat an attack shall be applied. Such force may include: small arms, automatic weapons, crew served weapons, artillery fire, armed helicopter attack, attack by aircraft, or attack by infantry or armored formation.

c. All reasonable care will be taken to reduce damage to innocent personnel and buildings, but defense of the air base will be considered as overriding*.

CHALLENGED PROCEDURES

The following instructions are not intended to apply in unique situations where free fire zones have been established through local officials, or in other unusual situations where free fire zones have been established in coordination with commanders of friendly forces. Neither are the following instructions intended to change or modify the Rules of Engagement.

a. The challenge must always be effected on the assumption that the party being challenged is hostile. Therefore, CSC must be kept apprised of what is taking place. Likewise, the sentry must keep the challenged party under close scrutiny and at a tactical disadvantage.

Phù Cát 12th SPS Cobra Manual, Page - 8



- b. The command to "Halt" must be executed in a voice loud enough to be heard by the challenged party and in a language understood by the challenged party. In an area of excessive noise, a whistle should also be used in conjunction with the voice command.
- c. If the challenged party does not heed the first command to halt, repeat the command in a loud clear voice.
- d. If the challenged party does not heed the second command to halt, fire a warning shot at a 70 degree angle over the head of the challenged party, followed by a third command to halt.

In the event the individual fails to heed the warning shot and subsequent voice challenge, the sentry is authorized to fire to hit.

NOTE: Persons who are off base when challenged will not be brought under fire for purposes of warning or otherwise, unless such persons are committing a hostile act and fire is authorized in accordance with the Rules of Engagement.

4. Under no circumstance will a weapon be pointed at an individual/s or fired into the air, solely as a bluff. A Bluff shot is defined as firing to frighten or dissuade under conditions where there is no intent or need to fire with the intent to hit.

Phù Cát 12th SPS Cobra Manual, Page - 9

SECURITY REPORTING/ALERTING SYSTEM

1. There are no **RED-PIG MARKS** initiated in South Vietnam.
2. **COVERED WINGS** reports are submitted orally/telephonically by CSC to the local base command post. Each level will relay this report to the next higher level until it has been transmitted to the Seventh Air Force Tactical Air Control Center.
3. Seventh Air Force TACC is the terminus of all Covered Wings reports from bases in South Vietnam.
4. Upon receipt of a single Covered Wings report, the TACC will immediately initiate a down channel **Safe Wing Alerting Order** to all Seventh Air Force bases. Upon receipt of a **Safe Wing Alerting Order**, each base of site will implement those actions listed in the **Safe Wing Check List**.
5. Upon receipt of a **Safe Wing Alerting Order** from PACAF or upon the receipt of three Covered Wings within one hour after the first, Seventh Air Force TACC will initiate a down channel alerting order to all Seventh Air Force bases in South Vietnam directing implementation of **Security Condition Yellow** in coordination with the Wing Command Post and the Wing Commander.



Phù Cát 12th SPS Cobra Manual, Page - 10

VEHICLE, WEAPON, AND GROUND SAFETY

1. **VEHICLE:** Vehicle safety is of command interest here at Phu Cat Air Base. **SPEED CAN KILL.** Due to our perimeter roads and the means in which the driver must travel in order to post or pick up guards, speed is the most important factor. **DO NOT** under any circumstances drive a posting vehicle more than 15 Miles per hour, while on the perimeter roads. **ALWAYS** insure that you have a spotter when backing. Never allow any rider to drape or hang out of the vehicle. Remember all the safety factors while driving any type vehicles.

"WHEN YOU DANCE WHILE DRIVING, YOU BET ON YOUR LIFE"

2. **WEAPONS:** They are not toys. Your weapon was made for one reason and one reason only, **TO KILL** and it will do just that. The following procedure will keep you from killing a friend:



- a. Upon receiving your weapons from the Armory, proceed to the clearing barrel and a qualified NCO will visually inspect the chamber.
- b. When you are sure the chamber is clear, release the bolt, making sure the weapon is on "SAFE".
- c. While on the posting vehicle, keep the weapon/s pointed in a safe direction.
- d. Do not insert a magazine/belt into the weapon until you are on post.
- e. When your shift ends, remove the magazine from the weapon, making sure the weapon/s are on "SAFE".

Phù Cát 12th SPS Cobra Manual, Page - 11

F. After you depart the posting vehicle, proceed to the clearing barrel and under supervision, again clear the weapon.

BOYS: The M-79, M-17A, M-56 and M-148 are always cleared in the field under the supervision of the senior man present.

You will not be allowed to store or keep any weapon in the hootch area, they must be kept in the Security Police Armory.

GROUND: Can you picture yourself in a hospital bed at Cam Ranh Bay along side of someone who was wounded by enemy fire. He turns to you and inquires as to how you were hit and you reply "I tripped over a water hose". It sounds silly but it happens, due to carelessness. If you see such hazards, remove them. Don't try to leap on the posting truck with a Single-Bound, you will bounce into the hospital.

"YOU ALL HAVE COMMON SENSE, USE IT"



Phù Cát 12th SPS Cobra Manual, Page - 12

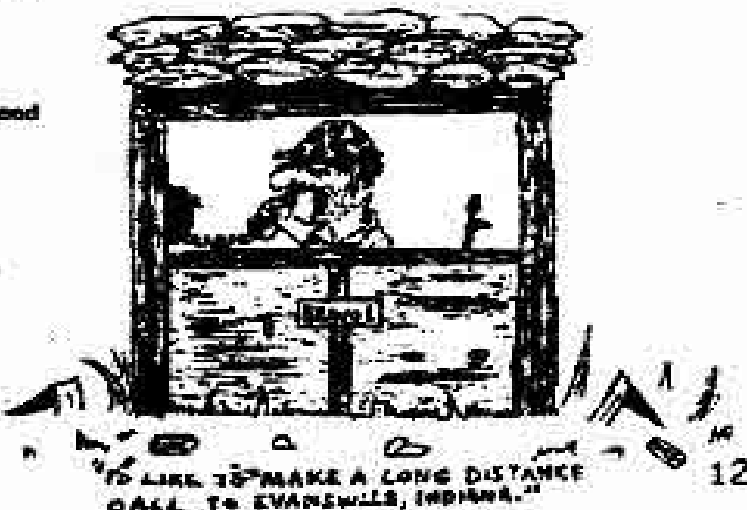
COMMUNICATIONS

1. The Motorola R-23 (Handie Talkie FM Radio), is a Multi-Channel radio and has a range of approximately 5 miles. It has four frequencies: Channel 1, all west, south and flight line posts; Channel 2 all north, east and Karter pits; Channel 3, base law enforcement; Channel 4, is kept clear and used for special events and can be used as an emergency frequency.

2. The key to any communications network is radio discipline. Don't jam the net with needless transmissions, use the radio as it was meant to be used, "A rapid means of relaying information." The cost of the radio is over \$1,000 and once you sign for it, it becomes your responsibility, be careful. While on post, try to keep it free from dust and mud, keep the volume as low as possible as the sound travels at night and will give away your position.

3. It would be impossible to memorize the complete Two-Digits, below listed are the most common used by Cobra Flight:

10-1	Receiving poorly	10-38	Election accomplished
10-2	Receiving good	10-47	Revolutions with _____ at
10-3	Stop transmitting	10-51	Is your post secure
10-4	Acknowledge, will comply	10-53	Illuminate Area
10-5	Standby	10-67	Post Secure
10-6	Busy	10-76	Service your vehicle
10-7	Out of service	10-78	Request for water
10-8	In service	10-79	Request for coffee
10-9	Location	10-81	RELIEF
10-10	Return to normal operation		
10-11	Return to this station		
10-12	Phone this station		
10-13	Trouble, help needed		
10-14	Latrine break		
10-19	Proceed at emergency speed		
10-20	Report		
10-21	Radio Check		
10-22	Time check		
10-23	Disregard		
10-24	Station not clear		
10-25	Change frequency to _____		
10-28	Clear net for message		
10-29	Negative		
10-30	Proceed at normal speed		



Phù Cát 12th SPS Cobra Manual, Page - 13

2. **LAND/LINES:** A few posts have land lines and when conditions prevail you will not be given a radio. This will happen during expanded security, when we are required to man more positions. When using the land line answer with your post and not your name, as it will take less time to look up a persons name than if he reports with his post number. On most land lines, there may be as many as four posts on the same line. Perform this land line check as soon as you get on post, to make sure you have proper communications.

During times of emergency you will be notified as to the activity by land line, so wait your turn, CSC will get the information to you as fast as possible.

If you have something to report, do it with as little conversation as possible, **EXAMPLE:** "Target 13 reporting small arms fire at 2200 mile, approximately 800 meters." This is all the information needed and it will aid in locating the activity.

3. **SLAP FLARES:** Slap flares are a means of communication as well as for illumination. If your radio and land line fail, use one slap flare and assistance will be dispatched. Under normal conditions never illuminate the area with a slap flare without prior approval from CSC. This endangers the 7-9 positions in front of your post. Remember a slap flare is charged with White Phosphorous which burns rapidly when in contact with skin or clothing. **BE CAREFUL,** you may burn or expose a friendly without thinking.

4. **WEAPONS:** When all other means fail, you are authorized to fire your weapon as a means of communication. Fire it in the air, at a safe angle, three (3) shots at ten second intervals, being careful not to endanger the lives of personnel in the area or government property.



Phù Cát 12th SPS Cobra Manual, Page - 14

RADIO TIME SERIES

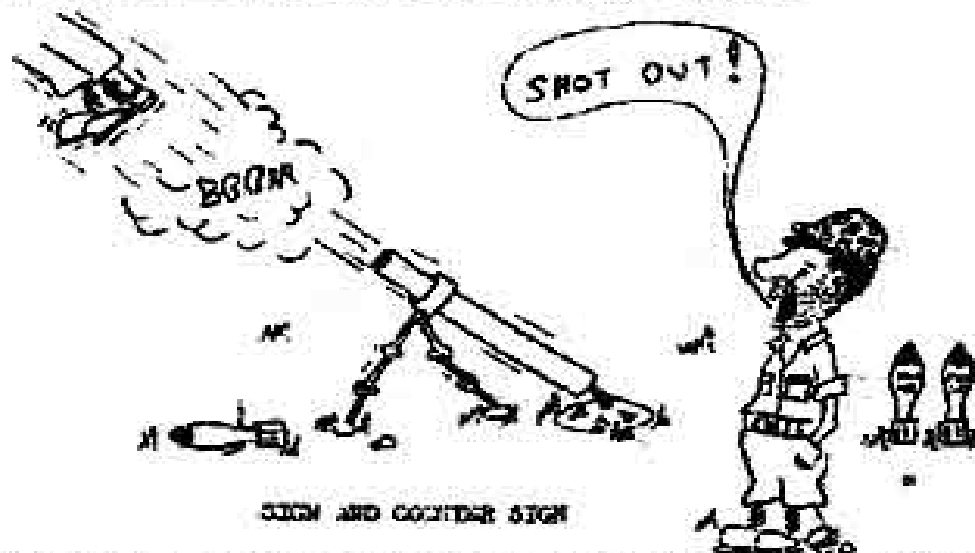
10-1	Receiving Poorly	10-47	Handover with _____ at _____
10-2	Receiving Well	10-48	Complete last assignment ASAP
10-3	Stop Transmitting	10-49	Do you copy/1, Do copy
10-4	Acknowledge, Will Comply	10-50	Friendly Forces in Your Area
10-5	Standby	10-51	Is Post _____ Secure
10-6	Busy	10-52	Challenging/Detaining Suspect
10-7	Out of Service At _____	10-53	Illuminate Areas
10-8	In Service At _____	10-54	Hostile Forces in Your Area
10-9	What is Your Location	10-55	E-9 Alert At _____
10-10	Return to Normal Operations	10-56	Alert Reserve Forces
10-11	Return to Station	10-57	Unusual Incident has Occurred; Search and Secure your area.
10-12	Phone this Office	10-58	Prisoner/Suspect has escaped
10-13	Trouble, need help	10-59	Incoming Small Arms Fire
10-14	Latrines Tweak	10-60	Ground Attack At _____
10-15	Sec-Hostile Emergency At _____	10-61	Artillery Attack At _____
10-16	Hostile Emergency At _____	10-62	Under Attack/Require Assistance
10-17	Sabotage Alert	10-63	Dispatch Additional personnel
10-18	Alert Force Launch	10-64	CSC under Duress
10-19	Proceed at emergency speed	10-65	Implement Alternate CGC
10-20	Repeat, Reception Poor	10-66	Take Protective Cover
10-21	Radio Check	10-67	Post/Area Secure
10-22	Time Check	10-68	Superiority, Assess Casualties and Damage
10-23	Disregard Last Transmission	10-69	Wounded/Dead personnel At _____
10-24	Station/Net clear	10-70	Security Condition WHITE
10-25	Change Frequency	10-71	Security Condition GRAY
10-26	All Units Acknowledge	10-72	Security Condition YELLOW
10-27	Relay Messages/Instructions	10-73	Security Condition RED-OPTION 1
10-28	Clear net for message	10-74	Security Condition RED-OPTION 2
10-29	Negative	10-75	Security Force Launch
10-30	Proceed at normal speed	10-76	Service you vehicle
10-31	Fire at _____	10-77	Vehicle inoperative at _____
10-32	Establish roadblock At _____	10-78	Request Water
10-33	Power Failure at _____	10-79	Request Coffee
10-34	Dispatch ambulance to _____	10-80	Request direct Communication
10-35	Escort Convoy to _____	10-81	Relief
10-36	Arrived at Scene; Advice	10-82	Fight At _____
10-37	Report Status at Scene	10-83	Assignment Completed
10-38	Mission Accomplished	10-84	Request for Hoon Fire
10-39	Vehicle Accident At _____	10-85	Request for Test Fire
10-40	On-Base Aircraft Accident at _____	10-86	Request for Range Fire
10-41	Off-Base Aircraft Accident At _____	10-87	Secondary Bureau Code
10-42	Photographer needed at _____	10-88	Primary Bureau Code
10-43	ROD needed at _____		
10-44	Aircraft burning/Exploding at _____		
10-45	Aircraft Emergency Terminated		
10-46	Plot Aircraft Status		

Phù Cát 12th SPS Cobra Manual, Page - 15

HARASSMENT AND INTERRUPTION (H&I)

H&I Firing is the nightly recon with the weapons available to the Security Police Squadron at Phu Cat Air Base. This recon of fire is a major deterrent against the VC/NVA. If you look at the map of Phu Cat you will notice that the M&R is set back from our actual base boundary and in some locations we have this clear fire zone up to 3000 meters. This enables us to fire nightly on our own base without endangering any friendly forces in the area.

Your participation in the H&I program is needed. When you get to your post request to recon, this will help to keep Charlie back from your position and each time you do fire, you will become more familiar with your weapons.



This is used primarily when challenging. EXAMPLE: A perimeter sentry when challenging vehicles/personnel after initiating the halt would say "Halt" and the person challenged would respond with "Halt", thus the sign and counter sign would be Halt-Halt. If the challenged person/s respond with a word other than halt, it identifies to the challenging sentry that he has unauthorized personnel on his post.

The sign and Counter-Sign is given at each guardpost by the Sector Supervisor. This should be used until when you do not recognize the person approaching your post.

Phù Cát 12th SPS Cobra Manual, Page - 16

ROCKET ATTACK

1. REMEMBER: Although seeking cover from exploding rounds, personnel must remain alert for a probe or attack by hostile forces. Every bunker, lower location on the MR will use clay flares to prevent a ground force from entering the base during a rocket or mortar attack.

2. IMPACTS: If a rocket/mortar impacts near your area of responsibility, insure that CSC is advised immediately and further request the ambulance or fire department if it is needed. Transmissions concerning rocket/mortar impacts should be short and contain required information. EXAMPLE: If A1C Lewis was posted on Bravo 19 (Sector 1), and a rocket impacts on the engine test cell, his transmission to CSC would be "Defense Control from Lewis, IMPACT 50 meters east Fire Department is needed." CSC interprets the transmission to indicate that a rocket has impacted in his area of responsibility and that an aircraft engine is on fire. EXAMPLE: If A1C Wright was posted on Bravo 36 (South end of the runway), and he observed a rocket land on Bravo 37, his transmission to CSC would be "Defense Control from Wright, IMPACT 150 meters east ambulance needed." CSC interprets the transmission to indicate the Security Policeman is injured on Bravo 37 and in addition to an ambulance, Sector 517 would also be dispatched. These type transmissions don't reveal the locations of impacts thereby preventing Charlie from adjusting his sights accordingly. REMEMBER: Always limit transmissions to CSC, but do insure that notification is received.

Phù Cát 12th SPS Cobra Manual, Page - 17

GUARDMOUNT

1. **BEFORE TO GUARDMOUNT:** There are several things to do before going to work. The main thing is to have all your equipment ready and not have to wait until the last minute to find things. A good key to this is "Everything has a place and a place for Everything." Equipment needed; clean uniform, flashlight, weapons card, flak vest, helmet, dog tags, pen and paper, gas mask, web belt, rain gear, and all other personal equipment needed for that tour of duty. **NO DRINKING OF ALCOHOLIC BEVERAGES NINE (9) HOURS BEFORE TO DUTY.**

2. **GUARDMOUNT:** When the command "Fall-in" is given go to your guardmount area, and fall in at the position of attention. The M-16 will be at sling arms, helmet on, and while in Security Condition YELLOW, the flak jacket will be worn. Remain at the position of attention until given at ease. You will be addressed by the Flight Chief and the Duty Officer; pay attention, as all the necessary information, intelligence and posting will be given at this time. When the command "Post" is given you are officially on duty, and required to report to your posting vehicle. No time now to run back to the hootch for something you forgot.

3. **AFTER GUARDMOUNT:** Make sure you have all the equipment signed out to you and board the posting vehicle. While on the posting truck, keep a sharp eye on your gear and make sure no one takes yours off by accident.

AFTER DUTY: When you return to the Armory, proceed to the clearing barrel and clear all weapons, prior to cleaning. Turn in all signed out equipment. Once you have accomplished this you are free to pass out in your hootch.

NOTE: It is very important to eat as many meals as possible for proper health.

Don't stay up all day and try to return to duty that night. Sleep will catch up to you and the Sengkan is not particular to whom he attacks.

Phù Cát 12th SPS Cobra Manual, Page - 18

HOW TO REPORT YOUR POST

Number one why? Why should a guard go to all the trouble of reporting his post to his supervisor? Doesn't he think the guard is capable? The answer is very simple. By listening to a guard report his post a supervisor can tell if the guard has enough knowledge of the post. There are well over 20 posts in each area and you may not be aware of all the particulars of that special post. In this respect the supervisor can evaluate what knowledge you have and fill you in on the areas not familiar to you. Reporting is done in the following manner:



- a. When you report to your supervisor, hold the M-16 at port arm (if it is an officer, hold the weapon a present arm)
- b. Report in the following manner: "Sergeant Jones reports Bravo 23 all secure"
- c. At this point you will sling your weapon and very informally explain the limits, area of responsibility and what weapons you have on post.
- d. Then point out to your supervisor the location of the friendly units around your post.

e. After you have completed this, further explain your field of fire. This will cover all that is necessary to show the supervisor that you have a thorough knowledge of your duties.

The more informal you make your explanation, the better off you will be. A good way to remember this is to explain just as if he was the SAI who was going to relieve you and he knew nothing of the post.

Phù Cát 12th SPS Cobra Manual, Page - 19

WEAPONS ON POST

All Security Policemen should by now be aware of the danger of sleeping on post. It all boils down to one thing, you may never wake up, and the guy in the next bunker or tower will suffer because of your mistake. Here at Phú Cát we deal with this problem quite strictly, look for an Article 15 and a boot if you are caught sleeping.

When you carry that weapon to your post, carry the responsibility that goes with it and do your job. That can't be done in a prone position.

SMOKING ON POST

It is the policy of this squadron, that no one will smoke on post. When you light a cigarette you endanger yourself and the men with you. Enough said, just don't get yourself in a jam by being caught puffing away.



NO RATIONS

Personnel on Cobra Flight are bestowed with the honor of taking with them to their fighting bunkers, one box of G-Rations. These are to be obtained prior to your Guardmount by contacting one of the tireless men of the posting team. As you rummage through this box of goodies, you will find all sorts of surprises: gum, toothpicks, cancer sticks, spoon, sometimes even real food. You may find only part of this treat that suits you, or if you are a purveyor, the cardboard will taste good. Either way, the remains of your so-called meal and where you place them could mean the difference of a week of solid shots. If you leave the food near you in a very short time your position will be over run by rats, ants and the snakes that come up to eat the rats. You end up losing either way.

This was not meant to dissuade you from taking care to post, just don't leave the remains open or near you. Another good reason, a trained sniper can smell your foot and beans at 75 meters, but he won't be coming in to eat them.

Phù Cát 12th SPS Cobra Manual, Page - 20

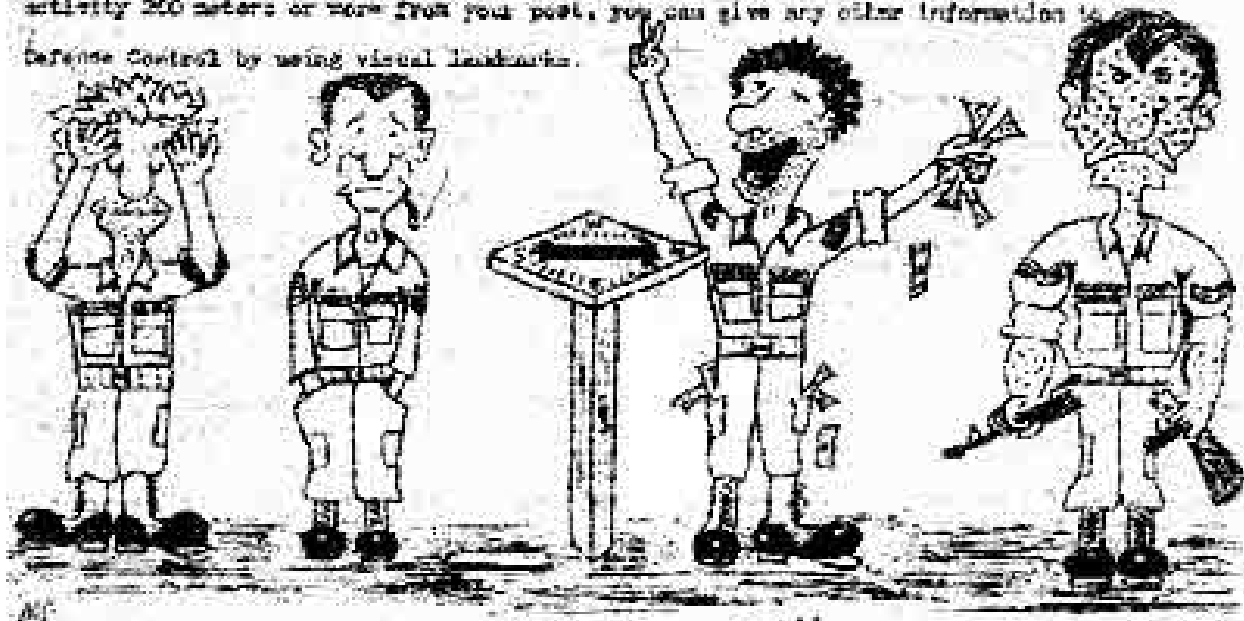
ASTRUM: BOARD

The azimuth boards located on most bunkers and towers can help you as well as hinder you. They can be of great assistance if used properly and at the right time, but can confuse things if used improperly. The board is used on the same principle as a pointer. When you see activity in your area of responsibility point the spinner in that direction and read the mil reading under the front sight. One north will read 0000 mils. As you read from north to east it will start at 0100 mils working clockwise. One south will read 3200 mils.

When to use the board is the most important factor, look at the following situations:

- a. "Defense Control from Tango 21, I have 300 HC at 3000 mils approximately 10 meters from my tower." (When you have something that close to you, the azimuth is not necessary)
- b. "Defense Control from Tango 24, I have flare activity and small arms fire at 3000 mils, approximately 900 meters."

The point is just this, the azimuth board is good for locating movement or any activity 300 meters or more from your post, you can give any other information to Defense Control by using visual landmarks.



64 NORTH A WINNER !!

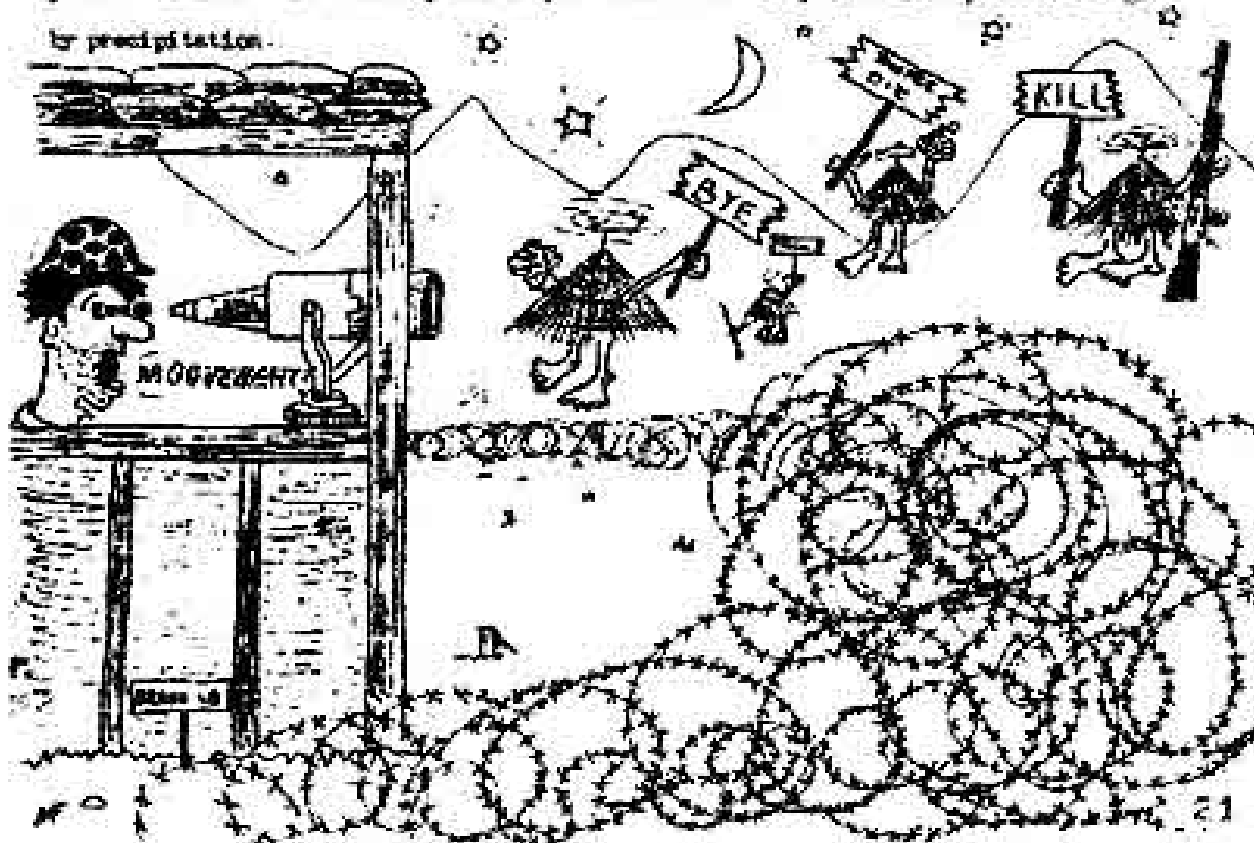
Phù Cát 12th SPS Cobra Manual, Page - 21

NIGHT TIME SCOPES

Cobra Flight uses two types of night observation devices. The first weighing 36 pounds is a night observation device (medium range). It is tripod mounted and is used solely in perimeter towers mainly due to it's size and the awkwardness in the handling.

The second weighing 6 pounds and perhaps the most versatile is a starlight scope and is mounted on the M-16 rifle. Primarily, this scope is used on towers and perimeter posts, but due to its versatility, it can be used wherever illumination in the forest or the threat is highest. This particular scope has proved itself as an effective weapon in the Security Police arsenal.

The effective range of all these battery powered scopes is dependent on the non-availability of lighting and no maximum range is set/established. During the periods of inclement weather, the scopes will be secured/covered to prevent damage by precipitation.



Phù Cát 12th SPS Cobra Manual, Page - 22

LEAVES AND M&A

While on tour here in South Vietnam, each individual is authorized one out of country M&A, one three (3) day in-country M&A and a seven (7) day leave. You must be in country a minimum of 90 days before you are authorized to take leave or M&A.

Application and coordination can be made through the Officer's Room after you have completed flight level coordination at the RPT Office on base. In order to apply for M&A or leave, each individual must first apply through his supervisor to insure that the days desired are available. Usually sixty (60) days in advance is sufficient.

Please consult the squadron bulletin board for the hours for sick call when you return from your M&A.



Phù Cát 12th SPS Cobra Manual, Page - 23

EXPLANATION OF CODES USED:

- | | |
|---|---|
| 1. AED - Air Base Defense. | 25. NVA - Army of North Vietnam. |
| 2. ACTIVE - Active Enemy. | 27. OPFO - Mortar Pit. |
| 3. AMFOGA - Mortar Pit. | 28. OUPAC - Security Police Outpost, on roll 171. |
| 4. ARVN - Army of the Republic of Vietnam. | 29. PF - Popular Forces. |
| 5. BRAYO - Tanker. | 30. RF - Regional Forces. |
| 6. BUSH - High Ground, used for deployment. | 31. ROKA - Korean Army. |
| 7. CALIFORNIA - Korean Camp, on the west perimeter of PGAB. | 32. RT - Mortar Registration Point. |
| 8. CHARLIE TEAM - Security Police Sniper Ambush Team. | 33. SHOOT - Gets upset easy, like Sgt Brooks. |
| 9. CRACK FIRE - Emergency Crack Fire. | 34. SHUT - Going Home Now. |
| 10. CSC - Central Security Control. | 35. STUMP - 60th AAA Artillery, on the east perimeter of PGAB, 103mm. |
| 11. D - Mortar Pit. | 36. TACO - Tower. |
| 12. DEFENSE 1 - Chief of Security Police. | 37. TEXAS - KCR Camp on the southern perimeter of PGAB. |
| 13. DEFENSE 2 - Chief, Security Operations. | 38. TRASH - Mortar flares/chutes and canisters. |
| 14. DEFENSE 3 - CIO, Air Base Defense. | 39. WALKER - Walking post. (Sometimes used after rocket attacks) |
| 15. DELTA GOLF - Distinguished Guest. | 40. 7/13th - Army Artillery, southern perimeter of PGAB. |
| 16. ECHO - Sentry Control Point. | |
| 17. FIC - Fire Direction Control. | |
| 18. FOX - Fighting Tanker. | |
| 19. GRI - Harassment and Interdiction Firing. | |
| 20. THING - Mortar Pit. | |
| 21. KANSAS - Mortar Pit. | |
| 22. KILG - Sentry Dog. | |
| 23. LIVER - Over four, like Sgt Brooks. | |
| 24. MIL - Main Line of Resistance. | |
| 25. MCI - Munitions, Maintenance and Supply. | |



ALL POSTS AND PERSONS
BE ADVISED EARLY AND
A DELTA GOLF WILL BE OUT
ON THE AIR 10/10/68 23

Phù Cát 12th SPS Cobra Manual, Page - 24

GENERAL INFORMATION

1. **APPOINTMENTS:** As appointments of flight personnel are received, notification is usually made by your Sector Supervisor or your name will appear on the front of the duty roster. You are expected to be present for all formations. In the event prior commitments prevent you from making an appointment, immediate notification will be made to your supervisor.
2. **COMMANDERS CALL:** Commanders Call is held at Phu Cat Air Base monthly. It usually lasts about an hour and attendance is mandatory.
3. **LAUNDRY:** The majority of you will have one of the Home-Gene take your laundry which will be washed and ironed in the squadron area. There are Korean laundries located on base and the usual time for return of clothes is three days.
4. **HOSTELS:** We have the best living conditions found anywhere in Vietnam. The hostels will accommodate eight to ten men and each unit will have one maid assigned. Each day (except Sunday), the Home-Gene will clean the hostel, shine shoes, make the beds, etc. This service costs each man \$7.00 per month and is payable to the 1st Sergeant prior to the 5th of each month. Any incident occurring where the maid does not fulfill her duties, should be brought to the attention of the 1st Sergeant. Inspections performed monthly by our commander and staff insure the compliance with the local and base directives. We all must participate to keep the high living standards that now prevail.
5. **UNIFORMS:** All uniforms are worn in compliance with AFI 95-10, Phu Cat Supplement 1. USAF Japan and name tags will be worn with the shirt at all times. With the maid service now available for each hostel, there is no excuse for a dirt, or torn uniform.
6. **RFC:** The RFC is designed for your use in authorized areas. If you need dollars, change your money at authorized exchange points only. It is not authorized for you to exchange RFC with Vietnamese civilians.

Phù Cát 12th SPS Cobra Manual, Page - 25

CHAIN OF COMMAND

Commander 12th Tactical Fighter Wing	_____
Vice Commander 12th Tactical Fighter Wing	_____
Commander 12th Combat Support Group	_____
Deputy Commander, 12th Combat Support Group	_____
Commander 12th Security Police Squadron	_____
Chief, Operations Branch, 12th SPS	_____
OIC Air Base Defense	_____
12th SPS Superintendent	_____
Cobra Flight Duty Officer	_____
Cobra Flight NCOIC	_____
Sector Supervisor	_____
Immediate Supervisor	_____
12th SPS Administrative Officer	_____
12th SPS First Sergeant	_____

Phù Cát 12th SPS Cobra Manual, Page - 26

SEEING IN THE DARK

Modern war is often war at night. That means man must learn to see in the dark to see their eyes in new and unfamiliar ways.

So the fighting man needs to know how to make the best use of his eyes at night whether his job puts him in an airplane, on a tank, on a ship, driving a truck, or just getting about on his own feet.

Everyone knows that when you go into a dark room from a bright one it is hard to see until your eyes have become adapted to the gloom. At a movie, it takes a minute or two to see that vacant seat. It may take a couple of minutes before you can recognize a friend. During these minutes, your eyes are becoming steadily more sensitive to the faint light.

There are two ways in which your eyes adjust for seeing in the dark. They can open up to let in more light, and they can shift over to a more sensitive set of light detectors. They do both.

It's the pupil of the eye that opens up in the dark to let more light in and closes down in bright light to a pin head opening so as to keep out too much light. The pupil works like the diaphragm in a camera, which you open wide for taking the pictures in dim light.

But the important change is the shift to the more sensitive set of detectors. The retinas of your eyes have two batteries of light detectors called cones and rods. The nerve fibers run from them to the brain. The cones do the seeing in bright light, the rods at night. In twilight and bright moonlight both are working together.

The rods (Millions in each eye) are color blind. That is why at night, all cats are gray. Cats, as well as trees and flowers, provided the night is dark enough will be gray in color. But a red or green signal-light is seen as colored at night because it is bright enough to get the cones working.

The cones (also millions in each eye) are packed together most closely in the center of the retina, the part that does the most accurate seeing in daylight. 26

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 27

That's why in daylight, you always have to look directly at something in order to see it best. The cones also see colors

The rods are packed most closely together at the outside edges of your retinas and there aren't any rods at all in the very center. The part of your eye that is most sensitive in daylight is actually blind at night. So don't look directly at a thing to see it in the dark. Look along side of it. That faint object out there in the dark caught your attention because it moved a little what is it? It disappears when you look at it closely, but there it is again when you look at it to one side. Keep looking to one side or the other and you may be able to tell whether it is a man or simply a bush that moved in the wind.

Both the rods and the cones are differently sensitive to different colors of light. The cones are most sensitive to yellow light. That is why yellows in daylight are brighter than reds, greens and blues. The rods are most sensitive to yellow-green light, but they differ most from the cones in seeing blue light. They are one thousand times as sensitive as the cones. So don't use blue lights in a black-out. The enemy's eyes, like your own, can see blues easily in the dark. Use red lights instead, for the rods see pure red light as black. But don't use any ordinary red light, because that is not pure and will affect the rods.



Night-eyes lack the sharp vision for detail that your day-eyes have. You can't read, or study an instrument dial, or examine a map, a road sign or your watch by using your rods. For that you must put your cones to work by having more light, or of course shielding it carefully from the enemy if he is not to know where you are.

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 28

But night eyes are extraordinarily sensitive to faint light. An ordinary candle flame or lighted match could be seen ten miles away if the night were completely black, if there were no haze at all in the air. Even with haze and starlight, a match can be seen for many miles. So don't strike matches in a blackout or when the enemy may be watching.

It takes (half an hour or more) for the rods to get completely into action after you have been in the light. When you first go from a brightly lighted room into a blacked-out night, you are at first completely blind. Neither the cones or the rods work,



Then three things happen. First the pupils of your eyes dilate, thus letting more light into your eyes. That helps a little. Next the cones get more sensitive. They divide up the blacks into blacks, dark grays and light grays. That takes about five minutes. More slowly the rods get adjusted. You begin to see shapes and outlines in the gloom where there were not even vague bulking shadows before.

This is due to a slow chemical change, which is rapid at first but not fully completed for half an hour.

The airman, who at a command or an alert signal leaves a lighted room to run on duty without having prepared his eyes, is completely at the mercy of the enemy as far as his vision is concerned. By the time he gains the use of his night eyes the emergency may be over,

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 29

And even when your eyes are adapted to the dark, flashing on a light, though only for a short time, may ruin your night vision for another half hour. You can lose by a few minutes of light all you gained by half an hour in the dark. The brighter the light and the longer you look at it, the more you lose.

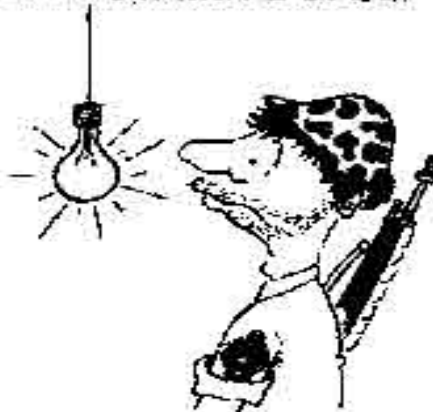
GETTING READY TO SEE IN THE DARK

Complete darkness is the best preparation for night fighting. Protect your eyes from light before you start and while you are out. If you can't stay in darkness, keep the lights around you as low as possible and never look straight at them. And if you have to look at a lighted object, be quick about it. Looking at an instrument dial, lighted only by red light, can cut down the distances at which you can see a friendly or enemy force by fifty percent. So don't look at the dial any longer than you must.

Experienced gun pointers and spotters know that they must not watch the flash of their own guns as they fire. The flash of a six inch gun can dull the eyes for more than a minute. Under continuous fire at dawn or dusk, it is impossible to aim some rapid fire guns accurately at a target when the gunners let themselves watch the flash. At night the effect is even greater. Luckily the flashes of rifles and small-caliber guns have much less effect on the eyes.

There are several ways in which you can become adapted to the dark even though you must work in fairly bright light. Each way is suitable only for certain kinds of jobs.

A better way to get the eyes dark adapted is to work in deep red light. Remember that pure red has almost no effect on the rod cells of your eyes. So, if deep red light is available, you can read or work, if you have to and still be dark adapting your night eyes so that you will be ready for nearly instant action.



Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

Click to Report BROKEN LINKS or Photos, or Comment

Phù Cát 12th SPS Cobra Manual, Page - 30

If you can't get bulbs of deep red, you may get by with a red cellophane covering for a light or an instrument. But the red cellophane covering is pretty poor because it lets through some orange and some white light. That tends to desensitize your rods. Even the red bulb is not perfect and ought not to be any brighter than is absolutely necessary.

HOW TO USE NIGHT VISION

It isn't enough to get your night-eyes working at full capacity by staying in the dark or using red light, red goggles or patches. You have to learn to use night-eyes after you get them.

First try an experiment to show you how your eyes work in the dark. You must have a room that can be completely blanked-out into which you can let just a little light, shutting the light out gradually. If the windows are dark, you can close the door slowly.

Take a sheet of typewriter paper, cut it in two, then cut one half in two, then one of these quarters in two, and keep on until you have a piece not more than a quarter of an inch across. You now have almost a dozen pieces of white paper ranging in size from a tiny scrap up to a piece about eight by five inches. Lay them out on a black table or other dark surface.

Now shut the door and let your eyes get use to the dark. Wait ten minutes at least, half an hour if you can spare the time.

Now open the door a crack until you can just see the tiniest piece. The bigger pieces will be brighter than the smaller. The biggest piece will almost glow. The more light a piece reflects, the brighter it appears.

Now watch the big piece. You are seeing it with your cones. Gradually it will fade out until you cannot see it at all. That is the cones getting fatigued.

Now pay attention to the other pieces while trying to keep your eyes fixed on the place where the big piece disappeared. They are still visible to the rods. In fact, viewed this way, out of the corner of your eye, they seem to glow as though

30

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 31

They were phosphorescent. If you look directly at one though, it disappears because there are no rods in the center of the retina. Move your eyes away however, and the little piece that disappeared pops back again. You can make them come and go. A piece is there when you don't look at it, and gone when you stare.

That's one alarming thing about being in a strange area in the dark. The object that might possibly be a sniper isn't there when you look at it, but comes back when it thinks you aren't noticing.

In the dark, you may not be able to spot an airplane if you look directly at it. Yet you can pick it up again out of the corner of your eye if you will look away and disappear again if you look directly at it. The same thing is true if you look at a distant ship, an unlighted car or tank, or even a distant star.

Always remember, therefore, that you must look a little to one side in order to see best on a very dark night. Learn to pay attention to things which are just a little off the center of your field of vision. Learn to keep from looking directly at any object in the dark. As you feel your eyes drawn almost to the side of it and look again with the tail of your eye. It takes practice to do this without fail, but it is worth the trouble to learn the trick.

Don't keep looking steadily to the same side of the object, because it will disappear too. Use one side first, then the other.

Nightweyes are slow in responding except to bright objects and moving objects. You may have to look several times before you can be sure you have spotted something. Keep looking, always just alongside of the dark still object, avoiding the urge to stare.

Phù Cát 12th SPS Cobra Manual, Page - 32

RULES FOR SEEING IN THE DARK

1. Protect your eyes from light before you go on night duty and while your out.
2. Stay in the dark beforehand, or use redlight.
3. Never look directly at any light, or at any illuminated object except in red light. If you must break this rule, be quick with your looking.
4. Use the corners of your eyes when you are out on duty. Keep looking alongside of what you think is there, until you have made up your mind about it.
5. Keep your eyes moving. Look and move, look and move. Don't sweep them over large regions, and don't stare continuously at one spot.
6. Keep your windshield spotless, free of dirt, salt, and scratches.
7. Keep down the light on your own side of the windshield, and screen it from the windshield.
8. Keep yourself wide awake and on the alert. Don't break training. Use good sense about eating, drinking and smoking.
9. Practice recognition. Learn by experience to recognize from slight clues the objects you need to recognize.
10. Practice all the rules for seeing at night until they become second nature to you. Use every possible device to aid you.

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 33

VICTOR CHARLIE

1. VC PROBS AND ATTACKS: In order for the VC to test the defense of FCA&B, they use the method of PROBING. This is usually accomplished by a squad of 10 to 20 men of VC who try to penetrate and/or find weaknesses in the outer defense. If the VC find an outpost that they feel is vulnerable to attack, they will attack using usually a variety of weapons. The VC in this area employ: small arms, machine guns, grenades, grenade launchers, rockets, explosives, catchel charges, mortars and recoilless rifles. The attacks may be small harrasing attacks or larger attacks designed to wipe out an outpost. As a general rule, probes are usually the prelude to an attack.

2. VC THREAT TO FCA&B: As the VC demonstrated on several occasions, they have the capability of launching a surprise heavy mortar/rocket attack on Phu Cat. The VC also have the capability of penetrating onto Phu Cat by means of a comendo/suicide raid. Supervised from other bases which the VC have penetrated indicated that these comendo/suicide raids are sometimes launched in conjunction with or immediately following a mortar/rocket attack. SPECIAL NOTE: Never underestimate the VC. He is a highly trained killer and he has over 20 years of experience to back it up. When he does come over the fence, remember he has only one objective in mind, and that is to kill you.

You will here a lot of typical GI talk, our best advice is to listen to it, evaluate the source, and disregard it. You and you alone will be making the decision when to fire. This can be made effectively, if you stay alert, and take advantage of the training tools available to you. 33

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 34

EPILOGUE

by
Loren E. Fry

"Although this booklet may not be the gospel, many truths are evident. Hopefully you may benefit from MSgt Brooks knowledge and experience as so imparted in this pamphlet. Many fine men have been with the fighting Cobras' and many good men stationed in the world will soon be reassigned to the "Nam." Regardless of race, color or creed the fighting Cobras' are only as good as the 240 men assigned. Not officer, not NCO nor airman alone give Cobra Flight its well deserved name, but each and every man from officer to airman doing his share,"

34

Pages:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	Map	

We Take Care of Our Own

[Click to Report BROKEN LINKS or Photos, or Comment](#)

Phù Cát 12th SPS Cobra Manual, Page - 35

