

# Phase II players prepare

**MOPP Level 0**

**Available for immediate donning**

- Individual protective equipment (IPE)

**Carried**

- Protective mask with C2 series canister or filter elements and hood installed
- Field gear worn when directed
- Aircrew-protective mask/hood with C2 series canister

**Primary use**

- Pre-Attack
- During periods of increased alert when the enemy has a nuclear, biological, or chemical (NBC) offensive capability
- There is no indication of NBC use in the immediate future

**Marking**

Print **USAF**, rank, first and last name with a permanent marker on duct tape. Attach tape to:

- helmet (front and rear)
- protective hood (horizontally above the systems in the front and in the approximate middle of the back of the hood)
- jacket (over wearer's right breast)

Groundcrew      Aircrew

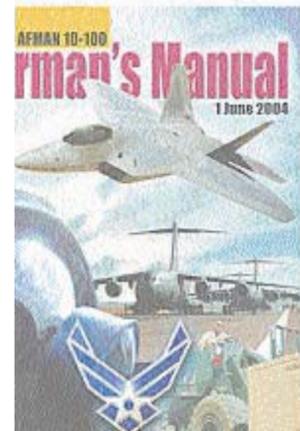
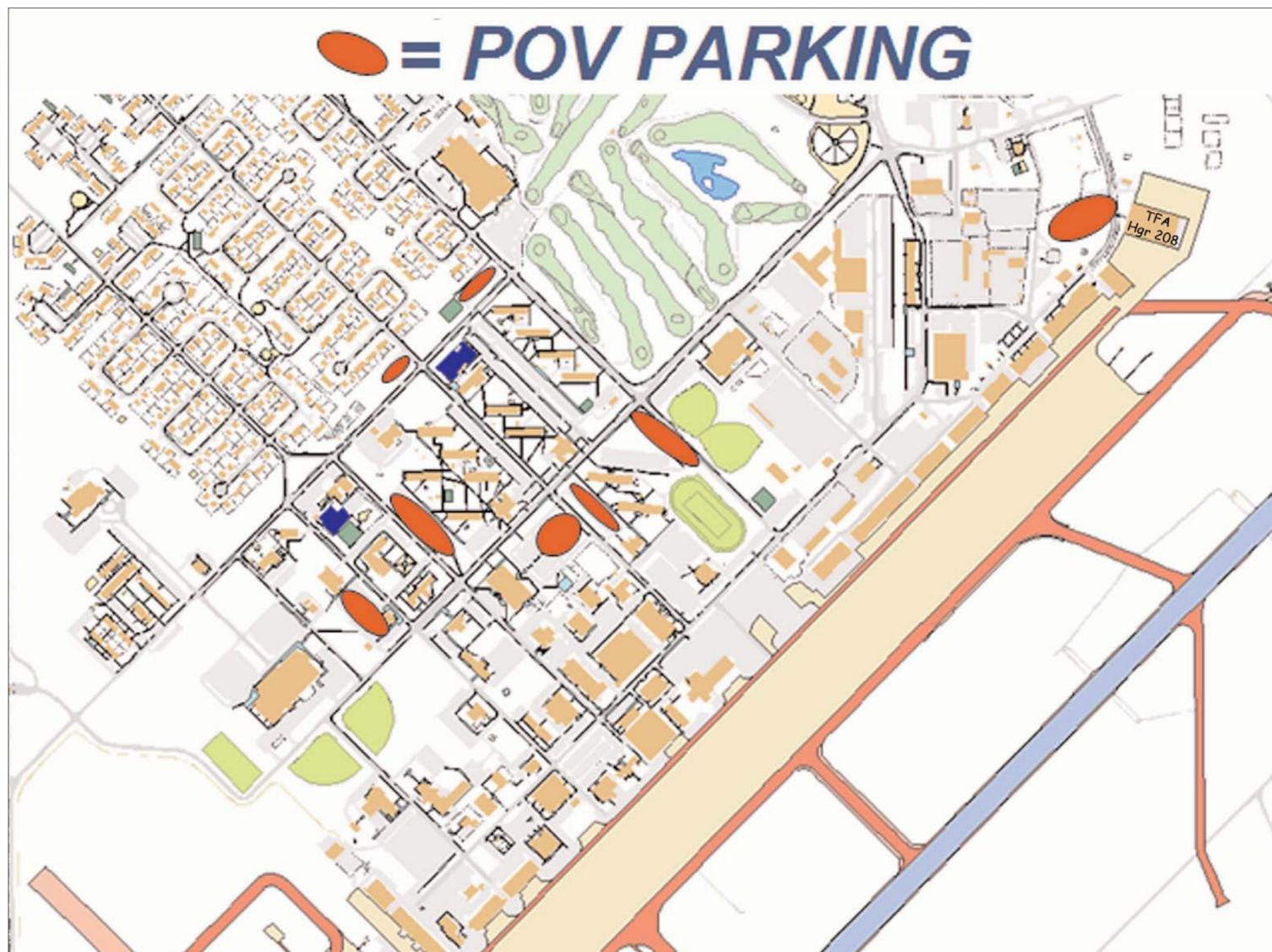
"Train like you fight!" – This common phrase embodies our philosophy that training is the key to our readiness and the reason we are the world's greatest Air Force. Next week Team Cannon will step up our training tempo with Phase II Exercise CORONET ROADRUNNER 06-05, simulating employment at a deployed "Base X" location. The week will focus on readiness and training and will be one of the final opportunities to hone our expeditionary combat skills before we deploy in support of AEF 3/4 in the fall.

This Phase II exercise will be a little different than those you may have seen in your career. In keeping with the "train like you fight" motto, I've charged the wing inspections office with doing two things. First, the exercise will have more of a training focus, to include a dedicated Training Day on Tuesday following Transition Day and prior to STARTEX. The Training Day will include opportunities for training in areas like convoy operations, pallet build

up, UCC and SRC operations and other targeted training opportunities as directed by your commanders and supervisors. Second, the exercise will present a realistic environment representative of the types of adversaries and threats we face in today's world. You can expect a dynamic wartime scenario designed to challenge your ability to survive and operate successfully in a combat zone.

All Cannon Airmen, not just those tasked to deploy on AEF 3/4, should use this exercise to concentrate on preparing yourself for deployment. In our Air Force' expeditionary mindset, every Airman must be physically and mentally ready to deploy at any time to any location. Next week's exercise is your chance to make sure you're ready. I'm challenging you to use this exercise to become an even more lethal member of Team Cannon!

**CANNON 1**  
**Col. Scott West**  
 27th Fighter commander



**Review Airman's Manual before the exercise.**

## SHUTTLE BUS STOPS

### Non-Play Area Stops

- Hangar 208
- Parking Lot @ Olympic and Casablanca
- Parking Lot @ Olympic and Arcadia (Dorm stop 1)
- Base Theater Parking lot
- Corner of DL Ingram Blvd and Sextant (Dorm stop 2)
- Bldg 600 Parking lot
- Bldg 355

### Play Area Stops

- Hangar 208
- Bldg 198
- Bldg 190
- Bldg 160
- Bldg 123
- Bldg 125
- Bldg 799
- Bldg 150
- Bldg 593
- Bldg 335
- Bldg 300
- Bldg 206

Mon 7 Aug	Tues 8 Aug	Wed 9 Aug	Thurs 10 Aug	Fri 11 Aug
Drive to Work Wear Field Gear Carry Chem Gear	Drive to Work Wear Field Gear Carry Chem Gear	Process At TFA Take Bus to Work Wear Field Gear MOPP as Directed	Process At TFA Take Bus to Work Wear Field Gear MOPP as Directed	Process At TFA Take Bus to Work Wear Field Gear MOPP as Directed
<b>Transition Day</b>	<b>Training Day</b>	<b>Phase II Exercise</b>	<b>Phase II Exercise</b>	<b>Phase II Exercise</b>
	1800 Bus Service Begins TFA Operational			<b>ENDEX</b>
	2000 All UCCs Operational			
	2200 STARTEX All POVs out of Play Area			
				ENDEX + 3 Hours Bus Service Terminated

### In case of mortar or rocket attack:

Immediately shout "Incoming!" and lay down in the prone position – ideally in a low lying area. If better cover is available nearby, move to that safer position between incoming rounds. Avoid gathering in large groups. If you witness where the rounds were launched from, make a report using the S-A-L-U-T-E format, Size, Activity, Location, Uniform, Time and Equipment.

ALARM CONDITION	IF YOU	THIS INDICATES	GENERAL ACTIONS
GREEN	HEAR: ALARM GREEN SEE: GREEN FLAG	ATTACK IS NOT PROBABLE	<ul style="list-style-type: none"> <li>MOPP 0 OR AS DIRECTED<sup>1,3</sup></li> <li>NORMAL WARTIME CONDITION</li> <li>RESUME OPERATIONS</li> <li>CONTINUE RECOVERY ACTION</li> </ul>
YELLOW	HEAR: ALARM YELLOW SEE: YELLOW FLAG	ATTACK IS PROBABLE IN LESS THAN 30 MINUTES	<ul style="list-style-type: none"> <li>MOPP 2 OR AS DIRECTED<sup>1</sup></li> <li>PROTECT AND COVER ASSETS</li> <li>GO TO PROTECTIVE SHELTER OR SEEK BEST PROTECTION WITH OVERHEAD COVER<sup>2</sup></li> </ul>
RED	HEAR: ALARM RED, SIREN - WAVERING TONE SEE: RED FLAG	ATTACK BY AIR OR MISSILE IS IMMINENT OR IN PROGRESS	<ul style="list-style-type: none"> <li>SEEK IMMEDIATE PROTECTION WITH OVERHEAD COVER</li> <li>MOPP 4 OR AS DIRECTED<sup>1</sup></li> <li>REPORT OBSERVED ATTACKS</li> </ul>
	HEAR: GROUND ATTACK, BUGLE - CALL-TO-ARMS SEE: RED FLAG	ATTACK BY GROUND FORCES IS IMMINENT OR IN PROGRESS	<ul style="list-style-type: none"> <li>TAKE IMMEDIATE COVER<sup>2,3</sup></li> <li>MOPP 4 OR AS DIRECTED<sup>1</sup></li> <li>DEFEND SELF AND POSITION</li> <li>REPORT ACTIVITY</li> </ul>
BLACK	HEAR: ALARM BLACK, SIREN - STEADY TONE SEE: BLACK FLAG	ATTACK IS OVER AND NBC CONTAMINATION AND/OR UXO HAZARDS ARE SUSPECTED OR PRESENT	<ul style="list-style-type: none"> <li>MOPP 4 OR AS DIRECTED<sup>1,3</sup></li> <li>PERFORM SELF-AID/BUDDY CARE</li> <li>REMAIN UNDER OVERHEAD COVER OR WITHIN SHELTER UNTIL DIRECTED OTHERWISE</li> </ul>

NOTES:  
 1. WEAR FIELD GEAR AND PERSONAL BODY ARMOR (IF ISSUED) WHEN OUTDOORS OR WHEN DIRECTED.  
 2. COMMANDERS MAY DIRECT MISSION-ESSENTIAL TASKS OR FUNCTIONS TO CONTINUE AT INCREASED RISK.  
 3. THIS ALARM CONDITION MAY BE APPLIED TO AN ENTIRE INSTALLATION OR ASSIGNED TO ONE OR MORE DEFENSE SECTORS OR ZONES.

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