

00:03 Okay I got it.

00:05 Last conversation Hotel Two-Six.

00:09 Roger Hotel Two-Six [Apache helicopter 1], uh, [this is] Victor Charlie Alpha. Look, do you want your Hotel Two-Two two el-

00:14 I got a black vehicle under target. It's arriving right to the north of the mosque.

00:17 Yeah, I would like that. Over.

00:21 Moving south by the mosque dome. Down that road.

00:27 Okay we got a target fifteen coming at you. It's a guy with a weapon.

00:32 Roger [acknowledged].

00:39 There's a...

00:42 There's about, ah, four or five...

00:44 Bushmaster Six [ground control] copy [i hear you] One-Six.

00:48 ...this location and there's more that keep walking by and one of them has a weapon.

00:52 Roger received target fifteen.

00:55 K.

00:57 See all those people standing down there.

01:06 Stay firm. And open the courtyard.

01:09 Yeah roger. I just estimate there's probably about twenty of them.

01:13 There's one, yeah.

01:15 Oh yeah.

01:18 I don't know if that's a...

01:19 Hey Bushmaster element [ground forces control], copy on the one-six.

01:21 Thats a weapon.

01:22 Yeah.

01:23 Hotel Two-Six; Crazy Horse One-Eight [second Apache helicopter].

01:29 Copy on the one-six, Bushmaster Six-Romeo. Roger.

01:32 Fucking prick.

01:33 Hotel Two-Six this is Crazy Horse One-Eight [communication between chopper 1 and chopper 2]. Have individuals with weapons.

01:41 Yup. He's got a weapon too.

01:43 Hotel Two-Six; Crazy Horse One-Eight. Have five to six individuals with AK47s [automatic rifles]. Request permission to engage [shoot].

01:51 Roger that. Uh, we have no personnel east of our position. So, uh, you are free to engage. Over.

02:00 All right, we'll be engaging.

02:02 Roger, go ahead.

02:03 I'm gonna... I cant get 'em now because they're behind that building.

02:09 Um, hey Bushmaster element...

02:10 Is that an RPG [Rocket Propelled Grenade]?

02:11 All right, we got a guy with an RPG.

02:13 I'm gonna fire.

02:14 Okay.

02:15 No hold on. Lets come around. Behind buildings right now from our point of view.
... Okay, we're gonna come around.

02:19 Hotel Two-Six; have eyes on individual with RPG. Getting ready to fire. We won't...

02:23 Yeah, we had a guy shoot---and now he's behind the building.

02:26 God damn it.

02:28 Uh, negative, he was, uh, right in front of the Brad [Bradley Fighting Vehicle; an tracked Armored Personal Carrier that looks like a tank]. Uh, 'bout, there, one o'clock.
[direction/orientation]

02:34 Haven't seen anything since then.

02:36 Just fuckin', once you get on 'em just open 'em up.

02:38 All right.

02:40 I see your element, uh, got about four Humvees [Armored cars], uh, out along...

02:43 You're clear.

02:44 All right, firing.

02:47 Let me know when you've got them.

02:49 Lets shoot.

02:50 Light 'em all up.

02:52 Come on, fire!

02:57 Keep shoot, keep shoot. [keep shooting]

02:59 keep shoot.

03:02 keep shoot.

03:05 Hotel.. Bushmaster Two-Six, Bushmaster Two-Six, we need to move, time now!

03:10 All right, we just engaged all eight individuals.

03:12 Yeah, we see two birds [helicopters] and we're still fire [not firing].

03:14 Roger.

03:15 I got 'em.

03:16 Two-six, this is Two-Six, we're mobile.

03:19 Oops, I'm sorry what was going on?

03:20 God damn it, Kyle.

03:23 All right, hahaha, I hit [shot] 'em...

03:28 Uh, you're clear.

03:30 All right, I'm just trying to find targets again.

03:38 Bushmaster Six, this is Bushmaster Two-Six.

03:40 Got a bunch of bodies layin' there.

03:42 All right, we got about, uh, eight individuals.

03:46 Yeah, we got one guy crawling around down there, but, uh, you know, we got, definitely got something.

03:51 We're shooting some more.

03:52 Roger.

03:56 Hey, you shoot, I'll talk.

03:57 Hotel Two-Six; Crazyhorse One-Eight.

04:01 Crazyhorse One-Eight; this is Hotel Two-Six. Over.

04:03 Roger. Currently engaging [fighting/shooting at] approximately eight individuals, uh KIA [Killed In Action], uh RPGs, and AK-47s.

04:12 Hotel Two-Six, you need to move to that location once Crazyhorse is done and get pictures. Over.

04:20 Six beacon gaia.

04:24 Sergeant Twenty is the location.

04:28 Hotel Two-Six; Crazyhorse One-Eight.

04:31 Oh, yeah, look at those dead bastards.

04:36 Nice.

04:37 Two-Six; Crazyhorse One-Eight.

04:44 Nice.

04:47 Good shoot.

04:48 Thank you.

04:53 Hotel Two-Six.

04:55 Hotel Two-Six; Crazyhorse One-Eight.

05:03 Crazyhorse One-Eight; Bushmaster Seven. Go ahead.

05:06 Bushmaster Seven; Crazyhorse One-Eight. Uh, location of bodies, Mike Bravo five-four-five-eight eight-six-one-seven [military map grid reference].

05:15 Hey, good on the uh...

05:17 Five-four-five-eight eight-six-one-seven [map grid reference]. Over.

05:21 This is Crazyhorse One-Eight, that's a good copy. They're on a street in front of an open, uh, courtyard with a bunch of blue uh trucks, bunch of vehicles in the courtyard.

05:30 There's one guy moving down there but he's uh, he's wounded.

05:35 All right, we'll let 'em know so they can hurry up and get over here.

05:40 One-Eight, we also have one individual, uh, appears to be wounded trying to crawl away.

05:49 Roger, we're gonna move down there.

05:51 Roger, we'll cease fire.

05:54 Yeah, we won't shoot anymore.

06:01 He's getting up.

06:02 Maybe he has a weapon down in his hand?

06:04 No, I haven't seen one yet.

06:07 I see you guys got that guy crawling right now on that curb.

06:08 Yeah, I got him. I put two rounds [30mm cannon shells] near him, and you guys were shooting over there too, so uh we'll see.

06:14 Yeah, roger that.

06:16 Bushmaster Thirty-Six Element; this is uh Hotel Two-Seven over.

06:21 Hotel Two-Seven; Bushmaster Seven go ahead.

06:24 Roger I'm just trying to make sure you guys have my turf [area], over.

06:31 Roger we got your turf.

06:33 Come on, buddy.

06:38 All you gotta do is pick up a weapon.

06:44 Crazyhorse this is Bushmaster Five, Bushmaster Four break. We are right below you right time now can you walk us onto that location over.

06:54 This is Two-Six roger. I'll pop flares [drop flares]. We also have one individual moving. We're looking for weapons. If we see a weapon, we're gonna engage.

07:07 Yeah Bushmaster, we have a van that's approaching and picking up the bodies.

07:14 Where's that van at?

07:15 Right down there by the bodies.

07:16 Okay, yeah.

07:18 Bushmaster; Crazyhorse. We have individuals going to the scene, looks like possibly uh picking up bodies and weapons.

07:25 Let me engage.

07:28 Can I shoot?

07:31 Roger. Break. Uh Crazyhorse One-Eight request permission to uh engage.

07:36 Picking up the wounded?

07:38 Yeah, we're trying to get permission to engage.

07:41 Come on, let us shoot!

07:44 Bushmaster; Crazyhorse One-Eight.

07:49 They're taking him.

07:51 Bushmaster; Crazyhorse One-Eight.

07:56 This is Bushmaster Seven, go ahead.

07:59 Roger. We have a black SUV-uh Bongo truck [van] picking up the bodies. Request permission to engage.

08:02 Fuck.

08:06 This is Bushmaster Seven, roger. This is Bushmaster Seven, roger. Engage.

08:12 One-Eight, engage.

08:12 Clear.

08:13 Come on!

08:17 Clear.

08:20 Clear.

08:21 We're engaging.

08:26 Coming around. Clear.

08:27 Roger. Trying to uh...

08:32 Clear.

08:35 I hear 'em co.. I lost 'em in the dust.

08:36 I got 'em.

08:41 I'm firing.

08:42 This is Bushmaster Forty got any BDA [Battle Damage Assessment] on that truck. Over.

08:44 You're clear.

08:47 This is ah Crazyhorse. Stand by.

08:47 I can't shoot for some reason.

08:49 Go ahead.

08:50 I think the van's disabled.

08:53 Go ahead and shoot it.

08:54 I got an azimuth limit for some reason [gunner moved gunsight too far]

09:00 Go left.

09:03 Clear left.

09:15 All right, Bushmaster Crazyhorse One-Eight.

09:20 A vehicle appears to be disabled.

09:22 There were approximately four to five individuals in vehicle moving bodies.

09:28 Your lead Bradley should take the next right.

09:31 That's cruising east down the road.

09:34 No more shooting.

09:38 Crazyhorse; this is Bushmaster Four. We're moving a dismounted element [troops] straight south through the Bradleys [tanks].

09:44 I have your Elem- uh, Bradley element turning south down the road where the engagements were.

09:53 Last call on station's uh Bradley element say again.

09:56 Roger this is Crazyhorse.

09:58 Your lead Bradley just turned south down the road where all the engagements [shooting] happened.

10:03 Should have a van in the middle of the road with about twelve to fifteen bodies.

10:11 Oh yeah, look at that. Right through the windshield!

10:14 Ha ha!

10:16 All right. There were uh approximately four to five individuals in that truck, so I'm counting about twelve to fifteen.

10:24 I would say that's a fairly accurate assessment so far.

10:27 Roger that.

10:29 I want to just be advised Six, Bushmaster Six are getting mounted up right now.

10:35 Okay, roger. Hey, we can't flex down that road towards that, uh, where Crazyhorse engaged.

10:43 So, uh, I don't know if you want us to do so or stay put. Over.

10:46 Why can't they go down there?

10:56 I think we whacked [killed] 'em all.

10:58 That's right, good.

10:59 This is Hotel Two-Six.

11:03 Hey you got my dismounted element [troops] right there over to your left.

11:06 Roger, I see 'em.

11:11 Hey yeah, roger, be advised, there were some guys popping out with AKs behind that dirt pile break.

11:19 We also took some RPGs off, uh, earlier, so just uh make sure your men keep your eyes open.

11:26 Roger.

11:27 And, uh, Bushmaster ahead are, uh, Hotel Two-Six; Crazyhorse One-Eight.

11:33 Crazyhorse One-Eight; this is Hotel Two-Six.

11:35 Yeah Two-Six; Crazyhorse One-Eight.

11:37 Uh, location I have about twelve to fifteen dead bodies.

11:42 Uh, where else are we taking fire from?

11:48 Currently we're not being engaged, ah, but just south of that location. Break.

11:55 You should see dismounted elements with Humvees [armored cars] moving to the east, over.

12:01 This is Crazyhorse One-Eight; we have elements in sight.

12:05 Bushmaster Three-Six.

12:07 I'm gonna get down a little lower.

12:09 All right.

12:10 I'm gonna come down a little lower and take a quick gander.

12:13 Roger that.

12:14 Six; this is four. We're headed to the area where Crazyhorse engaged.

12:26 Bushmaster Six; this is Hotel Two-Six.

12:28 Request to go to the south to our original BP so if you flushed them to the south we will be there to uh intercept over.

12:39 Hey this is Bushmaster Seven; we're coming up on B... on the ass end of the Brads [tanks].

12:54 Hey uh, Bushmaster Element; this is Copperhead One-Six break.

13:00 We're moving in the vicinity of the engagement area and looks like we've got some slight movement from ah, the ah van that was engaged.

13:06 Looks like a kid. Over.

13:11 This is Bushmaster Seven, roger. Uh, we're about a hundred meters behind you.

13:16 Got that big pile, to the right?

13:18 Roger, you gonna pull in here? Do you want me to push stuff so you can, uh, get clear of it?

13:21 Right on the corner?

13:22 What's that?

13:23 Got that big pile of bodies to the right, on the corner?

13:24 Yeah, right here.

13:25 We got a dismounted infantry and vehicles, over.

13:30 Again, roger.

13:31 And clear.

13:48 There's the Bradley right there.

13:51 Got 'em.

14:00 Hotel two-six; are you uh at this grid over?

14:05 Yeah I wanted to get you around so didn't you just get that one dude to scare them all away. It worked out pretty good.

14:11 I didn't want those fuckers to run away and scatter.

14:12 Yeah.

14:15 Bushmaster Six; Hotel Two-Six. Roger, we linked up with our two element they are all mounted up in our trucks break.

14:23 We moved south so that we could ah possibly intercept personnel being flushed south. So we are vicinity Fifth Street.

14:30 And ah please line Gadins. Over.

14:37 Bring the trucks in, cordon this area off.

14:39 Can we move the Bradley forward so we can bring trucks in and cordon off this area.

14:44 If the Bradleys could take the south cordon, that could help out a lot.

14:53 Bushmaster or element. Which Element called in Crazyhorse to engage the eight-elem-eight-men team on top of a roof.

15:02 Bushmaster Six; this is Hotel Two-Six. Uh, I believe that was me.

15:07 They uh had AK-47s and were to our east, so, where we were taking small arms fire. Over.

15:20 Hotel Crazyhorse One-Eight.

15:26 Crazyhorse One-Eight; this is Hotel Two-Six.

15:28 Yeah Two-Six. One-Eight I just also wanted to make sure you knew that we had a guy with an RPG cropping round the corner getting ready to fire on your location.

15:36 That's why we ah, requested permission to engage.

15:40 Ok, roger that. Tango mike.

15:46 Hotel Two-Six; do you understand me, over?

15:51 I did not copy last, uh, you got stepped on. Say again please?

16:00 They cordoned off the building that the helicopters killed the personnel on.

16:04 Don't go anywhere else we need to cordon off that building so we can get on top of the roof and SSC the building. Over.

16:13 Hotel Two-Six; Crazyhorse One-Eight.

16:16 This is Hotel Two-Six.

16:19 Hey, whoever was talking about rooftops, know that all the personnel we engaged were ground level. I say again ground level.

16:27 Roger I copy ground level. Over.

16:30 One-Eight roger.

16:33 Can I get a grid to that one more time please?

16:36 Target twenty.

16:36 Roger.

16:40 You want me to take over talking to them?

16:42 S'alright.

16:46 Seven-Six Romeo Over.

16:49 Roger, I've got uh eleven Iraqi KIAs [Killed In Action]. One small child wounded. Over.

16:57 Roger. Ah damn. Oh well.

17:04 Roger, we need, we need a uh to evac [evacuate] this child. Ah, she's got a uh, she's got a wound to the belly.

17:10 I can't do anything here. She needs to get evaced. Over.

17:18 Bushmaster Seven, Bushmaster Seven; this is Bushmaster Six Romeo.

17:20 We need your location over.

17:25 Roger, we're at the location where Crazyhorse engaged the RPG fire break.

17:37 Grid five-four-five-eight.

17:46 Well it's their fault for bringing their kids into a battle.

17:48 That's right.

17:56 Got uh, eleven.

18:01 Yeah uh, roger. We're monitoring [observing].

18:02 Sorry.

18:04 No problem.

18:07 Correction eight-six-one-six.

18:16 Looking for more individuals-south.

18:18 Bushmaster Six-Bushmaster Seven.

18:29 I think they just drove over a body.

18:31 Hey hey!

18:32 Yeah!

18:37 Maybe it was just a visual illusion, but it looked like it.

18:41 Well, they're dead, so.

18:44 Bushmaster Six; Hotel Two-Six over.

18:56 Six; this is Four. I got one individual looks like he's got an RPG round laying underneath him. Break.

19:05 Probably like to get...

19:10 Look at that.

19:12 Bushmaster Six; Hotel Two-Six over.

19:29 Bushmaster Six; Romeo Hotel Two-Six over.

19:44 Bushmaster Six; Hotel Two-Six over.

19:56 Hotel Two-Six; Bushmaster Seven colocated with Six.

20:08 Hotel Two-Six; Bushmaster Seven.

20:10 Bushmaster Seven; Hotel Two-Six over.

20:14 Roger, we got a little girl who needs to be evaced. What's your location over?

20:22 On route Gadins, I am all the way to the south. So I am Gadins and Fifth Street.

20:28 I say again Gadins and Fifth Street, over.

20:40 Bushmaster Seven; Hotel Two-Six. Do you want us to push to your location?

20:55 Hey, uh, I need to get the Brads to drop rads I got a wounded little girl we need to take her off the maya.

21:04 Bushmaster Seven; Hotel Two-Six. Do you want us to move to your location over?

21:30 Bushmaster Six; Hotel Two-Six over.

21:34 Hotel Two-Six; this is Bushmaster Seven. Roger, come to our location.

21:39 Okay, roger, we're coming up north on Gadins and then we will push east to your location.

22:06 Bushmaster elements be advised we have friendlies coming from the south to your location. Over.

22:13 All right, got 'em moving up from the south.

22:35 Bushmaster elements be advised we are coming up from the east.

23:49 Hey One-Two; follow me over. I'm going to try and get out of here as quickly as possible.

24:10 You guys all right back there?

24:13 Yeah, we're with you.

24:35 Lotta guys down there.

24:37 Oh yeah.

24:37 Came out of the woodwork.

24:38 This is Operation, ah, Operation Secure.

25:16 Yeah we have fifty rounds left.

25:17 Yep.

25:19 Two-Six; Six Romeo over.

25:21 Two-Six; Romeo over.

25:23 Hey roger, what's your current location over?

25:47 Six; speak it's Romeo.

25:50 Three-Six Romeo; Six Romeo over.

25:52 Roger, at the six once it's back on this guy.

25:56 Lost him.

26:00 What's he got for us?

26:01 Stand by.

26:06 Hotel Two-Six; Crazyhorse One-Eight.

26:21 Hey, did you got action on that target yet over?

26:25 Speak to Charlie roger.

26:32 Hotel Two-Six; Crazyhorse One-Eight.

26:55 Bushmaster Six; Crazyhorse One-Eight.

26:59 Roger, you have traffic over.

27:02 Roger. Uh, just wondering if you had anything else you wanted us to drive on?

27:08 Yeah roger keep on, ah, for the time being over.

27:11 Six calls Six Romeo. Can you tell battalion that two civilian children casualties are coming back to SMI in the Bradley over.

27:26 Six calls Six Romeo.

27:29 Bushmaster Six Copper White Six.

27:32 Copperhead White Six; this is Bushmaster Six Romeo over.

27:36 Roger, that's a negative on the evac of the two, ah, civilian, ah, kids to, ah, rusty they're going to have the IPs [Iraqi Police] link up. They can put us over here. Break. IPs will take them up to a local hospital over.

27:50 Copy over.

27:54 One six oh.

28:08 ... they're all going to.

28:10 Say again?

28:12 Where all those dismounts [infantry] are going to?

28:18 Going into this hous-. Sorry

29:29 Three Six, Three Six; Bushmaster Six Romeo over.

29:37 Six Romeo, Six Romeo.

29:39 Roger, Bushmaster Seven wants an up on all personnel in your battalion over.

29:44 Roger.

30:08 ...friendlies [US troops] on the roof.

30:10 Crazyhorse One-Eight; this is Bushmaster Four over.

30:12 Bushmaster Four; this is Crazyhorse One-Eight.

30:15 Roger, I can ah hear small arms fire from your engagement area at two zero zero zero ah about three hundred meters from that objective over.

30:27 Crazyhorse; from what I understand small arms fire at two zero zero zero degrees about two hundred meters.

30:39 Just to the southwest.

30:41 Yup.

30:49 Right about where we engaged.

30:51 Yeah, One of them with that RPG or whatever.

30:55 He's got a weapon. Got an RK--AK 47.

30:58 Hotel Two-Six; Crazyhorse One-Eight.

31:02 Gonna lose him.

31:03 Crazyhorse One-Eight this is Hotel Two-Six over.

31:08 Roger, have another individual with a weapon.

31:10 Dammit, they're in the same building.

31:12 Hey roger that, just make sure that ah, you're firing from west to east over.

31:16 Just went in the building.

31:18 Crazyhorse Three and Four will be on their way.

31:21 The individual walked into the building previously past grid [map reference]. So there's at least six individuals in that building with weapons.

31:30 We can put a missile in it.

31:31 If you'd like, ah, Crazyhorse One-Eight could put a missile in that building.

31:46 It's a triangle building. Appears to be ah, abandoned.

31:51 Yeah, looks like it's under construction, abandoned.

31:52 Appears to be abandoned, under construction.

31:56 Uh, like I said, six individuals walked in there from our previous engagement.

32:01 Crazyhorse One-Eight; this is Bushmaster Six Romeo. If you've PIDed [Positively Identified] the individuals in the building with weapons, go ahead and engage the building over.

32:08 Crazyhorse One-Eight; will be coming up north to south engaging with Hellfire [missiles].

32:13 All right, I'm going to do manual.

32:17 All right, we've been cleared to engage with...

32:18 This is Bushmaster Six Romeo. Crazyhorse One Eight is going to be engaging north to south with Hellfire missiles over.

32:24 This is Hotel Two-Six. Roger.

32:26 All right, you ready?

32:27 No, I'm trying to get over to the November [target]. Trying to find the fucking...

32:33 This is Bushmaster Six. Has that RPG round been extended already or is it still live, over.

32:38 Looks live to me.

32:40 Let me know when you're going to fire.

32:44 All right, I'm fucking having a brain fart. Where's the man [manual] advancement?

32:48 You got one on the clutch on the bottom left on your left door.

32:54 Roger let me stand by.

32:57 Got it?

32:59 No.

33:03 All right.

33:09 Let me just put a kilo [Hellfire missile] in there.

33:12 Ok.

33:15 Got it?

33:21 Put a kilo in?

33:22 All right, let me get back.

33:26 I'm gonna come around, get some more distance.

33:27 Roger that, you're clear.

33:33 Got more individuals in there.

33:36 You wanna hit from north to south or you wanna go from west to east? I don't wanna fire with the friendlies [US forces] right there, you know.

33:41 Yeah, go north to south.

33:53 Right, come around, right.

33:56 I'm just gonna put one or two in, if they want any more.

34:09 Right.

34:12 Found the missile.

34:15 Roger, I'll get you in this straight.

34:16 You're clear.

34:17 I'm firing.

34:26 Target hit.

34:28 It was a missile.

34:29 Left.

34:32 You're clear. I'm above you.

34:36 Crazyhorse One-Eight; was that explosion you engaging over?

34:38 Crazyhorse One Eight, roger. Engaging building with one hellfire.

34:46 Let's come around and we'll clear the smoke. We'll fire one more.

34:50 Hey uh, we're going to wait for the smoke to clear.

34:52 Yes Crazyhorse One Eight now. We're going to put one more missile into the building.

34:57 Yeah, did it ah, go in the building? I see the wall knocked out of the way.

34:59 Yeah, it went in.

35:01 Bushmaster Six Romeo; this is Hotel Two-Six. Yeah roger, that was Crazyhorse engaging with one Hellfire over.

35:10 Yeah roger, I got a November [target] if you want.

35:12 Fire away.

35:13 You want us to fire?

35:18 You ready?

35:19 Yep.

35:20 Bushmaster Six Romeo. They are going to engage ah, with one more Hellfire in that building.

35:24 Uh shit, why I do I have AP flashing on there? [warning on helicopter display]

35:47 We're not even going to watch this fucking shit?

35:49 Till next one. It won't come around, I need a little more distance.

35:53 Still want me to shoot?

35:57 You guys, following hot.

35:59 Roger.

36:13 You are clear.

36:14 Roger.

36:16 You going to bring up the missile?

36:18 Roger.

36:19 And firing.

36:20 Come down? There you go.

36:23 Fire.

36:24 All right.

36:28 I've got, ah BACKSCATTER [warning on helicopter display].

36:30 All right, come around.

36:32 Roger.

36:34 Coming around left, backscatter.

36:49 Firing.

36:53 There it goes! Look at that bitch go!

36:56 Patoosh!

37:03 Ah, sweet.

37:07 Need a little more room.

37:09 Nice missile.

37:11 Does it look good?

37:12 Sweet!

37:16 Uh, you ready?

37:18 Roger.

37:30 There's a lot of dust.

37:36 Crazyhorse One-Eight; this is Hotel Two-Six. Was there a BDA [Battle Damage Assessment]?

37:40 This is Crazyhorse One-Eight. Stand by, engaging with another Hellfire.

37:43 All right.

37:45 You're clear.

37:47 Lemme know when I'm clear.

37:50 Roger that.

37:59 He wasn't.

38:02 Hotel Two-Six; Crazyhorse One-Eight.

38:07 Crazyhorse One-Eight.

38:09 Roger, building destroyed. Engaged with three hellfire missiles.