

## VIDEO: Collateral Murder in Baghdad

Leaked Wikileaks Video of Civilians Killed in Baghdad - Full video

By [Global Research](#)

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[Collateral Murder](#) 5 April 2010

Theme: [Crimes against Humanity](#), [US NATO War Agenda](#)

In-depth Report: [IRAQ REPORT](#)

### TRANSCRIPT

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 That's 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 can't 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. Let's 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 Let's 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.

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