

HELIBORNE OPERATION

A. DEFINITION OF TERMS

1. **Heliborne Operations** – is an offensive operation in which combat forces and their equipment move out in the battlefield aboard air vehicles under the control of the ground force commander to engage in ground combat.
2. **Heli Team** – consist of combat equipped troops lifted in a helicopter at one time.
3. **Helicopter Wave** – consist of helicopters which arrive together and land approximately and at the same landing zone.
4. **Landing Zone** – a specified ground area for landing assault helicopter to embark or disembark troops and cargo.
5. **Landing Point** – a point where one helicopter can land. It is designated by two (2) digits number.
6. **Ready Circle** – are alert points from which the heli teams are called to be enplaned.

B. PURPOSE/MISSION

1. The versatility and unique capabilities of the helicopter makes it the most suited aircraft for vertical envelopment missions.
2. The utilization of the rotary-winged aircraft increases the battlefield mobility of ground forces.
3. Makes the enemy territory deep inside accessible to combat units for conduct of offensive operations.
4. Reconnaissance and security operations – to block and screen enemy avenues of approach.
5. Diversionary actions.
6. Seizure and retention of key terrain.
7. Counter-attack of enemy penetrations
8. Long-range combat patrols
9. Raids

C. LIMITATIONS

1. Adverse weather conditions may curtail the use of helicopter.
2. Limited support weapons, heavy equipment and means of communications.
3. Limited capability to engage in sustained combat.
4. Lack of vehicular mobility.
5. Vulnerability to enemy action during landing, assembly, and pick-up.
6. Loss of the element of surprise if airmobile operation is often resorted to by the commander since the enemy may learn to counter-act such operations.

D. HELICOPTER TEAM ORGN AND HELITEAM RESPONSIBILITY

HELITEAM: *Principles to be considered:*

1. Unit Integrity – this means that the unit organization of forces are preserved whenever possible.
2. Tactical Spread – key personnel & important equipment are judiciously distributed on the different aircraft to forestall their total loss in the event that same A/C will not successfully reach the landing zone.

ORGANIZATION: *the helicopter team, also referred to as HELITEAM consist of combat equipped troops lifted in one helicopter at one time. The HELITEAM is composed of nine men:*

- 1 – Squad Leader (Heliteam Commander)
- 2 – Fire Teams (A and B)
- 3 – Members of A and B fire teams and their equipment

RESPONSIBILITY:

1. Inspect each individual member for proper uniform, equipment while in the assembly area.
2. Muster the members of the heli team prior to enplaning.
3. Checks all equipment assigned to the heli team and sees to it that they are properly located before the team is called to the landing zone.
4. Ensures that all weapons are in safe position, all loose gears of the men are properly secured and that they do not carry anything higher than their heads.
5. Leads his heli team from the assembly area to the control point and ready circle in the loading zone.
6. Supervise the enplaning of his heli team.
7. Supervises the deplaning of his heli team personnel and equipment at the landing site.

E. LOADING PROCEDURES:

1. Assembly Area:
 - a. Troops will be assembled.
 - b. Issuance of orders administrative matters are completed.
 - c. Troops are group into heli teams and heli team commander makes their final briefing.
2. Control Point – when directed heli teams are moved to the control point.
3. Ready Circle – alert point wherein the supervisor directs them to the ready circles.

ASSEMBLY AREAS -----> **CONTROL POINT**-----> **READY CIRCLE** ----->

SAFETY MEASURES WHEN WORKING ON HELICOPTER

1. Do not approach from or depart to the rear of the helicopter.
2. Keep body low when approaching and departing a helicopter, especially on slopes.
3. Keep safety belts fastened when airborne.
4. Keep weapons unload and on safe.
5. Keep radio antennas down and secured.
6. Keep hand grenades secured.
7. Do not jump from a hovering helicopter until told to do so by a member of its crew.

F. LAND LOADING PROCEDURES:

1. ENPLANNING:
 - a. On signal by the loading officer, the heli team commander leads his team on the double from the ready circle to the aircraft.
 - b. Heli team should always approach the A/C in column either 45 degrees from the left or right directly in front or 90 degrees from the right facing the A/C.
 - c. Heli team should board the helicopter only upon signal loading officer.
 - d. In the absence of the loading officer or signal man, the heli team commander must wait until the A/C has actually landed before ordering his men to enplane.
 - e. Heli team should run to the helicopter at port arms keeping their head low.
 - f. Upon reaching the A/C, the heli team commander the position near the skid of the helicopter and assist team member to enplane.
 - g. Personnel enter the helicopter carrying rifles in their hands and seat on proper position.

2. DEPLANING:

a. When approaching the landing zone, the pilot or crew chief will orient the heliteam commander as to the direction of north, south, east, and west. They must also try to establish for the heliteam commander his position in relation to an object that is well known to him on the ground.

b. When the helicopter is about to land, the pilot signals the heliteam commander and he in turn orders his man to unfasten seat belts.

c. As soon as the helicopter has landed or when it has stabilized into a hover about the ground, the pilot signals the heliteam commander to disembark.

d. On the go signal of the heliteam commander, the members immediately exit from the side of the helicopter.

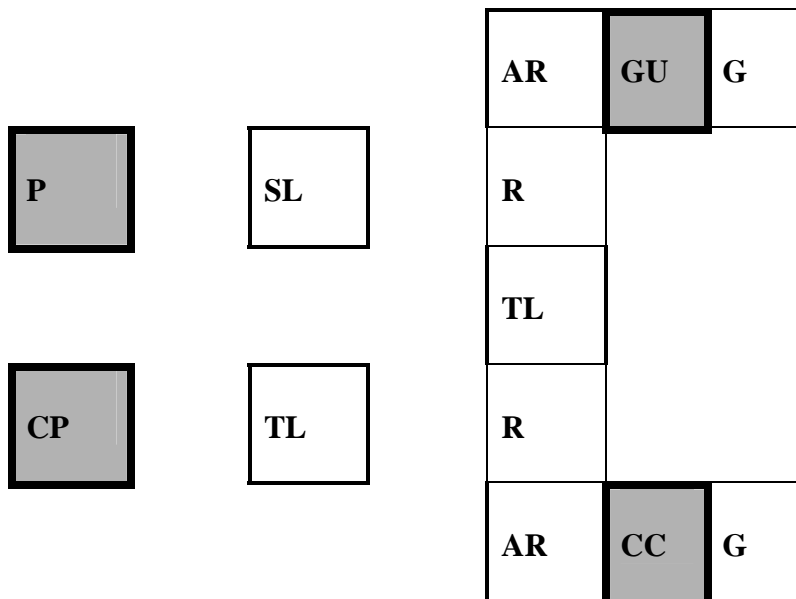
e. They form a tactical formation in front of the helicopter, and assumed the prone firing position until the aircraft had pulled out.

f. The heliteam later regroups and proceed to its objective.

HELITEAM ORGANIZATION AND SEAT DESIGNATION

LOADING SEQUENCE:

9 8 7 6 5 4 3 2 1
G AR R TL R AR G TL SL



P - PILOT
CP - CO-PILOT
GU - GUNNER
C/C - CREW CHIEF

▬ - DIRECTION OF SEAT