

# TACTICS, TECHNIQUES AND PROCEDURES FOR JOINT SPACE OPERATIONS

UNITED STATES SPACE COMMAND, UNITED STATES ORBITAL MARINES, UNITED  
STATES SPECIAL OPERATIONS COMMAND



SCTM 3-09.32

OMTC 9-16.81

SOFM 8-26.88

DECEMBER 2215

DISTRIBUTION AUTHORIZED TO: UNITED STATES  
ARMED FORCES, UNITED STATES SPACE FORCES,  
UNITED STATES ORBITAL MARINES, UNITED STATES  
SPECIAL OPERATIONS COMMAND, WINDFALL  
EMPLOYEES WITH APPLICABLE NEED TO KNOW

**UNITED STATES  
SPACE COMMAND**  
OFFICE OF THE ADMIRALTY  
Luna Platform - UGS44  
GSD-386-LRW-1534



# SCTM 3-09.32: TACTICS, TECHNIQUES AND PROCEDURES FOR JOINT SPACE OPERATIONS

## APPENDIX A: USSC PHONETIC ALPHABET

A. ALPHA	N. NOVEMBER
B. BRAVO	O. OSCAR
C. CHARLIE	P. PAPA
D. DELTA	Q. QUEBEC
E. ECHO	R. ROMEO
F. FOXTROT (FOX)	S. SIERRA
G. GOLF	T. TANGO
H. HOTEL	U. UNIFORM
I. INDIA	V. VICTOR
J. JULIET	W. WHISKEY
K. KILO	X. X-RAY
L. LIMA	Y. YANKEE
M. MIKE	Z. ZULU



# SCTM 3-09.32: TACTICS, TECHNIQUES AND PROCEDURES FOR JOINT SPACE OPERATIONS

## APPENDIX C: DRONE FIGHTER BREVIETY CODES

### 1. MARKING/TARGETING BREVIETY TERMS

- a. **BLIND** - No visual contact of friendly drones/carrier. Opposite of **VISUAL**.
- b. **CONTACT** - 1. Sensor contact of unknown object. 2. Acknowledges sighting of a specific reference point.
- c. **NO JOY** - No sensor or visual contact with target / bandit / reference point. Opposite of **TALLY**.
- d. **MARK** - Record the location of a point or object of interest.
- e. **TALLY** - Sighting of target, non-friendly drone/ship, landmark, or enemy position. Opposite of **NO JOY**.
- f. **VISUAL** - Sighting of friendly drone/carrier. Opposite of **BLIND**

### 2. ENGAGEMENT BREVIETY TERMS

- a. **ABORT** - Cease action or terminate attack prior to weapons release.
- b. **BANDIT** - Positively identified anti-drone enemy.
- c. **BOGEY** - **CONTACT** whose identity is unknown.
- d. **BREAK [direction]** - Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn).
- e. **BUGOUT** - Separation from a particular engagement, attack, or operation with no intent to reengage or return.
- f. **DEADEYE** - Targeting systems inoperative.
- g. **ENGAGE** - A fire control order to direct or authorize units to fire on a designated target.
- h. **LOCK** - Targeting computations of enemy / bandit / reference point complete and ready to fire.
- i. **HIT** - Weapons created the desired effects on the indicated target.
- j. **WINCHESTER** - No ordnance remaining.

### 3. OTHER BREVIETY TERMS

- a. **BINGO** - Fuel state needed for recovery.
- b. **JOKER** - Fuel state above **BINGO** at which separation, **BUGOUT** or event termination should begin.
- c. **PLAYTIME** - Amount of time drone can remain on station, given in hours plus minutes.
- d. **RED** - Drone is at weapon and/or fuel state that is insufficient to continue execution of the mission.
- e. **STATUS** - Request for an individual's tactical situation.