



**SOUTH DAKOTA ARMY NATIONAL GUARD
OCS BATTALION, 196TH REGIMENT (RTI)**

**INFANTRY PLATOON
TACSOP**



MAY 2009

AFTER ACTION REVIEW (AAR)

The AAR is a structured review process that allows training participants to discover for themselves what happened, why it happened and how it can be done better.

AARs—

- Focus on the training objectives – Was the mission accomplished?
- Emphasize meeting Army standards (not who won or lost).
- Encourage Soldiers to discover important lessons from the training event.
- Allow a large number of Soldiers and leaders (including OPFOR) to participate so those lessons learned can be shared.

The AAR has four parts:

- Review what was supposed to happen (training plan).
- Establish what happened (to include OPFOR point of view).
- Determine what was right or wrong with what happened.
- Determine how the task should be done differently next time.

AAR Format:

1. Lane Guide orientation
2. Friendly – Mission Statement and concept of the operation (squad leader).
3. Enemy – Mission Statement and concept of the operation (OPFOR).
4. Planning and Preparation Phase – Troop Leading Procedures.
5. Execution Phase – Line of Departure thru Change of Mission.
6. Ask squad members for comments.
7. Lane Guide/TAC comments/summary.
8. Conduct separate squad/platoon leader counseling.
9. Initiate movement to next lane SP or patrol base.

NOTES:

- Have the OC squad leader lead the AAR after the Lane Guide orientation
- Not a critique of the squad leader – focus on the TLP's of the squad and on the execution of the mission from a leadership perspective – NOT how the battle drill was executed.
- Lane Guides/TAC facilitates the communication and the learning process.
- The AAR should be 5-10 minutes in length.

Infantry Platoon Tactical Standing Operating Procedure

This publication is an extract mostly from FM 3-21.8 Infantry Rifle Platoon and Squad, and FM 3-21.75 The Warrior Ethos and soldier Combat Skills, but it also includes references from other doctrinal sources. It provides the tactical standing operating procedures for infantry platoons and squads and is tailored for OCS candidate use. The procedures apply unless a leader makes a decision to deviate from them based on the factors of METT-T. In such a case, the exception applies only to the particular situation for which the leader made the decision.

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CHAPTER 1 - DUTIES AND RESPONSIBILITIES

1. **PLATOON LEADER.** The platoon leader is responsible for accomplishing the platoon's mission. They are responsible for positioning and employing all assigned and attached crew-served weapons. They must also know how to employ supporting weapons.
 - a. Leads the platoon in support of company and battalion missions
 - b. Informs their commander of his/her actions at all times
 - c. Plans missions with the help of the platoon sergeant, squad leaders, and other key personnel
 - d. Stays abreast of the situation and goes where they are needed to supervise, issue FRAGOs, and accomplish the mission
 - e. Requests support for the platoon from the company commander to perform its mission
 - f. Directs the platoon sergeant in planning and coordinating the platoon's CSS effort
 - g. During planning, they receive on-hand status reports from the platoon sergeant and squad leaders
 - h. Reviews platoon requirements based on the tactical plan
 - i. Develops the casualty evacuation plan
 - j. During execution, they check the work of the platoon sergeant and the squad leaders
 - k. Ensures the soldier's load is reasonable

2. **PLATOON SERGEANT** - The platoon sergeant is the senior NCO in the platoon and second in command.
 - a. Supervises the logistics, administration, and maintenance activities of the platoon.
 - b. Organizes and controls the platoon alternate CP
 - c. Trains the crews and employs the platoon's machine guns IAW the platoon leader's orders
 - d. Receives the squad leaders' requests for rations, water, and ammunition
 - e. Works with the company XO and first sergeant to request resupply. Also directs the routing of supplies and mail
 - f. Maintains platoon strength information, consolidates and forwards the platoon's casualty reports and receives replacements
 - g. Monitors the morale, discipline, and health of platoon members
 - h. Commands task-organized elements in the platoon during tactical operations. This can include, but is not limited to, quartering parties, security forces in withdrawals, support elements in raids or attacks, and security patrols.
 - i. Coordinates and supervises company directed platoon resupply operations.
 - j. Ensures that ammunition and equipment are evenly distributed. (This is a critical task during consolidation and reorganization.)
 - k. Ensures that the casualty evacuation plan is complete and executed properly by directing the platoon's Medic, and aid and litter teams.

3. **SQUAD LEADER.** The squad leader is responsible for the squad.
 - a. Controls the maneuver of his/her squad and its rate and distribution of fire
 - b. Exercises command through the fire team leaders
 - c. Manages the logistical and administrative needs of his/her squad
 - d. Requests and issues ammunition, water, rations, and special equipment
 - e. Maintains accountability of his/her soldiers and equipment

- f. Completes casualty feeder reports and reviews the casualty reports completed by squad members
 - g. Supervises the maintenance of the squad's weapons and equipment
 - h. Conducts inspections of his/her soldiers, their weapons and their equipment
 - i. Keeps the platoon sergeant and platoon leader informed on his squad's supply status and equipment readiness
 - j. Ensures that supplies and equipment are internally cross-leveled
 - k. Designates and supervises special teams
 - l. Ensures compass and pace count duties are assigned
4. **TEAM LEADER.** The team leader is a fighting soldier who leads by personal example and helps the squad leader as required.
- a. Controls the movement of his/her fire team
 - b. Controls the rate and placement of fire by leading from the front and using the proper commands and signals
 - c. Maintains accountability of his/her soldiers and equipment
 - d. Ensures his/her soldiers maintain the unit standards in all areas
 - e. Responsible for one Automatic Rifleman, one Rifleman, and one Grenadier
 - f. Ensures that his/her Specialty Teams are trained to standard
5. **SPECIAL TEAMS.** Special teams perform specific tasks in accordance with the Platoon Leader's guidance and mission requirements. Special teams generally perform their tasks after security is established and the enemy threat is minimized (win the fight first). Special teams should rehearse before the mission.
- a. Enemy Prisoner of War (EPW) Team: Responsible for searching dead or wounded enemy combatants, EPW's, and noncombatants as directed by the Platoon Leader or Squad Leader. When searching and detaining EPW's or noncombatants, EPW teams follow the Law of Land Warfare, and use the "Five S's."
 - (1) Search
 - (2) Silence
 - (3) Segregate
 - (4) Safeguard
 - (5) Speed EPWs to collection points
 - b. Aid & Litter Team: Responsible for treating friendly wounded and moving friendly dead and wounded to the casualty collection point as directed by the Platoon Leader or Platoon Sergeant. Wounded enemy or noncombatants may be treated at the direction of the Platoon Leader, after friendly wounded are treated.
 - (1) Evaluate A Casualty
 - (a) Responsiveness
 - (b) Breathing
 - (c) Pulse
 - (d) Bleeding
 - (e) Shock
 - (f) Fractures
 - (g) Burns
 - (h) Head Injuries

- (2) Administer First Aid to a Nerve Agent Casualty
- (3) Perform Mouth to Mouth Resuscitation
- (4) Put on a Field or Pressure Dressing
- (5) Prevent Shock
- (6) Give First Aid for Burns, Heat Injuries, Frostbite
- (7) Transport a Casualty using a Litter to Collection Points
- (8) Transport a Casualty using a Two-Man Carry to Collection Points

CHAPTER 2 - COMMAND AND CONTROL

SECTION I – TROOP LEADING PROCEDURES

1. **ASSUMPTION OF COMMAND** - When it is necessary for a new leader to assume command of the platoon, if and when the situations allows it, they will accomplish the following tasks:
 - a. Inform higher headquarters of the change
 - b. Reestablish the platoon chain of command and ensure all subordinates are made aware of changes
 - c. Check the platoon's security and the emplacement of key weapons
 - d. Check the platoon's equipment and personnel status
 - e. Pinpoint the platoon's location
 - f. Assess the platoon's ability to continue the mission
 - g. Inform higher command of assessment
 - h. Continue the mission / Initiate Troop Leading Procedures

2. **TROOP LEADING PROCEDURES** (see Operations for more details)
 - a. Receive the Mission
 - (1) Conduct a Confirmation Brief to understand:
 - (a) Commander's intent
 - (b) Specific tasks and purposes
 - (c) The relationship of tasks to those of other elements conducting the operation
 - (d) The important coordinating measures
 - b. Issue a Warning Order
 - c. Make a Tentative Plan
 - d. Start Necessary Movement
 - e. Reconnoiter (5 point contingency plan or GOTWA)
 - (1) Where the leader is **G**oing
 - (2) **O**thers going with the leader.
 - (3) Amount of **T**ime the leader plans to be gone
 - (4) **W**hat to do if the leader does not return.
 - (5) Unit's and leaders **A**ctions on chance contact while the leader is gone
 - f. Complete the Plan
 - g. Issue the Complete Order
 - h. Supervise - The best plan may fail if it is not managed right. Rehearsals (Five types: Confirmation brief, backbrief, combined arms, support, and battle drill or SOP), inspections, and continuous coordination of plans must be used to supervise and refine troop-leading procedures.
 - (1) Confirmation briefs and backbriefs – are used to ensure that all subordinates understand the operation completely (see TLP, Para a, Receive the Mission) and review to the commander how they intend to accomplish the mission (backbrief).
 - (2) All other rehearsals - Focus on mission execution.
 - (a) They are essential to ensure complete coordination and subordinate understanding.
 - (b) The warning order should provide subordinate leaders with sufficient level of detail for them to schedule and conduct rehearsals of drills/SOPs before receiving the OPORD
 - (c) Rehearsals conducted after the OPORD can then focus on mission specific tasks

- (d) Rehearsals should be conducted in a training area as much like the objective as possible
 - (e) Mock-ups of the objective should be used for these practices
 - (f) Rehearsals include holding soldier and leader backbriefs of individual tasks and using sand tables or sketches to talk through the execution of the plan
 - (g) These are followed by walk through exercises and then full speed blank-fire or live-fire rehearsals
 - (h) The leader should establish a priority for rehearsals based on available time. The priority of rehearsals flows from the decisive point of the operation. Thus the order of precedence is:
 - a. actions on the objective
 - b. battle drills for maneuver
 - c. actions on enemy contact
 - d. special teams
 - e. movement techniques
 - f. others as required
 - (i) Security must be maintained during the rehearsal.
- (3) Inspections –
- (a) Squad leaders should conduct initial inspections shortly after receipt of the WARNO
 - (b) The PSG should conduct spot checks throughout the preparation
 - (c) The PL and PSG conduct final inspections
 - (d) Inspections should include:
 - a. Weapons and ammunition
 - b. Uniforms and Equipment
 - c. Mission-essential equipment
 - d. Soldier's understanding of the mission and their specific responsibilities
 - e. Communications
 - f. Rations and water
 - g. Camouflage
 - h. Deficiencies noted during earlier inspections

SECTION II - ESTIMATE OF THE SITUATION

1. MISSION ANALYSIS

- a. Mission and intent of commander two levels up
- b. Mission and intent of immediate commander
- c. Assigned tasks (specified and implied)
- d. Constraints and limitations
- e. Mission-essential tasks
- f. Restated mission
- g. Tentative time schedule

2. ESTIMATE OF THE SITUATION AND DETERMINE COURSES OF ACTION

a. **Terrain and weather**

- (1) Terrain – OCOKA or OAKOC
 - Observation and Fields of Fire
 - Cover and Concealment
 - Obstacles
 - Key Terrain
 - Avenues of Approach

- (2) Weather
 - Visibility
 - Mobility
 - Survivability

b. **Enemy situation and most probable courses of action**

- (1) Composition
- (2) Disposition
- (3) Recent activities
- (4) Capabilities
- (5) Weaknesses
- (6) Most probable course of action (enemy use of METT-TC)

c. **Friendly Situation.**

- (1) METT-TC
 - Mission
 - Enemy
 - Terrain (OCOKA)
 - Troops available
 - Time available
 - Civilian constraints

d. **Friendly Courses of Action** (Develop at a minimum two courses of action.)

3. ANALYSIS OF COURSES OF ACTION

- a. **Significant factors**
- b. **War game**

4. COMPARISON OF COURSES OF ACTION

5. DECISION

SECTION III – RISK MANAGEMENT

1. **PURPOSE** - To identify the tactical risk management program for accident prevention in both the Warrior Forge garrison and training operations.
2. **APPLICABILITY** - Applies to all sections of Warrior Forge.
3. **GENERAL** - The Warrior Forge Safety Office provides risk management instruction materials for training all Warrior Forge personnel in principles and techniques of risk management. The Risk Assessment Management Program (CDT CMD Reg 145-3) provides leaders with a systematic approach to controlling and reducing risk. It is a process which requires leaders to identify hazards or risks associated with training events, minimize or control these risks and weigh them against overall training value. **Leaders will conduct risk assessments whether formally, during the planning process of a training event, or informally, while making a hasty plan.** All training and activities required risk assessment.
4. **GUIDANCE**
 - a. Integrate risk management into all training and activities from concept through termination.
 - b. Accept no unnecessary risk.
 - c. Make risk decisions at the proper level.
 - d. Document risk decisions.
5. **HAZARD CONTROL PROCESS**
 - a. Identify the Hazards. Hazards are a potential source of danger, which may cause injury, damage or mission degradation. They may be encountered during training or other activities and include such obvious things as weather, terrain, weapons and equipment. Hazards can also be less obvious, such as a stream that appears shallow, but is actually deep in some places. Record identified hazards on a Risk Assessment Management Program Countermeasure Worksheet.
 - b. Hazard Inventory - The Committees/Regiments/Sections and the Warrior Forge Safety Office will assess identified hazards and file them on site utilizing the RAMP Countermeasure Worksheet.

		PROBABILITY			
EFFECT	FREQUENT	LIKELY	OCCASIONAL	REMOTE	UNLIKELY
CATASTROPHIC	EXTREME	EXTREME	<i>HIGH</i>	<i>HIGH</i>	MODERATE
CRITICAL	EXTREME	<i>HIGH</i>	<i>HIGH</i>	MODERATE	LOW
MARGINAL	<i>HIGH</i>	MODERATE	MODERATE	LOW	LOW
NEGLIGIBLE	MODERATE	LOW	LOW	LOW	LOW

Hazard Probability

FREQUENT	Individual Item	Occurs often in life of system
	Inventory of Items	Continuously experienced
	Individual Person	Occurs often in career
	All Persons Exposed	Continuously experienced
PROBABLE	Individual Item	Occurs several times in life of system
	Inventory of Items	Occurs frequently
	Individual Person	Occurs several times in career
	All Persons Exposed	Occurs frequently
OCCASIONAL	Individual Item	Occurs sometime in life of system
	Inventory of Items	Occurs several times in life of system
	Individual Person	Occurs sometime in career
	All Persons Exposed	Occurs sporadically
REMOTE	Individual Item	Unlikely, but possible in life of system
	Inventory of Items	Unlikely, but expected sometime
	Individual Person	Unlikely, but possible in career
	All Persons Exposed	Occurs seldom
IMPROBABLE	Individual Item	Too unlikely to occur in life of system
	Inventory of Items	Unlikely, but possible in life of system
	Individual Person	Too unlikely to occur in career
	All Persons Exposed	Occurs very rarely

Hazard Severity

CATASTROPHIC	Death or permanent total disability; system loss; major property damage
CRITICAL	Permanent partial disability; temporary total disability (more than 3 months); major system damage; significant property damage
MARGINAL	Minor injury; lost workday; compensable injury or illness; minor system damage; minor property damage
NEGLIGIBLE	First aid or minor medical treatment; minor system impairment

SECTION IV – PREVENTATIVE MEDICINE
(Extract: FM 3-21.75 chap 3, preventative medicine)

Personal hygiene and cleanliness practices (Figure 3-48) safeguard your health and that of others. Specifically, they--

- Protect against disease-causing germs that are present in all environments.
- Keep disease-causing germs from spreading.
- Promote health among Soldiers.
- Improve morale.

- Never consume foods and beverages from unauthorized sources.
- Never soil the ground with urine or feces. Use a latrine or "cat hole."
- Keep your fingers and contaminated objects out of your mouth.
- Wash your hands--
 - After any contamination.
 - Before eating or preparing food.
 - Before cleaning your mouth and teeth.
- Wash all mess gear after each meal or use disposable plastic ware once.
- Clean your mouth and teeth at least once each day.
- Avoid insect bites by wearing proper clothing and using insect repellents.
- Avoid getting wet or chilled unnecessarily.
- Avoid sharing personal items with other Soldiers, for example--
 - Canteens.
 - Pipes.
 - Toothbrushes.
 - Washcloths.
 - Towels.
 - Shaving gear.
- Avoid leaving food scraps lying around.
- Sleep when possible.
- Exercise regularly.

Figure 3-48. Rules for avoiding illness in the field.

CLOTHING AND SLEEPING GEAR

3-74. Situation permitting, wash or exchange your clothing when it gets dirty. Do the same with your sleeping gear. When you cannot do this, at least shake everything out and air it regularly in the sun. This will reduce the number of germs on them.

CARE OF THE FEET

3-75. Wash and dry your feet at least daily. Use foot powder on your feet to help kill germs, reduce friction on the skin, and absorb perspiration. Change your socks daily. As soon as you can after you cross a wet area, dry your feet, put on foot powder, and change socks (Figure 3-49).



Figure 3-49. Care of the feet.

FOOD AND DRINK

3-76. For proper development, strength, and survival, your body requires proteins, fats, and carbohydrates. It also requires minerals, vitamins, and water. Issued rations have those essential food substances in the right amounts and proper balance. So, primarily eat those rations. When feasible, heat your meals. This will make them taste better and will reduce the energy required to digest them. Avoid overindulging in sweets, soft drinks, alcoholic beverages, and other non-issued rations. They have little nutritional value, and are often harmful. Eat food only from approved sources. Drink water only from approved sources, or treat it with water purification tablets. To do this--

1. Fill your canteen with water, keeping trash and other objects out.
2. Add one purification tablet to a quart of clear water or
3. Add two tablets to a quart of cloudy or very cold water.
4. In the absence of purification tablets, boil water for 5 minutes.
5. Replace the cap loosely.
6. Wait 5 minutes.
7. Shake the canteen well, and let some of the water to leak out.
8. Tighten the cap.
9. Wait 20 more minutes before drinking the water.

MENTAL HEALTH AND MORALE

3-77. To maintain mental health and self confidence--

MENTAL HYGIENE

3-78. The way you think affects the way you act. If you know your job, you will probably act quickly and effectively. If you are uncertain or doubtful of your ability to do your job, you may hesitate and make wrong decisions. Positive thinking is a necessity. You must enter combat with absolute confidence in your ability to do your job. Keep in mind that--

- Fear is a basic human emotion. It is mental and physical. In itself, fear is not shameful, if controlled. It can even help you, by making you more alert and more able to do your job. For example, a fear-induced adrenaline rush might help you respond and defend yourself or your comrades quickly during an unpredicted event or combat situation. Therefore, fear can help you--use it to your advantage.
- Avoid letting your imagination and fear run wild. Remember, you are not alone. You are part of a team. Other Soldiers are nearby, even though you cannot always see them. Everyone must help each other and depend on each other.
- Worry undermines the body, dulls the mind, and slows thinking and learning. It adds to confusion, magnifies troubles, and causes you to imagine things that really do not exist. If you are worried about something, talk to your leader about it. He might be able to help solve the problem.
- You might have to fight in any part of the world and in all types of terrain. Therefore, adjust your mind to accept conditions as they are. If mentally prepared for it, you should be able to fight under almost any conditions.

EXERCISE

3-79. Exercise your muscles and joints to maintain your physical fitness and good health. Without exercise, you might lack the physical stamina and ability to fight. Physical fitness includes a healthy body, the capacity for skillful and sustained performance, the ability to recover from exertion rapidly, the desire to complete a designated task, and the confidence to face any possible event. Your own safety, health, and life may depend on your physical fitness. During lulls in combat, counteract inactivity by exercising. This helps keep your muscles and body functions ready for the next period of combat. It also helps pass the time.

REST

3-80. Your body needs regular periods of rest to restore physical and mental vigor. When you are tired, your body functions are sluggish, and your ability to react is slower than normal, which makes you more susceptible to sickness, and to making errors that could endanger you or others. For the best health, you should get 6 to 8 hours of uninterrupted sleep each day. As that is seldom possible in combat, use rest periods and off-duty time to rest or sleep. Never be ashamed to say that you are tired or sleepy. However, *never* sleep on duty.

SECTION V - ORDERS

1. ORDERS GROUP

- a. **Platoon orders** – at a minimum, the following individuals will attend platoon orders:
 - (1) Platoon leader
 - (2) Platoon sergeant
 - (3) Squad leaders
 - (4) Platoon FO
 - (5) PLT Medic
 - (6) Attachment leaders

- b. **Squad orders** – at a minimum, the following individuals will attend squad
 - (1) Squad leader
 - (2) Team leaders

2. ORDERS FORMATS

- a. **Warning order (WARNO)**
 - (1) Situation
 - (2) Mission
 - (3) Execution
 - (a) Concept
 - (b) Time Schedule
 - (c) Rehearsal
 - (d) Tasks to Subordinates
 - (4) Service Support
 - (5) Command and Signal

- b. **Fragmentary order (FRAGO)** - The format for a FRAGO is that portion of the current OPORD that has changed. If significant changes have occurred since the last OPORD, a new OPORD should be prepared.

- c. **Squad Operation Order**
 - (1) Situation
 - (a) Enemy
 - (b) Friendly
 - (c) Attachments and Detachments
 - (2) Mission
 - (a) Who, What, When, Where, Why
 - (3) Execution
 - (a) Concept of the Operation
 1. Scheme of Maneuver
 2. Fire Support
 - (b) Fire Team Tasks
 - (c) Coordinating Instructions
 - (d) Safety
 - (4) Service Support

(5) Command and Signal

d. **Platoon Operation Order**

(1) Situation

(a) Enemy Forces

1. Disposition, composition, and strength
2. Capabilities
3. Most probable course of action

(b) Friendly Forces

1. Higher Unit
2. Left Unit's Mission
3. Right Unit's Mission
4. Forward Unit's Mission
5. Mission of Unit in Reserve or Following
6. Units in Support or Reinforcing Higher Unit

(c) Attachments and Detachments

(2) Mission Task and Purpose (Who, What, When, Where, Why)

(3) Execution – Intent (Expanded Purpose – Key Tasks - Endstate)

(a) Concept of the Operation - How unit will accomplish the mission.

1. Maneuver - Designate main effort and ID tasks
2. Fires - Concept of fire support, address priority of fires, priority targets, and restrictive control measures.
3. Additional combat support elements - Concept of employment and priority of effort.

(b) Tasks to Maneuver Units - Tasks and purpose for each.

(c) Tasks to combat support units

(d) Coordinating Instructions

1. Priority intelligence requirements and report tasks
2. MOPP level
3. Troop safety and operational exposure guide
4. Engagement and disengagement criteria and instructions
5. Fire distribution and control measures
6. Consolidation and reorganization instructions
7. Reporting requirements
8. Specified tasks that pertain to more than one
9. Rules of engagement
10. Order of march and other MMNT procedures

(e) Safety

(4) Service Support

(a) General - Provide trains location, Casualty and damaged equipment collection points, and routes to and from them.

(b) Material and services

1. Supply

- a. --Class I – Subsistence
- b. --Class II - Clothing, individual equip., tools and tent packages
- c. --Class III - Petroleum, oil, and lubricants
- d. --Class IV - Construction Materials
- e. --Class V – Ammunition

- f. --Class VI - Personal demand items
 - g. --Class VII - Major end items
 - h. --Class VIII - Medical Supplies
 - i. --Class IX - Repair parts
 - 2. Transportation - Schedule and distribution
 - 3. Services - Type, designation, location.
 - 4. Maintenance
 - 5. Medical evacuation (See appendix 3 Annex J)
- (c) Personnel - EPW collection point and handling instructions.
- (d) Miscellaneous
- (5) Command and Signal
 - (a) Command
 - 1. Location of higher unit commander and CP
 - 2. Location of unit leader or CP
 - 3. Location of second in command or alternate CP
 - 4. Succession of command - During combat, any member of the platoon may be required to assume command. Frequently, the platoon FO or RATELO may need to continue operations and direct the operation until the chain of command can be reestablished. Under normal conditions, the platoon succession of command will be:
 - a. Platoon leader
 - b. Platoon sergeant
 - c. Main effort squad leader
 - d. Supporting effort squad leaders by rank
 - (b) Signal
 - 1. SOI index in effect
 - 2. Listening silence if applicable
 - 3. Methods of communication in priority
 - 4. Emergency signals
 - 5. Code words

CHAPTER 3 – EVERY SOLDIER A SENSOR

(Extract FM 3-21.75, Chapter 9)

Every Soldier, as a part of a small unit, can provide useful information and is an essential component to the commanders achieving situational understanding. This task is critical, because the environment in which Soldiers operate is characterized by violence, uncertainty, complexity, and asymmetric methods by the enemy. The increased situational awareness that you must develop through personal contact and observation is a critical element of the friendly force's ability to more fully understand the operational environment. Your life and the lives of your fellow Soldiers could depend on reporting what you see, hear, and smell.

DEFINITION

9-1. The 'Every Soldier is a Sensor' (ES2) concept ensures that Soldiers are trained to actively observe for details for the commander's critical information requirement (CCIR) while in an AO. It also ensures they can provide concise, accurate reports. Leaders will know how to collect, process, and disseminate information in their unit to generate timely intelligence. They should establish a regular feedback and assessment mechanism for improvement in implementing ES2. Every Soldier develops a special level of exposure to events occurring in the AO and can collect information by observing and interacting with the environment. Intelligence collection and development is everyone's responsibility. Leaders and Soldiers should fight for knowledge in order to gain and maintain greater situational understanding.

RESOURCES

9-2. As Soldiers develop the special level of exposure to the events occurring in their operating environment, they should keep in mind certain potential indicators as shown in Figure 9-1, page 9-2. These indicators are information on the intention or capability of a potential enemy that commanders need to make decisions. You will serve as the commander's "eyes and ears" when—

- Performing traditional offensive or defensive missions.
- Patrolling in a stability and reconstruction or civil support operation.
- Manning a checkpoint or a roadblock.
- Occupying an observation post.
- Passing through areas in convoys.
- Observing and reporting elements of the environment.
- Observing and reporting activities of the populace in the area of operations.

<i>SIGHT</i> <i>Look for--</i>	<i>SOUND</i> <i>Listen for--</i>	<i>TOUCH</i> <i>Feel for--</i>	<i>SMELL</i> <i>Smell for--</i>
<ul style="list-style-type: none"> • Enemy personnel, vehicles, and aircraft • Sudden or unusual movement • New local inhabitants • Smoke or dust • Unusual movement of farm or wild animals • Unusual activity--or lack of activity--by local inhabitants, especially at times or places that are normally inactive or active • Vehicle or personnel tracks • Movement of local inhabitants along uncleared routes, areas, or paths • Signs that the enemy has occupied the area • Evidence of changing trends in threats • Recently cut foliage • Muzzle flashes, lights, fires, or reflections • Unusual amount (too much or too little) of trash 	<ul style="list-style-type: none"> • Running engines or track sounds • Voices • Metallic sounds • Gunfire, by weapon type • Unusual calm or silence • Dismounted movement • Aircraft 	<ul style="list-style-type: none"> • Warm coals and other materials in a fire • Fresh tracks • Age of food or trash 	<ul style="list-style-type: none"> • Vehicle exhaust • Burning petroleum products • Food cooking • Aged food in trash • Human waste
OTHER CONSIDERATIONS			
	Armed Elements Homes and Buildings Infrastructure People Contrast	Locations of factional forces, mine fields, and potential threats. Condition of roofs, doors, windows, lights, power lines, water, sanitation, roads, bridges, crops, and livestock. Functioning stores, service stations, and so on. Numbers, gender, age, residence or DPRE status, apparent health, clothing, daily activities, and leadership. Has anything changed? For example, are there new locks on buildings? Are windows boarded up or previously boarded up windows now open, indicating a change in how a building is expected to be used? Have buildings been defaced with graffiti?	

Figure 9-1. Potential indicators.

9-3. Commanders get information from many sources, but you are his best source. You can in turn collect information from the following sources:

- Enemy prisoners of war (EPWs)/detainees are an immediate source of information. Turn captured Soldiers over to your leader quickly. Also, tell him anything you learn from them.
- Captured enemy documents (CEDs) may contain valuable information about present or future enemy operations. Give such documents to your leader quickly.
- Captured enemy equipment (CEEs) eliminates an immediate threat. Give such equipment to your leader quickly.
- Enemy activity (the things the enemy is doing) often indicates what the enemy plans to do. Report everything you see the enemy do. Some things that may not seem important to you may be important to your commander.
- Tactical questioning, observation, and interaction with displaced persons, refugees, or evacuees (DPRE), during the conduct of missions, can yield important information.
- Local civilians, however often have the most information about the enemy, terrain, and weather in a particular area. Report any information gained from civilians. However, you cannot be sure which side the civilians are trying to help, so be careful when acting on information obtained from them. If possible, try to confirm the information by some other means.

FORMS OF QUESTIONING

9-4. Questioning may be achieved by tactical or direct methods. The following paragraphs detail both methods:

Tactical Questioning--Tactical questioning is the initial questioning for information of immediate value. When the term applies to the interaction with the local population, it is not really questioning but is more conversational in nature. The task can be designed to build rapport as much, and collect information and understand the environment. You will conduct tactical questioning based on your unit's SOPs, ROE, and the order for that mission. Your leaders must include specific guidance for tactical questioning in the operation order (OPORD) for appropriate missions. Information reported because of tactical questioning is passed up through your chain of command to the battalion/brigade intelligence officers (S-2) and assistant chief of staff for intelligence (G-2), which forms a vital part of future planning and operations. Additionally, you are not allowed to attempt any interrogation approach techniques in the course of tactical questioning.

Direct Questioning--Direct questioning is an efficient method of asking precise questions according to a standard pattern. The goal is to obtain the maximum amount of intelligence information in the least amount of time. Direct questions must clearly indicate the topic being questioned as they require an effective narrative response (i.e., be brief, simple, but specific). Clearly define each subject using a logical sequence. Basic questions are used to discourage "yes" or "no" answers. Direct questioning is the only technique authorized for ES2 tactical questioning. Soldiers who are not trained and certified interrogators are forbidden to attempt to apply any interrogation approach techniques. When it is clear that the person being questioned has no further information, or does not wish to cooperate further, tactical questioning must stop.

9-5. Various AOs will have different social and regional considerations that can affect communications and the conduct of operations (i.e., social behaviors, customs, and courtesies). You must also be aware of the following safety and cultural considerations:

- Know the threat level and force protection (FP) measures in your AO.
- Know local customs and courtesies.
- Avoid using body language that locals might find rude.
- Approach people in normal surroundings to avoid suspicion.
- Behave in a friendly and polite manner.
- Remove sunglasses when speaking to those people with whom you are trying to create a favorable impression.
- Know as much as possible about the local culture, including a few phrases in the local language.
- If security conditions permit, position your weapon in the least intimidating position as possible.

REPORT LEVELS

9-6. All information collected by patrols, or via other contact with the local population, is reported through your chain of command to the unit S-2. The S-2 is responsible for transmitting the information through intelligence channels to the supported military intelligence elements, according to unit intelligence tasks and the OPOD for the current mission. Therefore, if everyone is involved in

the collection of combat information, then everyone must be aware of the priority intelligence requirements (PIR). All Soldiers who have contact with the local population and routinely travel within the area must know the CCIR, and their responsibility to observe and report. The four levels of mission reports follow:

LEVEL 1

9-7. Information of critical tactical value is reported immediately to the S-2 section, while you are still out on patrol. These reports are sent via channels prescribed in the unit SOP. The size, activity, location, uniform, time, equipment (SALUTE) format is an example of Level I reporting.

LEVEL 2

9-8. Immediately upon return to base, the patrol will conduct an after-action review (AAR) and write a patrol report. The format may be modified to more thoroughly capture mission-specific information. This report is passed along to the S-2 section prior to a formal debriefing. Your leaders must report as completely and accurately as possible since this report will form the basis of the debriefing by the S-2 section.

LEVEL 3

9-9. After receiving the initial patrol report, the S-2 section will debrief your patrol for further details and address PIR and CCIR not already covered in the patrol report.

LEVEL 4

9-10. Follow-up reporting is submitted as needed after the unit S-2 section performs the debriefing.

<p>Note: Any patrols or activities should be preceded by a prebriefing, which is a consolidated summary of the AOs historical activities.</p>
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SALUTE FORMAT

9-11. These four levels help the unit S-2 section record and disseminate both important and subtle details of for use in all-source analysis, future planning, and passing on to higher S-2/G-2. This information helps them analyze a broad range of information and disseminate it back to your level and higher. Report all information about the enemy to your leader quickly, accurately, and completely. Such reports should answer the questions who, what, and where after when. Use the SALUTE format when reporting. Make notes and draw sketches to help you remember details. Table 9-1 shows how to use the SALUTE format.

<i>Line No.</i>	<i>Type Info</i>	<i>Description</i>
1	(S)ize/Who	Expressed as a quantity and echelon or size. For example, report "10 enemy Infantrymen" (not "a rifle squad").
If multiple units are involved in the activity you are reporting, you can make multiple entries.		
2	(A)ctivity/What	Relate this line to the PIR being reported. Make it a concise bullet statement. Report what you saw the enemy doing, for example, "emplacing mines in the road."
3	(L)ocation/Where	This is generally a grid coordinate, and should include the 100,000-meter grid zone designator. The entry can also be an address, if appropriate, but still should include an eight-digit grid coordinate. If the reported activity involves movement, for example, advance or withdrawal, then the entry for location will include "from" and "to" entries. The route used goes under "Equipment/How."
4	(U)nit/Who	Identify who is performing the activity described in the "Activity/What" entry. Include the complete designation of a military unit, and give the name and other identifying information or features of civilians or insurgent groups.
5	(T)ime/When	For future events, give the DTG for when the activity will initiate. Report ongoing events as such. Report the time you saw the enemy activity, not the time you report it. Always report local or Zulu (Z) time.
6	(E)quipment/How	Clarify, complete, and expand on previous entries. Include information about equipment involved, tactics used, and any other essential elements of information (EEI) not already reported in the previous lines.

Table 9-1. SALUTE format line by line.

HANDLING AND REPORTING OF THE ENEMY

9-12. The following paragraphs detail adequate protocol for handling enemy documents, EPWs, and equipment:

CAPTURED ENEMY DOCUMENTS

9-13. A CED is defined as any piece of recorded information obtained from the threat. CEDs are generally created by the enemy, but they can also be US or multinational forces documents that were once in the hands of the enemy. CEDs can provide crucial information related to answering the commander's PIR or even be exploited to put together smaller pieces of an overall situation. 9-14. Every confiscated or impounded CED must be tagged and logged before being transferred through the appropriate channels. The tag contains the specifics of the item, and the log is a simple transmittal document used to track the transfer of CEDs between elements. Your leaders are responsible for creating the initial CED log. 9-15. While the information required is formatted, any durable field-expedient material can be used as a CED tag if an official tag is unavailable. Ensure that the writing is protected from the elements by covering it with plastic or transparent tape. The importance of the tag is that it is complete and attached to the CED it represents. The following information, at a minimum, should be recorded on a CED tag. Instructions for filling out the tag follow (Figure 9-2):

Nationality--Detail the country of origin of the unit that captured the enemy document.

Date-Time Group--Include date and time of capture.

Place--Include a six-to eight-digit grid coordinate and describe the location where the

document was captured.

Identity--Define where the CED came from, its owner, and so on.

Circumstances--Describe how the CED was obtained.

Description--Briefly describe the CED. Enough information should be annotated for quick recognition.

CAPTURED DOCUMENT TAG	
NATIONALITY OF CAPTURING FORCE	_____
DATE/TIME CAPTURED	_____
PLACE CAPTURED	_____
CAPTURING UNIT	_____
IDENTITY OF SOURCE (if Applicable)	_____
CIRCUMSTANCES OF CAPTURE	_____
DESCRIPTION OF WEAPON/DOCUMENT	_____

Figure 9-2. Example captured document tag.

TREATMENT OF EPWS AND DETAINEES

9-16. EPWs/detainees are a good source of information. They must be handled without breaking international law and without losing a chance to gain intelligence. Treat EPWs humanely. Do not harm them, either physically or mentally. The senior Soldier present is responsible for their care. If EPWs cannot be evacuated in a reasonable time, give them food, water, and first aid. Do not give them cigarettes, candy, or other comfort items. EPWs who receive favors or are mistreated are poor interrogation subjects. In handling EPWs/detainees, follow the procedure of search, segregate, silence, speed, safeguard, and tag (the 5 Ss and T). It implies the legal obligation that each Soldier has to treat an individual in custody of, or under the protection of, US Soldiers humanely. The 5 Ss and T are conducted as follows:

Search--This indicates a thorough search of the person for weapons and documents. You must search and record the EPWs/detainees equipment and documents separately. Record the description of weapons, special equipment, documents, identification cards, and personal affects on the capture tag.

Silence--Do not allow the EPWs/detainees to communicate with one another, either verbally or with gestures. Keep an eye open for potential troublemakers, both talkers or quiet types, and be prepared to separate them.

Segregate--Keep civilians and military separate, and then further divide them by rank, gender, nationality, ethnicity, and religion. This technique helps keep them quiet.

Safeguard--Provide security for and protect the EPWs/detainees. Get them out of immediate danger and allow them to keep their personal chemical protective gear, if they have any, and their identification cards.

Speed--Information is time sensitive. It is very important to move personnel to the rear as quickly as possible. The other thing to consider is that an EPW/detainee's resistance to questioning grows as time goes on. The initial shock of being captured or detained wears off and they begin to think of escape.

Note: Exercising speed, in this instance, is critical because the value of information erodes in a few hours. Human intelligence (HUMINT) Soldiers who are trained and who have the appropriate time and means will be waiting to screen and interrogate these individuals.

PERSONNEL AND EQUIPMENT TAGS

9-17. Use wire, string, or other durable material to attach Part A, DD Form 2745, Enemy Prisoner of War (EPW) Capture Tag, or a field-expedient alternative, to the detainee's clothing. Tell him not to remove or alter the tag. Attach another tag to any confiscated property. On each tag, write the following, making sure that your notes clearly link the property with the person from whom you confiscated it:

- Date and time of capture.
- Location of the capture (grid coordinates).
- Capturing unit.
- Circumstances of capture (why person was detained).
 - Who?
 - What?
 - Where?
 - Why?
 - Witnesses?

OPERATIONS SECURITY

9-18. Operations security (OPSEC) is the process your leaders follow to identify and protect essential elements of friendly information (EEFI). The Army defines EEFI as critical aspects of a friendly operation that, if known by the enemy, would subsequently compromise, lead to failure, or limits success of the operation and therefore must be protected from detection. All Soldiers execute OPSEC measures as part of FP. Effective OPSEC involves telling Soldiers exactly why OPSEC measures are important, and what they are supposed to accomplish. You must understand that the cost of failing to maintain effective OPSEC can result in the loss of lives. Understanding why you are doing something and what your actions are supposed to accomplish, allows you and your fellow Soldiers to execute tasks more effectively. However, this means that you and your fellow Soldiers must--

- Avoid taking personal letters or pictures into combat areas.
- Avoid keeping diaries in combat areas.
- Practice camouflage principles and techniques.
- Practice noise and light discipline.
- Practice field sanitation.
- Use proper radiotelephone procedure.

- Use the challenge and password properly.
- Abide by the Code of Conduct (if captured).
- Report any Soldier or civilian who is believed to be serving with or sympathetic to the enemy.
- Report anyone who tries to get information about US operations.
- Destroy all maps or important documents if capture is imminent.
- Avoid discussing military operations in public areas.
- Discuss military operations only with those persons having a need to know the information.
- Remind fellow Soldiers of their OPSEC responsibilities.

OBSERVATION TECHNIQUES

9-19. During all types of operations, you will be looking for the enemy. However, there will be times when you will be posted in an OP to watch for enemy activity. An OP is a position from which you watch an assigned sector of observation and report all activity seen or heard in your sector.

DAY OBSERVATION

9-20. In daylight, use the visual search technique to search terrain. You must visually locate and distinguish enemy activity from the surrounding terrain features by using the following scanning techniques:

Rapid Scan--This is used to detect obvious signs of enemy activity. It is usually the first method you will use (Figure 9-3). To conduct a rapid scan--

- Search a strip of terrain about 100 meters deep, from left-to-right, pausing at short intervals.
- Search another 100-meter strip farther out, from right-to-left, overlapping the first strip scanned, pausing at short intervals.
- Continue this method until the entire sector of fire has been searched.

Slow Scan--The slow scan search technique uses the same process as the rapid scan but much more deliberately, which means a slower, side-to-side movement and more frequent pauses (Figure 9-5).

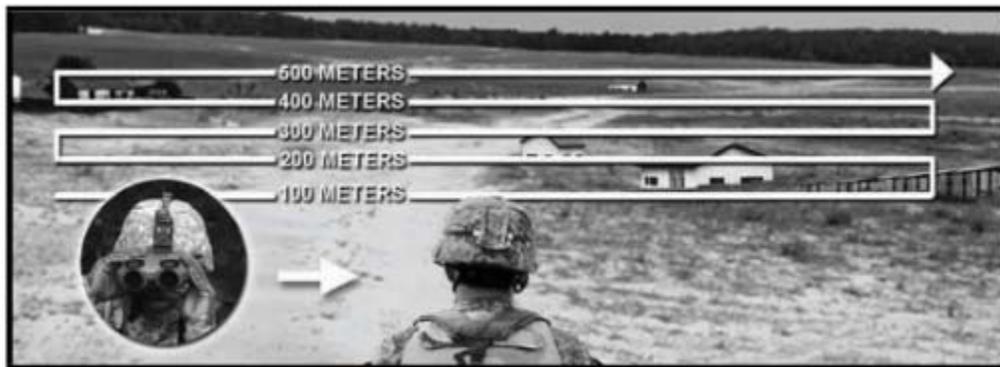


Figure 9-3. Rapid/slow-scan pattern.

Detailed Search--If you find no targets using either the rapid or slow scan techniques, make a careful, detailed search of the target area using M22 binoculars. The detailed search is like the slow scan, but searching smaller areas with frequent pauses and almost incremental movement. The detailed search, even more than the rapid or slow scan, depends on breaking a

larger sector into smaller sectors to ensure everything is covered in detail and no possible enemy positions are overlooked (Figure 9-4). You must pay attention to the following:

- Likely enemy positions and suspected vehicle/dismounted avenues of approach.
- Target signatures, such as road junctions, hills, and lone buildings, located near prominent terrain features.
- Areas with cover and concealment, such as tree lines and draws.

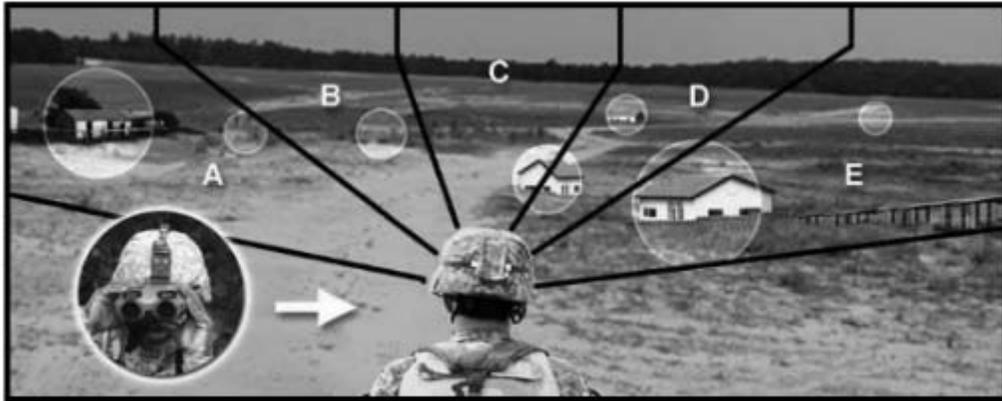


Figure 9-4. Detailed search.

LIMITED VISIBILITY OBSERVATION

9-21. Although operating at night has definite advantages, it is also difficult. Your eyes do not work as well as during the day, yet they are crucial to your performance. You need to be aware of constraints your eyes place upon you at night, because 80 percent of your sensory input comes through them. Your ability to see crisp and clear images is significantly reduced.

Dark Adaptation

9-22. Dark adaptation is the process by which the human body increases the eye's sensitivity to low levels of light. Adaptation to darkness occurs at varying degrees and rates. During the first 30 minutes in the dark, eye sensitivity increases about 10,000 times. Dark adaptation is affected by exposure to bright light such as matches, flashlights, flares, or vehicle headlights. Full recovery from these exposures can take up to 45 minutes. Your color perception decreases at night. You may be able to distinguish light and dark colors depending on the intensity of reflected light. At night, bright warm colors such as reds and oranges are hard to see and will appear dark. In fact, reds are nearly invisible at night. Unless a dark color is bordered by two lighter colors, it is invisible. On the other hand, greens and blues will appear brighter, although you may not be able to determine their color. Since visual sharpness at night is one-seventh of what it is during the day, you can see only large, bulky objects, so you must recognize objects by their general shape or outline. Knowing the design of structures common in the AO will help you determine shape or silhouette. Darkness also reduces depth perception.

Normal Blind Spots--The normal blind spot is always present, day and night. It is caused by the lack of light receptors where the optic nerve inserts into the back of the eye. The normal blind spot occurs when you use just one eye. When you close the other eye, objects about 12 to 15 degrees away from where you are looking will disappear. When you uncover your eye, the objects will reappear.

Night Blind Spots--When you stare at an object at night, under starlight or lower levels of illumination, it can disappear or fade away. This is a result of the night blind spot. It

affects both eyes at the same time and occurs when using the central vision of both eyes. Consequently, larger and larger objects are missed as the distances increase. In order to avoid the night blind spots, look to all sides of objects you are trying to find or follow. Do not stare. This is the only way to maximize your night vision.

Night Observation Techniques

9-23. The following paragraphs detail night observation techniques:

Dark Adaptation Technique--First, let your eyes become adjusted to the darkness. Do so by staying either in a dark area for about 30 minutes, or in a red-light area for about 20 minutes followed by about 10 minutes in a dark area. The red-light method may save time by allowing you to get orders, check equipment, or do some other job before moving into darkness.

Night Vision Scans--Dark adaptation is only the first step toward making the greatest use of night vision. Scanning enables you to overcome many of the physiological limitations of your eyes (Figure 9-5). It can also reduce confusing visual illusions or your eyes playing tricks on you. This technique involves looking from right to left or left to right using a slow, regular scanning movement. At night, it is essential to avoid looking directly at a faintly visible object when trying to confirm its presence.

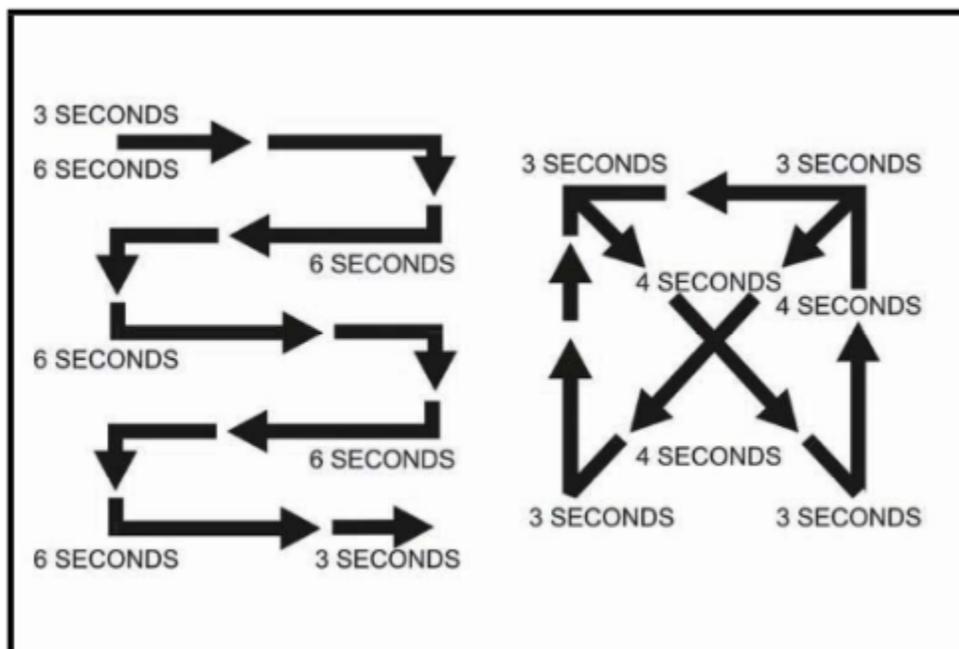


Figure 9-5. Typical scanning pattern.

Off-Center Vision--The technique of viewing an object using central vision is ineffective at night. Again, this is due to the night blind spot that exists during low illumination (Figure 9-6). You must learn to use off-center vision. This technique requires viewing an object by looking 10 degrees above, below, or to either side of it rather than directly at it. Additionally, diamond viewing is very similar in that you move your eyes just slightly, a few degrees, in a diamond pattern around the object you wish to see. However, the image of an object bleaches out and becomes a solid tone when viewed longer than 2 or 3 seconds. You do not have to move your head to use

your peripheral vision. By shifting your eyes from one off-center point to another, you can continue to pick-up the object in your peripheral field of vision.

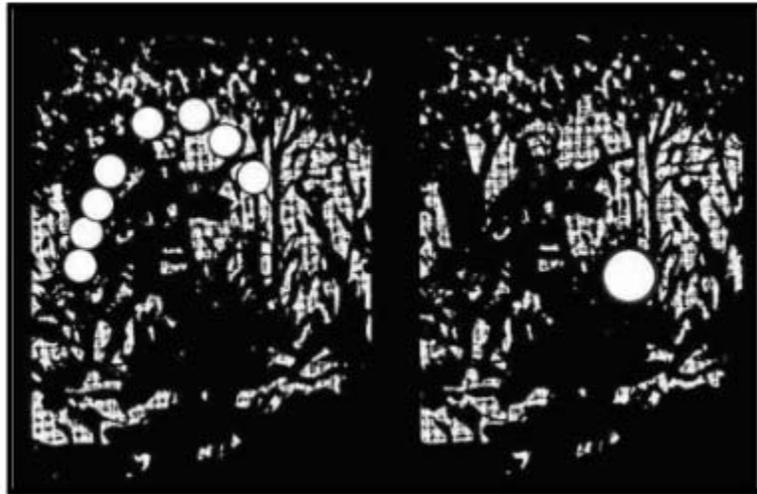


Figure 9-6. Off-center viewing.

RANGE ESTIMATION

9-31. You must often estimate ranges. You must accurately determine distance and prepare topographical sketches or range cards. Your estimates will be easier to make and more accurate if you know various range-estimation techniques.

FACTORS

9-32. Three factors affect range estimates:

Nature of the Object

- Outline.....An object of regular outline, such as a house, appears closer than one of irregular outline, such as a clump of trees.
- Contrast.....A target that contrasts with its background appears to be closer than it actually is.
- Exposure.....A partly exposed target appears more distant than it actually is.

Nature of Terrain

- Contoured terrain.....Looking across contoured terrain makes an object seem farther.
- Smooth terrain..... Looking across smooth terrain, such as sand, water, or snow, makes a distant object seem nearer.
- Downhill..... Looking downhill at an object makes it seem farther.
- Uphill..... Looking uphill at an object makes it seem nearer.

Light Conditions

- Sun behind observer.....A front-lit object seems nearer.
- Sun behind object.....A back-lit object seems farther away.

ESTIMATION METHODS

- 9-33. Methods of range estimation include—
- The 100-meter unit-of-measure method.
 - The appearance-of-objects method.
 - The flash-and-sound method.
 - The mil-relation method.
 - A combination of these.

100-Meter-Unit-of-Measure Method

9-34. Picture a distance of 100 meters on the ground. For ranges up to 500 meters, count the number of 100-meter lengths between the two points you want to measure. Beyond 500 meters, pick a point halfway to the target, count the number of 100-meter lengths to the halfway point, and then double that number to get the range to the target. The accuracy of the 100-meter method depends on how much ground is visible. This is most true at long ranges. If a target is at a range of 500 meters or more, and you can only see part of the ground between yourself and the target, it is hard to use this method with accuracy. If you know the apparent size and detail of troops and equipment at known ranges, then you can compare those characteristics to similar objects at unknown ranges. When the characteristics match, the range does also.

Appearance-of-Object Method

9-35. To use the appearance-of-objects method, you must be familiar with characteristic details of objects as they appear at various ranges. As you must be able to see those details to make the method work, anything that limits visibility (such as weather, smoke, or darkness) will limit the effectiveness of this method. If you know the apparent size and detail of troops and equipment at known ranges, then you can compare those characteristics to similar objects at unknown ranges. When the characteristics match, the range does also. Table 9-2 shows what is visible on the human body at specific ranges.

<i>RANGE (in meters)</i>	<i>WHAT YOU SEE</i>
200	Clear in all detail such as equipment, skin color
300	Clear body outline, face color good, remaining detail blurred
400	Body outline clear, other details blurred
500	Body tapered, head indistinct from body
600	Body a wedge shape, with no head apparent
700	Solid wedge shape (body outline)

Table 9-2. Appearance of a body using appearance-of-objects method.

Flash-and-Sound Method

9-36. This method is best at night. Sound travels through air at 1,100 feet (300 meters) per second. That makes it possible to estimate distance if you can both see and hear a sound-producing action. When you see the flash or smoke of a weapon, or the dust it raises, immediately start counting. Stop counting when you hear the sound associated with the action. The number at which you stop should be multiplied by three. This gives you the approximate distance to the weapon in hundreds of meters. If you stop at one, the distance is about 300 meters. If you stop at three, the distance is about 900 meters. When you must count higher than nine, start over with one each time you hit nine. Counting higher numbers throws the timing off.

Mil-Relation Formula

9-37. This is the easiest and best way to estimate range. At 1,000 meters, a 1-mil angle equals 1 meter (wide or high). To estimate the range to a target, divide the estimated height of the target in meters (obtained using the reticle in the M22 binoculars) by the size of the target in mils. Multiply by 1,000 to get the range in meters (Figure 9-10).

$$\frac{\text{estimated height (meters)}}{\text{size of target in mils}} \times 1,000 = \text{estimated range (meters)}$$

Figure 9-10. Mil-relation formula.

Combination of Methods

9-38. Battlefield conditions are not always ideal for estimating ranges. If the terrain limits the use of the 100-meter unit-of-measure method, and poor visibility limits the use of the appearance-of-objects method, you may have to use a combination of methods. For example, if you cannot see all of the terrain out to the target, you can still estimate distance from the apparent size and detail of the target itself. A haze may obscure the target details, but you may still be able to judge its size or use the 100-meter method. By using either one or both of the methods, you should arrive at a figure close to the true range.

CHAPTER 4 – OPERATIONS

SECTION I – FIRE CONTROL AND DISTRIBUTION

1. Fire control measures

a. Graphic measures

- (1) Boundaries or sectors
- (2) Battle positions
- (3) Engagement areas
- (4) Target Reference Points (TRPs)
- (5) Maximum engagement lines
- (6) Trigger lines
- (7) Phase lines
- (8) Final protective fire

b. Rules of engagement

c. Engagement priorities

d. Machine Guns

- (1) Leaders position machine guns to—
 - (a) Concentrate fires where they want to kill the enemy
 - (b) Fire across the platoon front
 - (c) Cover obstacles by fire
 - (d) Tie-in with adjacent units
- (2) The following definitions apply to the employment of machine guns.
 - (a) Grazing fire
 - (b) Dead space
 - (c) Final protective line
 - (d) Platoon machine guns have the following target priority
 1. The FPF, if directed
 2. The most dangerous or threatening target
 3. Groups of dismounted infantry in primary sector
 4. Enemy crew-served weapons
 5. Groups of dismounted infantry in secondary sector
 6. Unarmored command and control vehicles

2. Fire Commands

- a. **Alert** - The leader can alert the soldiers by name or unit designation, by some type of visual or sound signal, by personal contact, or by any other practical way.
- b. **Direction** - the general direction or pinpoint location of the target.
- c. **Description** - describes the target briefly but accurately
- d. **Range** - range to the target in meters
- e. **Method of fire** - which weapons, type & amount of ammunition, and the rate of fire.
- f. **Command to fire**

3. Fire Distribution. - The two methods of fire distribution are point fire and area fire.

- a. **Point Fire.** The platoon's fires are directed at one target. The platoon leader accomplishes this by marking the desired target with tracer fire or by M203 fire.
- b. **Area Fire.** The platoon's fires cover an area from left to right and in depth. The platoon leader accomplishes this four ways.
 - (1) *Frontal fire*
 - (2) *Cross fire*

- (3) *Depth fire*
- (4) *Combination*

SECTION II – RANGE CARDS AND SECTOR SKETCHES

1. RANGE CARDS

- a. The marginal information at the top of the card is listed as follows
 - (1) SQD, PLT CO. The squad, platoon, and company designations are listed. Units higher than company are not listed.
 - (2) MAGNETIC NORTH. The range card is oriented with the terrain and the direction of magnetic north arrow is drawn.
- b. The gunner's sector of fire is drawn in the sector sketch section. It is not drawn to scale, but the data referring to the targets must be accurate.
 - (1) The weapon symbol is drawn in the center of the small circle.
 - (2) Left and right limits are drawn from the position. A circled "L" and "R" are placed at the end of the appropriate limit lines.
 - (3) The value of each circle is determined by using a terrain feature farthest from the position that is within the weapon's capability. The distance to the terrain is determined and rounded off to the next even hundredth, if necessary. The maximum number of circles that will divide evenly into the distance is determined and divided. The result is the value for each circle. The terrain feature is then drawn on the appropriate circle.
 - (4) All TRPs and reference points are drawn in the sector. They are numbered consecutively and circled.
 - (5) Dead space is drawn in the sector.
 - (6) A maximum engagement line is drawn on range cards for anti-armor weapons.
 - (7) The weapon reference point is numbered last. The location is given a six-digit grid coordinate. When there is no terrain feature to be designated, the location is shown as an eight-digit grid coordinate.
- c. The data section is filled in as follows.
 - (1) POSITION IDENTIFICATION. The position is identified as primary alternate, or supplementary.
 - (2) DATE. The date and time the range card was completed is entered.
 - (3) WEAPON. The weapon block indicates the weapons used.
 - (4) EACH CIRCLE EQUALS _____ METERS. Write in the distance in meters between circles.
 - (5) NO. Starting with left and right limits TRPs and reference points are listed in numerical order.
 - (6) DIRECTION/DEFLECTION. The direction is listed in degrees. The deflection is listed in mils.
 - (7) ELEVATION. The elevation is listed in mils.
 - (8) RANGE. The distance in meters from the position [to the left and right limits and TRPs and reference points.
 - (9) AMMO. The type of ammunition used is listed.
 - (10) DESCRIPTION. The name of the object is listed for example, farmhouse, wood line, and hilltop.
 - (11) REMARKS. The weapon reference point data and any additional information are listed.

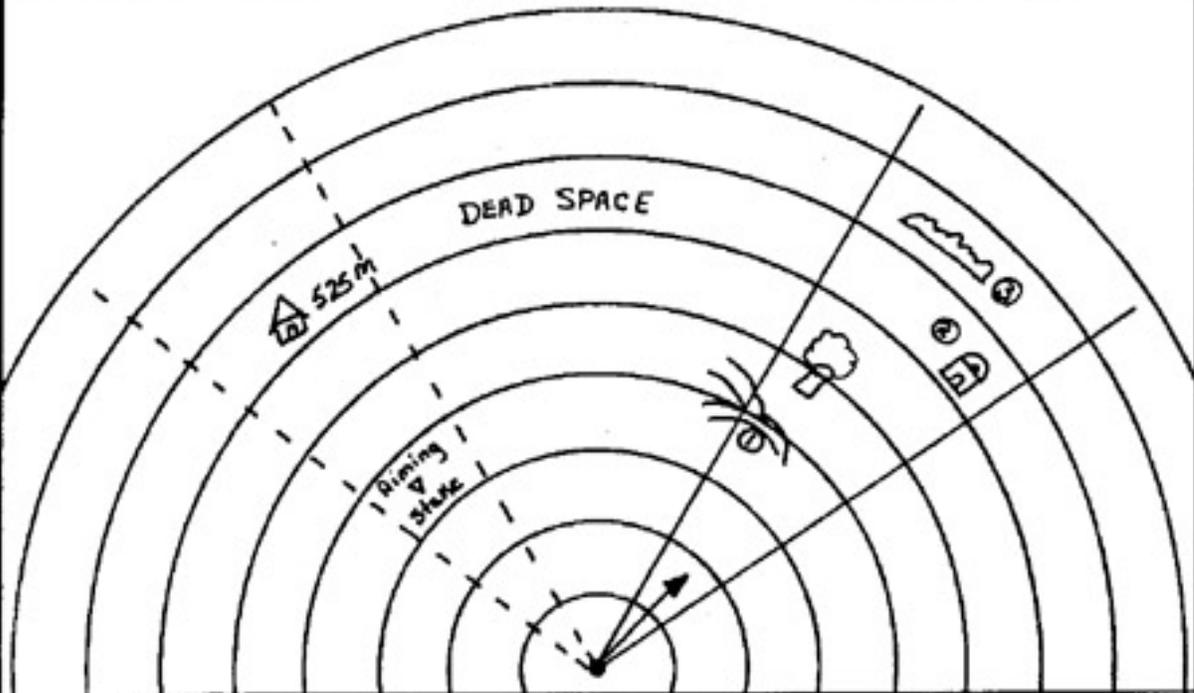
STANDARD RANGE CARD

For use of this form see FM 7-7J. The proponent agency is TRADOC.

SQD 3^d
 PLT 2^d
 CO B

May be used for all types of direct fire weapons.


 MAGNETIC
 NORTH



DATA SECTION

POSITION IDENTIFICATION GL08451038 DATE 12 Oct 01

WEAPON M100 #2 EACH CIRCLE EQUALS 100 METERS

NO.	DIRECTION/DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
1	L 035	0/24	400		PDF (wooded road junction)
2	R 375	-50/15	625		Barn
3	R 175	-50/40	725		Hedgerow

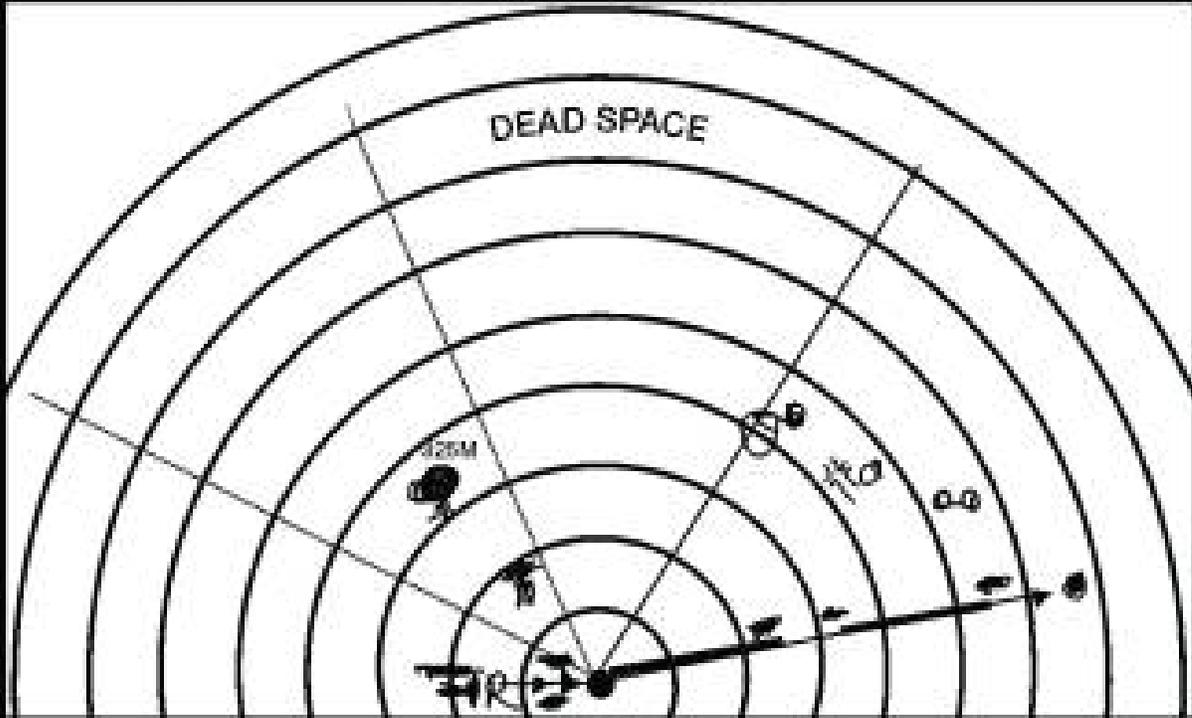
REMARKS: (1) TW 17 A30
 (2) TW 3/L3
 (3) TW 7/A3

STANDARD RANGE CARD

For use of this form see FM 7-72. The proponent agency is TRADOC

SOD 20
 PLT 20
 CO

May be used for all types of direct fire weapons



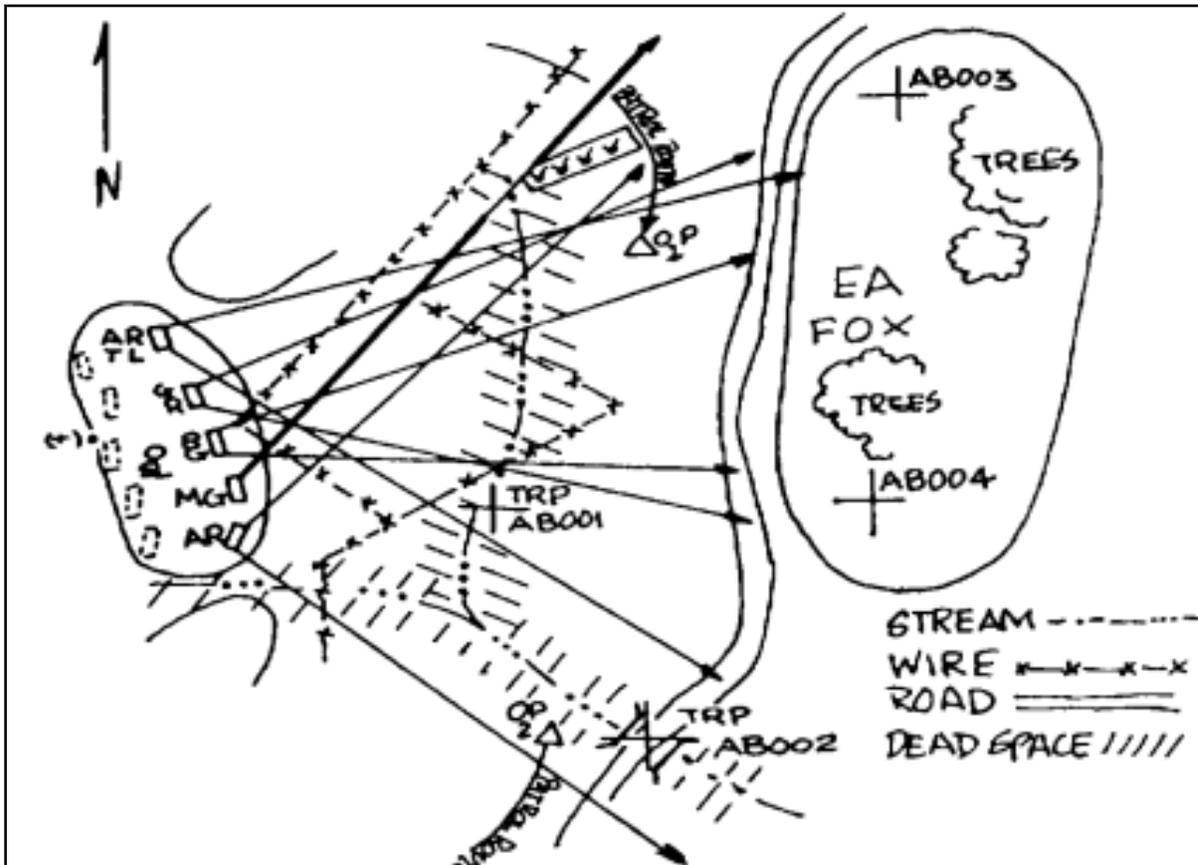
DATA SECTION

POSITION IDENTIFICATION <u>FL93668141</u>			DATE <u>20 APRIL</u>		
WEAPON <u>M60</u>			EACH CIRCLE EQUALS <u>100</u> METERS		
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
1	-	+50/3	550		FPL
2	R275	+50/45	525		BARN
3	L102	0/28	425		ROAD JUNCTION
4	L370	0/12	375		BOULDER

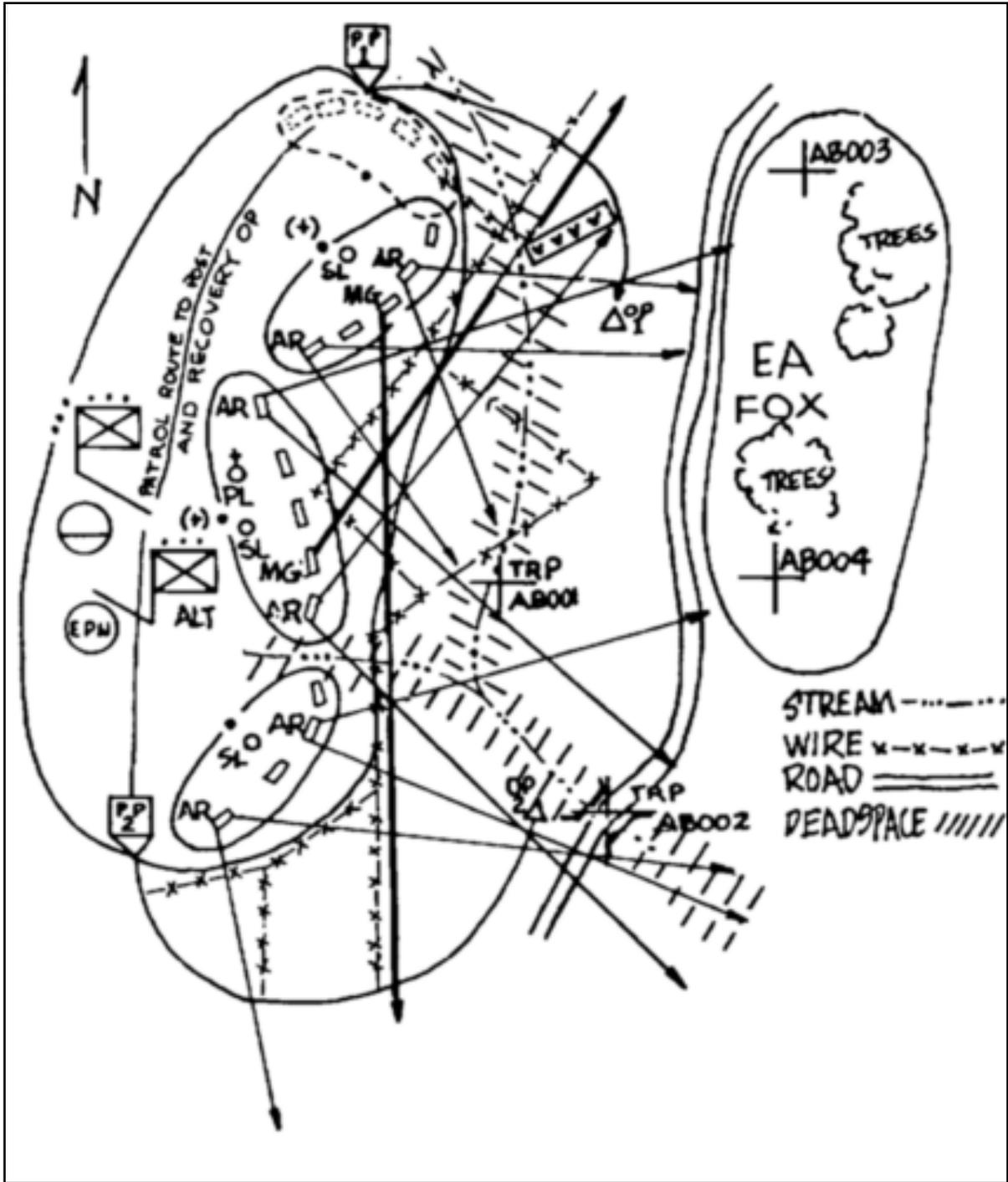
REMARKS: 0-4
0 TW15/LB

1. SECTOR SKETCHES

- a. Squad sector sketches - The squad leaders prepare an original and one copy of the sector sketch. The original remains in the squad CP, and the copy is turned in to the platoon leader. As a minimum, the squad sector sketch includes:
- (1) Key terrain within the squad sector.
 - (2) Each individual fighting position and its primary and secondary sectors of fire.
 - (3) Key weapons positions and their primary sector of fire, secondary sector of fire, and any fire control measures.
 - (4) All CP and OP locations.
 - (5) All dead space within the squad sector.
 - (6) Any obstacles and mines within the squad sector.



- b. Platoon sector sketches - The platoon leader prepares an original and one copy of the sector sketch. The original remains in the platoon CP, and the copy is turned in to the company commander. As a minimum, the platoon sector sketch includes:
- (1) Squad positions and sectors of fire.
 - (2) Key weapons positions and their sectors of fire and fire control measures.
 - (3) CPs (Command Post), OPs (Observation Post), and patrol routes.
 - (4) Platoon maximum engagement lines.
 - (5) All dead space within the platoon sector.
 - (6) All mines and obstacles within the platoon sector.
 - (7) Any TRPs or FPFs (Final Protective Fires) within the platoon sector.



SECTION III – MOVEMENT
(FM 3-21.75, Chap 7, and FM3-21.8, Chap 3)

I. INDIVIDUAL MOVEMENT TECHNIQUES

7-1. Your leaders base their selection of a particular movement technique by traveling, traveling overwatch, or bounding overwatch on the likelihood of enemy contact and the requirement for speed. However, your unit's ability to move depends on your movement skills and those of your fellow Soldiers. Use the following techniques to avoid being seen or heard:

- Stop, look, listen, and smell (SLLS) before moving. Look for your next position before leaving a position.
- Look for covered and concealed routes on which to move.
- Change direction slightly from time-to-time when moving through tall grass.
- Stop, look, and listen when birds or animals are alarmed (the enemy may be nearby).
- Smell for odors such as petroleum, smoke, and food; they are additional signs of the enemy's presence.
- Cross roads and trails at places that have the most cover and concealment (large culverts, low spots, curves, or bridges).
- Avoid steep slopes and places with loose dirt or stones.
- Avoid cleared, open areas and tops of hills and ridges. Walking at the top of a hill or ridge will skyline you against the sun or moon, enabling the enemy to see you.

7-2. In addition to walking, you may move in one of three other methods known as individual movement techniques (IMT) — low crawl, high crawl, or rush.

Low Crawl

7-3. The low crawl gives you the lowest silhouette. Use it to cross places where the cover and/or concealment are very low and enemy fire or observation prevents you from getting up. Keep your body flat against the ground. With your firing hand, grasp your weapon sling at the upper sling swivel. Let the front hand guard rest on your forearm (keeping the muzzle off the ground), and let the weapon butt drag on the ground. To move, push your arms forward and pull your firing side leg forward. Then pull with your arms and push with your leg. Continue this throughout the move (Figure 7-1).

High Crawl

7-4. The high crawl lets you move faster than the low crawl and still gives you a low silhouette. Use this crawl when there is good cover and concealment but enemy fire prevents you from getting up. Keep your body off the ground and resting on your forearms and lower legs. Cradle your weapon in your arms and keep its muzzle off the ground. Keep your knees well behind your buttocks so your body will stay low. To move, alternately advance your right elbow and left knee, then your left elbow and right knee (Figure 7-1).

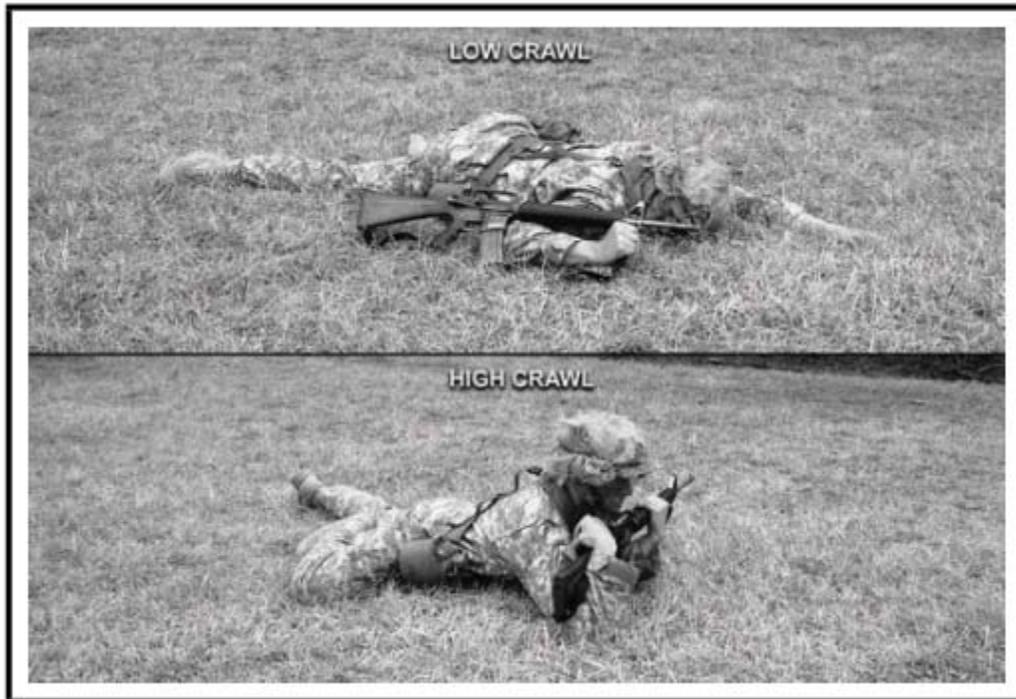


Figure 7-1. Low and high crawl.

7-5. When you are ready to stop moving:

- Plant both of your feet.
- Drop to your knees (at the same time slide a hand to the butt of your rifle).
- Fall forward, breaking the fall with the butt of the rifle.
- Go to a prone firing position.

7-6. If you have been firing from one position for some time, the enemy may have spotted you and may be waiting for you to come up from behind cover. So, before rushing forward, roll or crawl a short distance from your position. By coming up from another spot, you may fool an enemy who is aiming at one spot and waiting for you to rise. When the route to your next position is through an open area, use the 3 to 5 second rush. When necessary, hit the ground, roll right or left, and then rush again.

Rush

7-7. The rush is the fastest way to move from one position to another (Figure 7-2). Each rush should last from 3 to 5 seconds. Rushes are kept short to prevent enemy machine gunners or riflemen from tracking you. However, do not stop and hit the ground in the open just, because 5 seconds have passed. Always try to hit the ground behind some cover. Before moving, pick out your next covered and concealed position and the best route to it. Make your move from the prone position as follows:

- Slowly raise your head and pick your next position and the route to it.
- Slowly lower your head.
- Draw your arms into your body (keeping your elbows in).
- Pull your right leg forward.
- Raise your body by straightening your arms.
- Get up quickly.
- Rush to the next position.

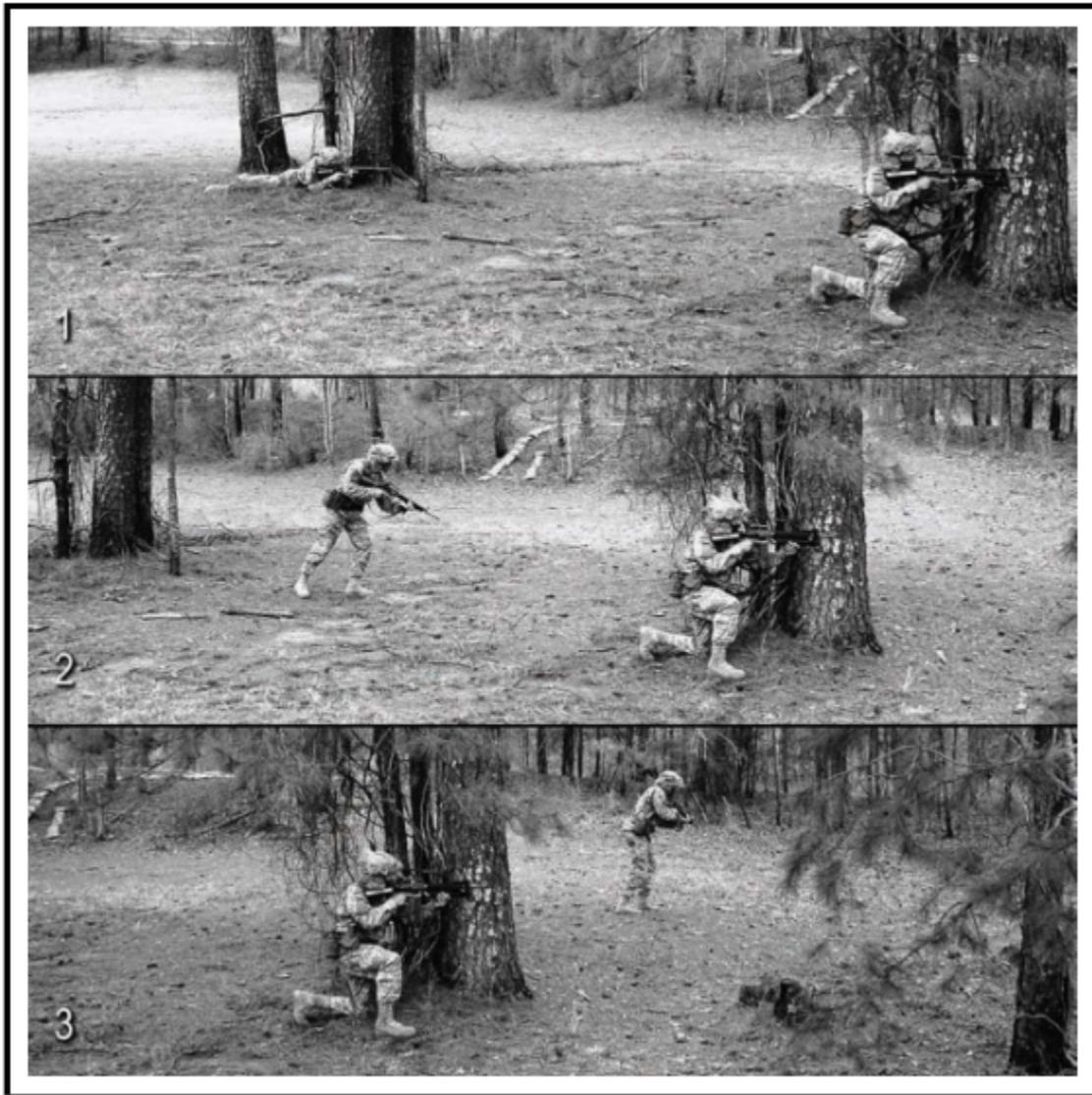


Figure 7-2. Rush.

Movement With Stealth

7-8. Moving with stealth means moving quietly, slowly, and carefully. This requires great patience. To move with stealth, use the following techniques:

- Ensure your footing is sure and solid by keeping your body's weight on the foot on the ground while stepping.
- Raise the moving leg high to clear brush or grass.
- Gently let the moving foot down toe first, with your body's weight on the rear leg.
- Lower the heel of the moving foot after the toe is in a solid place.
- Shift your body's weight and balance the forward foot before moving the rear foot.
- Take short steps to help maintain balance.

7-9. At night, and when moving through dense vegetation, avoid making noise. Hold your weapon with one hand, and keep the other hand forward, feeling for obstructions. When going into a prone position, use the following techniques:

- Hold your rifle with one hand and crouch slowly.
- Feel for the ground with your free hand to make sure it is clear of mines, tripwires, and other hazards.
- Lower your knees, one at a time, until your body's weight is on both knees and your free hand.
- Shift your weight to your free hand and opposite knee.
- Raise your free leg up and back, and lower it gently to that side.
- Move the other leg into position the same way.
- Roll quietly into a prone position.

7-10. Use the following techniques when crawling:

- Crawl on your hands and knees.
- Hold your rifle in your firing hand.
- Use your nonfiring hand to feel for and make clear spots for your hands and knees.
- Move your hands and knees to those spots, and put them down softly.

II. MOVEMENT FORMATIONS

3-24. This section discusses movement formations of Infantry fire teams, squads, and platoons. The platoon leader uses formations for several purposes: to relate one squad to another on the ground; to position firepower to support the direct-fire plan; to establish responsibilities for sector security among squads; or to aid in the execution of battle drills. Just as they do with movement techniques, platoon leaders plan formations based on where they expect enemy contact, and on the company commander's plans to react to contact. The platoon leader evaluates the situation and decides which formation best suits the mission and situation.

3-25. Every squad and Soldier has a standard position. Soldiers can see their team leaders. Fire team leaders can see their squad leaders. Leaders control their units using hand-and-arm signals.

3-26. Formations also provide 360-degree security and allow units to give the weight of their firepower to the flanks or front in anticipation of enemy contact.

3-27. Formations do not demand parade ground precision. Platoons and squads must retain the flexibility needed to vary their formations to the situation. The use of formations allows Soldiers to execute battle drills more quickly and gives them the assurance that their leaders and buddy team members are in the expected positions and performing the right tasks.

3-28. Sometimes platoon and company formations differ due to METT-TC factors. For example, the platoons could move in wedge formations within a company vee. It is not necessary for the platoon formation to be the same as the company formation unless directed by the company commander. However, the platoon leader must coordinate his formation with other elements moving in the main body team's formation. Figure 3-2 illustrates platoon symbols.

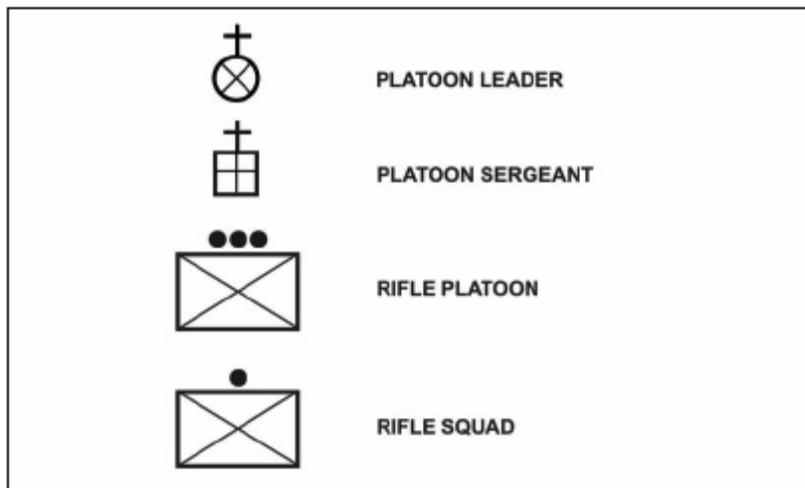


Figure 3-2. Legend of platoon symbols.

NOTE: The formations shown in the illustrations in this chapter are examples only. They generally are depicted without METT-TC considerations, which are always the most crucial element in the selection and execution of a formation. Leaders must be prepared to adapt their choice of formation to the specific situation.

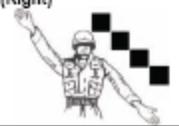
PRIMARY FORMATIONS

3-29. Combat formations are composed of two variables: lateral frontage, represented by the line formation; and depth, represented by the column formation. The advantages attributed to any one of these variables are disadvantages to the other. Leaders combine the elements of lateral frontage and depth to determine the best formation for their situation. In addition to the line and column/file, the other five types of formations—box; vee; wedge; diamond; and echelon—combine these elements into varying degrees. Each does so with different degrees of emphasis that result in unique advantages and disadvantages (Table 3-1).

3-30. The seven formations can be grouped into two categories: formations with one lead element, and formations with more than one lead element. The formations with more than one lead element, as a general rule, are better for achieving fire superiority to the front, but are more difficult to control. Conversely, the formations with only one lead element are easier to control but are not as useful for achieving fire superiority to the front.

3-31. Leaders attempt to maintain flexibility in their formations. Doing so enables them to react when unexpected enemy actions occur. The line, echelon, and column formations are the least flexible of the seven formations. The line mass to the front has vulnerable flanks. The echelon is optimized for a flank threat—something that units want to avoid. The column has difficulty reinforcing an element in contact. Leaders using these formations should consider ways to reduce the risks associated with their general lack of flexibility.

Table 3-1 Primary formations

Name/Formation/ Signal (if applicable)	Characteristics	Advantages	Disadvantages
Line Formation 	<ul style="list-style-type: none"> - All elements arranged in a row - Majority of observation and direct fires oriented forward; minimal to the flanks - Each subordinate unit on the line must clear its own path forward - One subordinate designated as the base on which the other subordinates cue their movement 	<ul style="list-style-type: none"> - Ability to: <ul style="list-style-type: none"> - Generate fire superiority to the front - Clear a large area - Disperse - Transition to bounding overwatch, base of fire, or assault 	<ul style="list-style-type: none"> - Control difficulty increases during limited visibility and in restrictive or close terrain - Difficult to designate a maneuver element - Vulnerable assailable flanks - Potentially slow - Large signature
Column/File Formation 	<ul style="list-style-type: none"> - One lead element - Majority of observation and direct fires oriented to the flanks; minimal to the front - One route means unit only influenced by obstacles on that one route 	<ul style="list-style-type: none"> - Easiest formation to control (as long as leader can communicate with lead element) - Ability to generate a maneuver element - Secure flanks - Speed 	<ul style="list-style-type: none"> - Reduced ability to achieve fire superiority to the front - Clears a limited area and concentrates the unit - Transitions poorly to bounding overwatch, base of fire, and assault - Column's depth makes it a good target for close air attacks and a machine gun beaten zone
Vee Formation 	<ul style="list-style-type: none"> - Two lead elements - Trail elements move between the two lead elements - Used when contact to the front is expected - "Reverse wedge" - Unit required to two lanes/routes forward 	<ul style="list-style-type: none"> - Ability to: <ul style="list-style-type: none"> - Generate fire superiority to the front - Generate a maneuver element - Secure flanks - Clear a large area - Disperse - Transition to bounding overwatch, base of fire, or assault 	<ul style="list-style-type: none"> - Control difficulty increases during limited visibility and in restrictive or close terrain - Potentially slow
Box Formation 	<ul style="list-style-type: none"> - Two lead elements - Trail elements follow lead elements - All-around security 	<ul style="list-style-type: none"> - See vee formation advantages 	<ul style="list-style-type: none"> - See vee formation disadvantages
Wedge Formation 	<ul style="list-style-type: none"> - One lead element - Trail elements paired off abreast of each other on the flanks - Used when the situation is uncertain 	<ul style="list-style-type: none"> - Ability to: <ul style="list-style-type: none"> - Control, even during limited visibility, in restrictive terrain, or in close terrain - Transition trail elements to base of fire or assault - Secure the front and flanks - Transition the line and column 	<ul style="list-style-type: none"> - Trail elements are required to clear their own path forward - Frequent need to transition to column in restrictive, close terrain
Diamond Formation 	<ul style="list-style-type: none"> - Similar to the wedge formation - Fourth element follows the lead element 	<ul style="list-style-type: none"> - See wedge formation advantages 	<ul style="list-style-type: none"> - See wedge formation disadvantages
Echelon Formation (Right) 	<ul style="list-style-type: none"> - Elements deployed diagonally left or right - Observation and fire to both the front and one flank - Each subordinate unit on the line clears its own path forward 	<ul style="list-style-type: none"> - Ability to assign sectors that encompass both the front and flank 	<ul style="list-style-type: none"> - Difficult to maintain proper relationship between subordinates - Vulnerable to the opposite flanks

FIRE TEAM FORMATIONS

3-32. The term fire team formation refers to the Soldiers' relative positions within the fire team. Fire team formations include the fire team wedge and the fire team file (Table 3-2). Both formations have advantages and disadvantages. Regardless of which formation the team employs, each Soldier must know his location in the formation relative to the other members of the fire team and the team leader. Each Soldier covers a set sector of responsibility for observation and direct fire as the team is moving. To provide the unit with all-round protection, these sectors must interlock. Team leaders must be constantly aware of their team's sectors and correct them as required.

Table 3-2. Comparison of fire team formations.

Movement Formation	When Most Often Used	CHARACTERISTICS			
		Control	Flexibility	Fire Capabilities and Restrictions	Security
Fire team wedge	Basic fire team formation	Easy	Good	Allows immediate fires in all directions	All-round
Fire team file	Close terrain, dense vegetation, limited visibility conditions	Easiest	Less flexible than wedge	Allows immediate fires to the flanks, masks most fires to the rear	Least

3-33. The team leader adjusts the team’s formation as necessary while the team is moving. The distance between men will be determined by the mission, the nature of the threat, the closeness of the terrain, and by the visibility. As a general rule, the unit should be dispersed up to the limit of control. This allows for a wide area to be covered, makes the team’s movement difficult to detect, and makes them less vulnerable to enemy ground and air attack. Fire teams rarely act independently. However, in the event that they do, when halted, they use a perimeter defense to ensure all-around security.

FIRE TEAM WEDGE

3-34. The wedge (Figure 3-3) is the basic formation for the fire team. The interval between Soldiers in the wedge formation is normally 10 meters. The wedge expands and contracts depending on the terrain. Fire teams modify the wedge when rough terrain, poor visibility, or other factors make control of the wedge difficult. The normal interval is reduced so all team members can still see their team leader and all team leaders can still see their squad leader. The sides of the wedge can contract to the point where the wedge resembles a single file. Soldiers expand or resume their original positions when moving in less rugged terrain where control is easier.

3-35. In this formation the fire team leader is in the lead position with his men echeloned to the right and left behind him. The positions for all but the leader may vary. This simple formation permits the fire team leader to lead by example. The leader’s standing order to his Soldiers is: “Follow me and do as I do.” When he moves to the right, his Soldiers should also move to the right. When he fires, his Soldiers also fire. When using the lead-by-example technique, it is essential for all Soldiers to maintain visual contact with the leader.

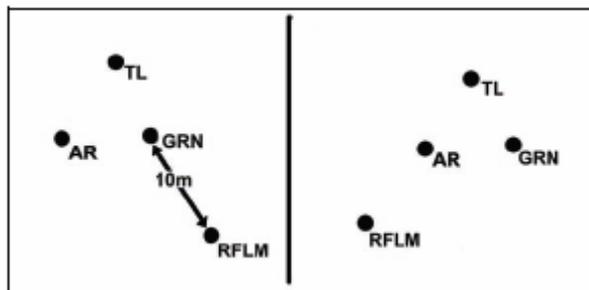


Figure 3-3. Fire team wedge.

FIRE TEAM FILE

3-36. Team leaders use the file when employing the wedge is impractical. This formation is most often used in severely restrictive terrain, like inside a building; dense vegetation; limited visibility; and so forth. The distance between Soldiers in the column changes due to constraints of the situation, particularly when in urban operations (Figure 3-4).

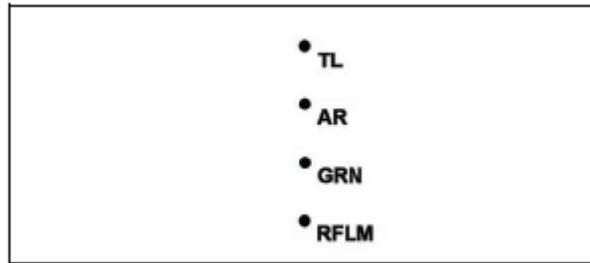


Figure 3-4. Fire team file.

SQUAD FORMATIONS

3-37. The term squad formation refers to the relative locations of the fire teams. Squad formations include the squad column, the squad line, and the squad file. Table 3-3 compares squad formations.

Table 3-3. Comparison of squad formations.

Movement Formation	When Most Often Used	CHARACTERISTICS			
		Control	Flexibility	Fire Capabilities and Restrictions	Security
Squad column	The main squad formation	Good	Aids maneuver, good dispersion laterally and in depth	Allows large volume of fire to the flanks but only limited volume to the front	All-around
Squad line	For maximum firepower to the front	Not as good as squad column	Limited maneuver capability (both fire teams committed)	Allows maximum immediate fire to the front	Good to the front, little to the flank and rear
Squad file	Close terrain, dense vegetation, limited visibility conditions	Easiest	Most difficult formation to maneuver from	Allows immediate fire to the flanks, masks most fire to the front and rear	Least

3-38. The squad leader adjusts the squad's formation as necessary while moving, primarily through the three movement techniques (see Section III). The squad leader exercises command and control primarily through the two team leaders and moves in the formation where he can best achieve this. The squad leader is responsible for 360-degree security, for ensuring the team's sectors of fire are mutually supporting, and for being able to rapidly transition the squad upon contact.

3-39. The squad leader designates one of the fire teams as the base fire team. The squad leader controls the squad's speed and direction of movement through the base fire team while the other team and any attachments cue their movement off of the base fire team. This concept applies when not in contact and when in contact with the enemy.

3-40. Weapons from the weapons squad (a machine gun or a Javelin) may be attached to the squad for the movement or throughout the operation. These high value assets need to be positioned so they are protected and can be quickly brought into the engagement when required. Ideally, these weapons should be positioned so they are between the two fire teams.

SQUAD COLUMN

3-41. The squad column is the squad's main formation for movement unless preparing for an assault (Figure 3-5). It provides good dispersion both laterally and in depth without sacrificing control. It also facilitates maneuver. The lead fire team is the base fire team. Squads can move in either a column wedge or a modified column wedge. Rough terrain, poor visibility, and other factors can require the squad to modify the wedge into a file for control purposes. As the terrain becomes less rugged and control becomes easier, the Soldiers assume their original positions.

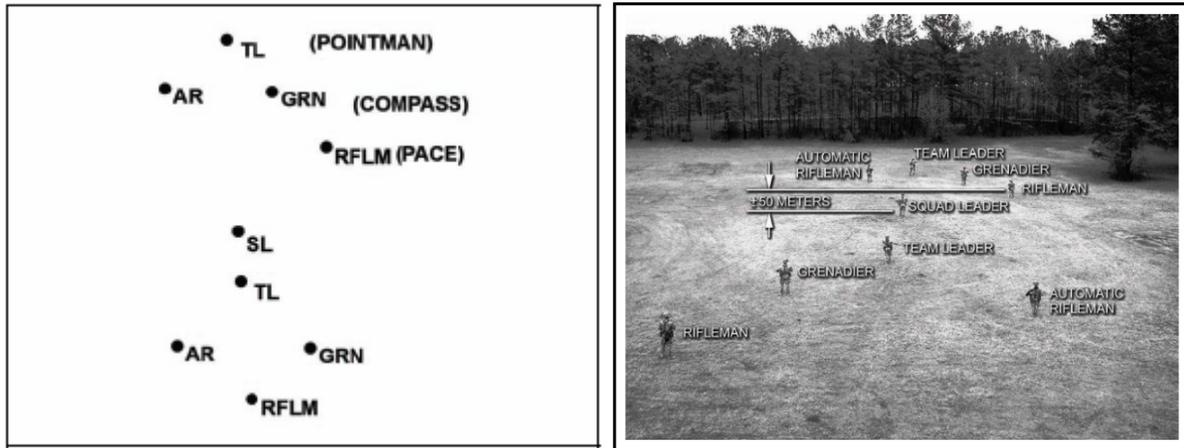


Figure 3-5. Squad column, fire teams in wedge.

SQUAD LINE

3-42. The squad line provides maximum firepower to the front and is used to assault or as a pre-assault formation (Figure 3-6). To execute the squad line, the squad leader designates one of the teams as the base team. The other team cues its movement off of the base team. This applies when the squad is in close combat as well. From this formation, the squad leader can employ any of the three movement techniques or conduct fire and movement (see Section III).

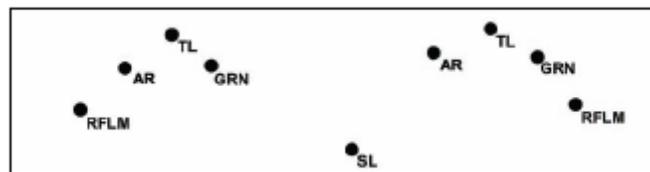


Figure 3-6. Squad line.

SQUAD FILE

3-43. The squad file has the same characteristics as the fire team file (Figure 3-7). In the event that the terrain is severely restrictive or extremely close, teams within the squad file may also be in file. This disposition is not optimal for enemy contact, but does provide the squad leader with maximum control. If the squad leader wishes to increase his control over the formation he moves forward to the first or second position. Moving forward also enables him to exert greater morale presence by leading from the front, and to be immediately available to make key decisions. Moving a team leader to the last position can provide additional control over the rear of the formation.

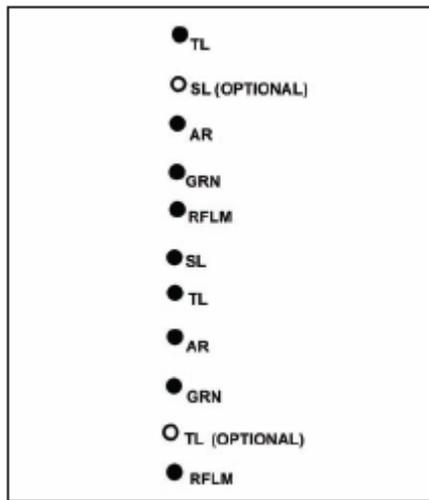


Figure 3-7. Squad file.

WEAPONS SQUAD MOVEMENT FORMATIONS

3-44. The weapons squad is not a rifle squad and should not be treated as such. During tactical movement the platoon leader has one of two options when it comes to positioning the weapons squad. The weapons squad can either travel together as a separate entity, or can be broken up and distributed throughout the formation. The advantage to keeping the weapons squad together is the ability to quickly generate a support by fire and gain fire superiority under the direction of the weapons squad leader. The disadvantage to this approach is the lack of redundancy throughout the formation. The advantage to distributing the weapons squad throughout the rifle squads is the coverage afforded to the entire formation. The disadvantage is losing the weapons squad leader as a single command and control element and the time required to reassemble the weapons squad if needed.

3-45. When the weapons squad travels dispersed, they can either be attached to squads or attached to the key leaders like the platoon leader, platoon sergeant, and weapons squad leader. There is no standard method for their employment. Rather, the platoon leader places the weapons using two criteria: ability to quickly generate fire superiority, and protection for these high value assets.

3-46. Like the rifle squad, the weapons squad, when traveling as a squad, uses either a column or line formation. Within these formations, the two sections can also be in column or line formation.

PLATOON FORMATIONS

3-47. The actual number of useful combinations of squad and fire team combat formations within the platoon combat formations is numerous, creating a significant training requirement for the unit. Add to that the requirement to modify formations with movement techniques, immediate action drills, and other techniques, and it is readily apparent that what the platoon leader needs is a couple of simple, effective strategies. These strategies should be detailed in the unit's SOPs. For a full description of each combat formation and advantages and disadvantages refer again to Table 3-1.

PLATOON LEADER RESPONSIBILITIES

3-48. Like the squad leader, the platoon leader exercises command and control primarily through his subordinates and moves in the formation where he can best achieve this. The squad and team leader execute the combat formations and movement techniques within their capabilities based on the platoon leader's guidance.

3-49. The platoon leader is responsible for 360-degree security, for ensuring that each subordinate unit's sectors of fire are mutually supporting, and for being able to rapidly transition the platoon upon contact. He adjusts the platoon's formation as necessary while moving, primarily through the three movement techniques (see Section III). Like the squad and team, this determination is a result of the task, the nature of the threat, the closeness of terrain, and the visibility.

3-50. The platoon leader is also responsible for ensuring his squads can perform their required actions. He does this through training before combat and rehearsals during combat. Well-trained squads are able to employ combat formations, movement techniques, actions on contact, and stationary formations.

PLATOON HEADQUARTERS

3-51. The platoon leader also has to decide how to disperse the platoon headquarters elements (himself, his RTO, his interpreter, the forward observer, the platoon sergeant, and the medic). These elements do not have a fixed position in the formations. Rather, they should be positioned where they can best accomplish their tasks. The platoon leader's element should be where he conducts actions on contact, where he can supervise navigation, and where he can communicate with higher. The FO's element should be where he can best see the battlefield and where he can communicate with the platoon leader and the battalion fire support officer (FSO). This is normally in close proximity to the platoon leader. The platoon sergeant's element should be wherever the platoon leader is not. Because of the platoon sergeant's experience, he should be given the freedom to assess the situation and advise the platoon leader accordingly. Typically, this means the platoon leader is more toward the front of the formation, while the platoon sergeant is more to the rear of the formation.

BASE SQUAD

3-52. The platoon leader designates one of the squads as the base squad. He controls the platoon's speed and direction of movement through the base squad, while the other squads and any attachments cue their movement off of the base squad.

MOVING AS PART OF A LARGER UNIT

3-53. Infantry platoons often move as part of a larger unit's movement. The next higher commander assigns the platoon a position within the formation. The platoon leader assigns his subordinates an appropriate formation based on the situation and uses the appropriate movement technique. Regardless of the platoon's position within the formation, it must be ready to make contact or to support the other elements by movement, by fire, or by both.

3-54. When moving in a company formation, the company commander normally designates a base platoon to facilitate control. The other platoons cue their speed and direction on the base platoon. This permits quick changes and lets the commander control the movement of the entire company by

controlling only the base platoon. The company commander normally locates himself within the formation where he can best see and direct the movement of the base platoon. The base platoon's center squad is usually its base squad. When the platoon is not acting as the base platoon, its base squad is its flank squad nearest the base platoon.

PRIMARY FORMATIONS

3-55. Platoon formations include the column, the line (squads on line or in column), the vee, the wedge, and the file. The leader should weigh these carefully to select the best formation based on his mission and on METT-TC analysis. A comparison of the formations is in Table 3-4.

3-56. Within these platoon formations, the rifle squads are either in a column or a line. Within the rifle squad formations, the teams are in one of the six formations. Normally the platoon leader does not personally direct fire team formations, but he can do so if the situation dictates. He should at a minimum know the formation of the base fire team of the base squad. The weapons squad travels separately or attached to the rifle squads.

Table 3-4. Comparison of platoon formations.

Movement Formation	When Most Often Used	CHARACTERISTICS				
		Control	Flexibility	Fire Capability/ Restrictions	Security	Movement
Platoon column	Platoon primary movement formation	Good for maneuver (fire and movement)	Provides good dispersion laterally and in depth	Allows limited firepower to the front and rear, but high volume to the flanks	Extremely limited overall security	Good
Platoon line, squads on line	When the leader wants all Soldiers forward for maximum firepower to the front and the enemy situation is known	Difficult	Minimal	Allows maximum firepower to the front, little to flanks and rear	Less secure than other formations because of the lack of depth, but provides excellent security for the higher formation in the direction of the echelon	Slow
Platoon line, squads in column	May be used when the leader does not want everyone on line; but wants to be prepared for contact; when crossing the LD when LD is near the objective	Easier than platoon line, squads on line, but more difficult than platoon column	Greater than platoon column, squads on line, but less than platoon line, squads on line	Good firepower to the front and rear, minimum fires to the flanks; not as good as platoon column, better than platoon line	Good security all around	Slower than platoon column, faster than platoon line, squads on line
Platoon vee	When the enemy situation is vague, but contact is expected from the front	Difficult	Provides two squads up front for immediate firepower and one squad to the rear for movement (fire and movement) upon contact from the flank	Immediate heavy volume of firepower to the front or flanks, but minimum fires to the rear	Good security to the front	Slow
Platoon wedge	When the enemy situation is vague, but contact is not expected	Difficult but better than platoon vee and platoon line, squads on line	Enables leader to make contact with a small element and still have two squads to maneuver	Provides heavy volume of firepower to the front or flanks	Good security to the flanks	Slow, but faster than platoon vee
Platoon file	When visibility is poor due to terrain, vegetation, or light	Easiest	Most difficult formation from which to maneuver	Allows immediate fires to the flanks, masks most fires to front and rear	Extremely limited overall security	Fastest for dismounted movement

Platoon Column

3-57. In the platoon column formation, the lead squad is the base squad (Figure 3-8). It is normally used for traveling only.

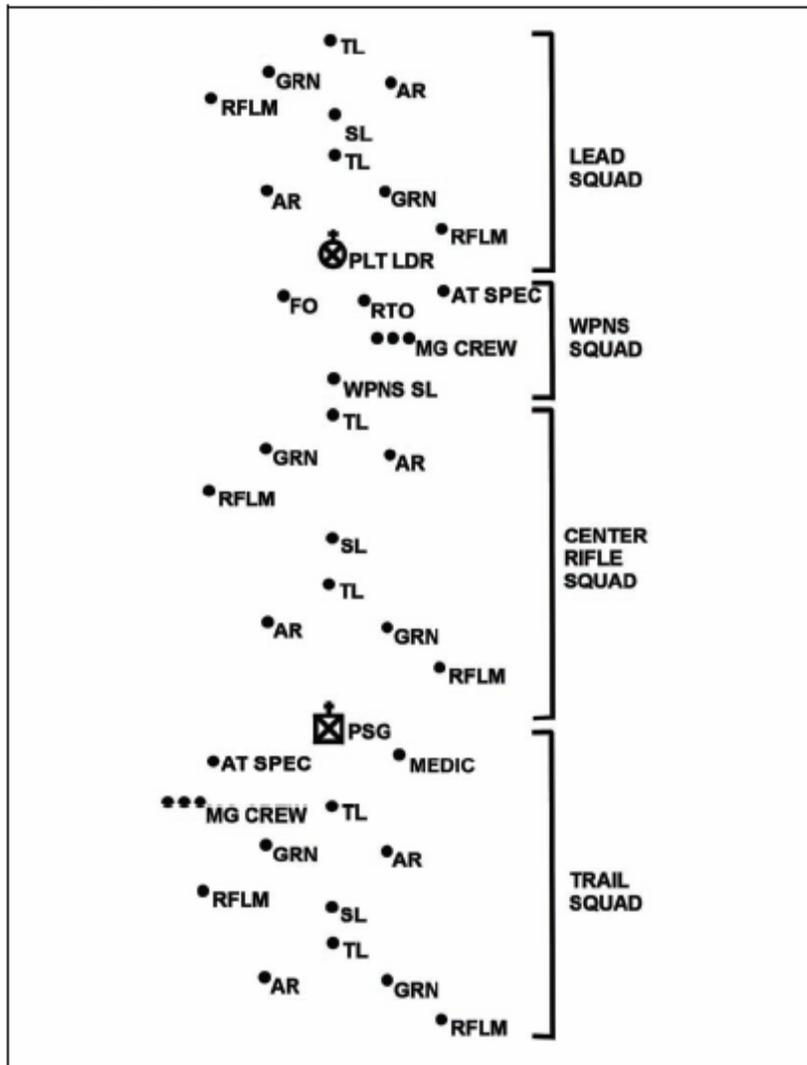


Figure 3-8. Platoon column.

NOTE: METT-TC considerations determine where the weapons squad or machine gun teams locate in the formation. They normally move with the platoon leader and /or PSG so he can establish a base of fire quickly.

Platoon Line, Squads on Line

3-58. In the platoon line, squads on line formation, when two or more platoons are attacking, the company commander chooses one of them as the base platoon. The base platoon's center squad is its base squad. When the platoon is not acting as the base platoon, its base squad is its flank squad nearest the base platoon. The weapons squad may move with the platoon, or it can provide the support-by-fire position. This is the basic platoon assault formation (Figure 3-9).

3-59. The platoon line with squads on line is the most difficult formation from which to make the transition to other formations.

3-60. It may be used in the assault to maximize the firepower and shock effect of the platoon. This normally is done when there is no more intervening terrain between the unit and the enemy, when antitank systems are suppressed, or when the unit is exposed to artillery fire and must move rapidly.

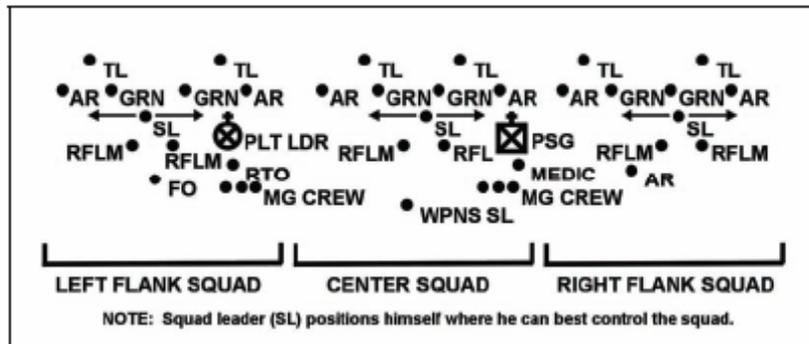


Figure 3-9. Platoon line, squads on line.

Platoon Line, Squads in Column

3-61. When two or more platoons are moving, the company commander chooses one of them as the base platoon. The base platoon's center squad is its base squad. When the platoon is not the base platoon, its base squad is its flank squad nearest the base platoon (Figure 3-10). The platoon line with squads in column formation is difficult to transition to other formations.

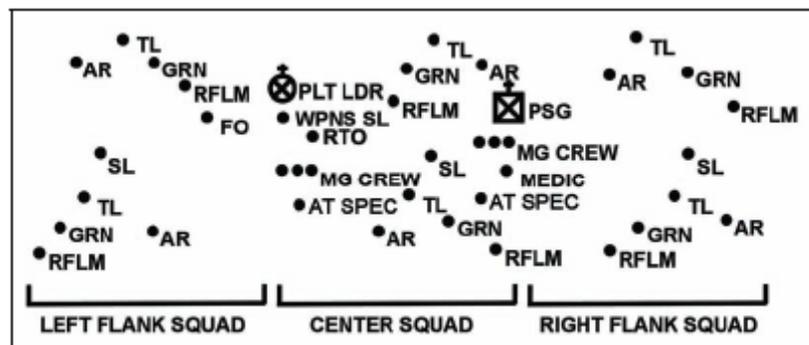


Figure 3-10. Platoon line, squads in column. Platoon Vee

3-62. This formation has two squads up front to provide a heavy volume of fire on contact (Figure 3-11). It also has one squad in the rear that can either overwatch or trail the other squads. The platoon leader designates one of the front squads to be the platoon's base squad.

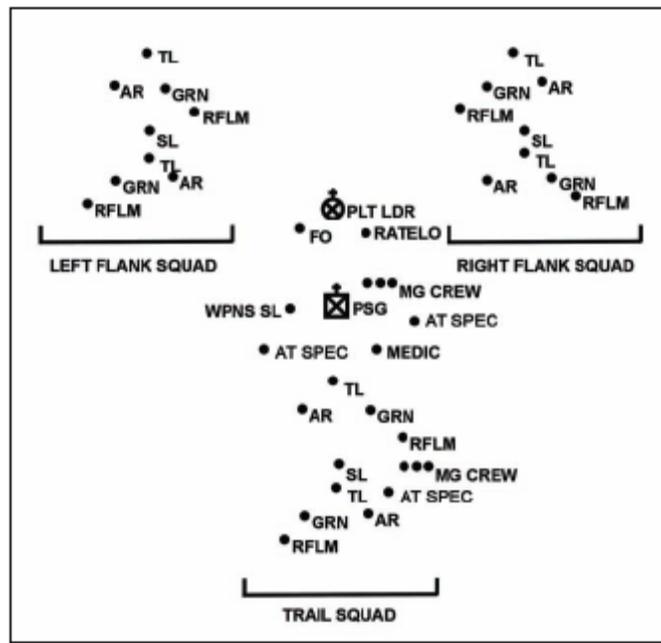


Figure 3-11. Platoon vee.

Platoon Wedge

3-63. This formation has two squads in the rear that can overwatch or trail the lead squad (Figure 3-12). The lead squad is the base squad. The wedge formation—

- Can be used with the traveling and traveling overwatch techniques.
- Allows rapid transition to bounding overwatch.

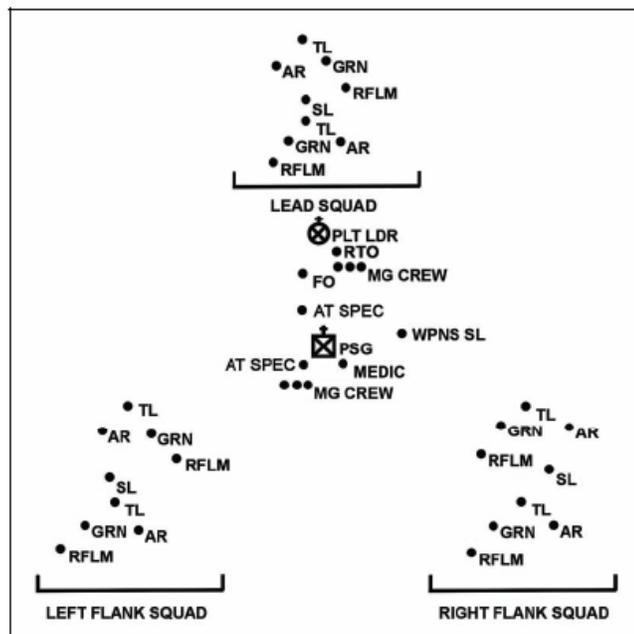


Figure 3-12. Platoon wedge.

Platoon File

3-64. This formation may be set up in several methods (Figure 3-13). One method is to have three-squad files follow one another using one of the movement techniques. Another method is to have a single platoon file with a front security element (point) and flank security elements. The distance between Soldiers is less than normal to allow communication by passing messages up and down the file. The platoon file has the same characteristics as the fire team and squad files. It is normally used for traveling only.

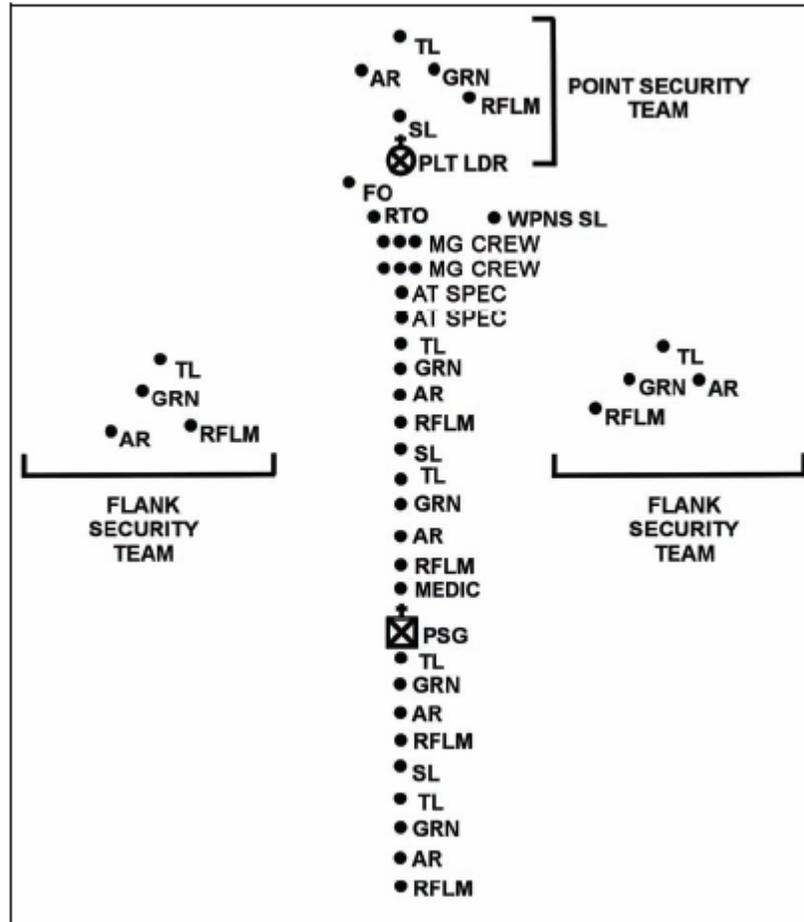


Figure 3-13. Platoon file.

III. MOVEMENT TECHNIQUES

3-65. Movement techniques are not fixed formations. They refer to the distances between Soldiers, teams, and squads that vary based on mission, enemy, terrain, visibility, and any other factor that affects control. There are three movement techniques: traveling; traveling overwatch; and bounding overwatch. The selection of a movement technique is based on the likelihood of enemy contact and the need for speed. Factors to consider for each technique are control, dispersion, speed, and security (Table 3-5). Individual movement techniques include high and low crawl, and three to five second rushes from one covered position to another (see FM 21-75, *Combat Skills of the Soldier*).

Table 3-5. Movement techniques and characteristics

Movement Techniques	When Normally Used	CHARACTERISTICS			
		Control	Dispersion	Speed	Security
Traveling	Contact not likely	More	Less	Fastest	Least
Traveling overwatch	Contact possible	Less	More	Slower	More
Bounding overwatch	Contact expected	Most	Most	Slowest	Most

3-66. From these movement techniques, leaders are able to conduct actions on contact, making natural transitions to fire and movement as well as to conducting tactical mission tasks. When analyzing the situation, some enemy positions are known. However, most of the time enemy positions will only be likely (called templated positions). Templated positions are the leader’s “best guess” based on analyzing the terrain and his knowledge of the enemy. Throughout the operation, leaders are continuously trying to confirm or deny both the known positions as well as the likely positions.

Methods of Maneuvering Subordinates

3-67. There are two methods of bounding the squads: successive; and alternate bounds. In successive bounds the lead element is always the same; in alternate bounds (called leapfrogging), the lead element changes each time (Figure 3-14).

Successive Bounds

3-68. If the platoon uses successive bounds, the lead squad, covered by the trail squad, advances and occupies a support-by-fire position. The trail squad advances to a support-by-fire position abreast of the lead squad and halts. The lead squad moves to the next position and the move continues. Only one squad moves at a time, and the trail squad avoids advancing beyond the lead squad.

Alternate Bounds

3-69. Covered by the rear squad, the lead squad moves forward, halts, and assumes overwatch positions. The rear squad advances past the lead squad and takes up overwatch positions. The initial lead squad then advances past the initial rear squad and takes up overwatch positions. Only one squad moves at a time. This method is usually more rapid than successive bounds.

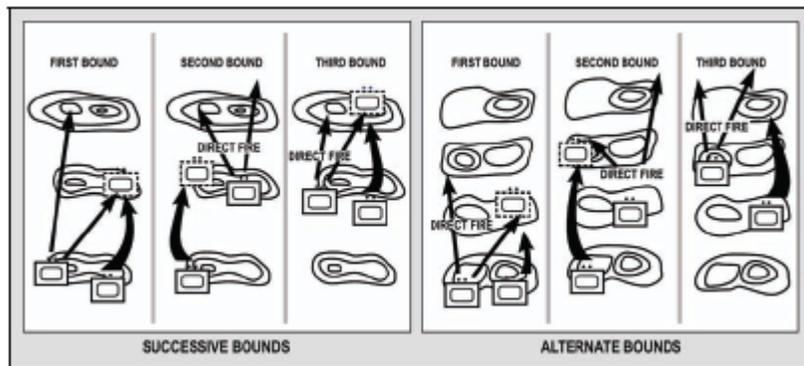


Figure 3-14. Successive and alternate bounds.

SQUAD MOVEMENT TECHNIQUES

3-70. The platoon leader determines and directs which movement technique the squad will use.

SQUAD TRAVELING

3-71. Traveling is used when contact with the enemy is not likely and speed is needed (Figure 3-15).

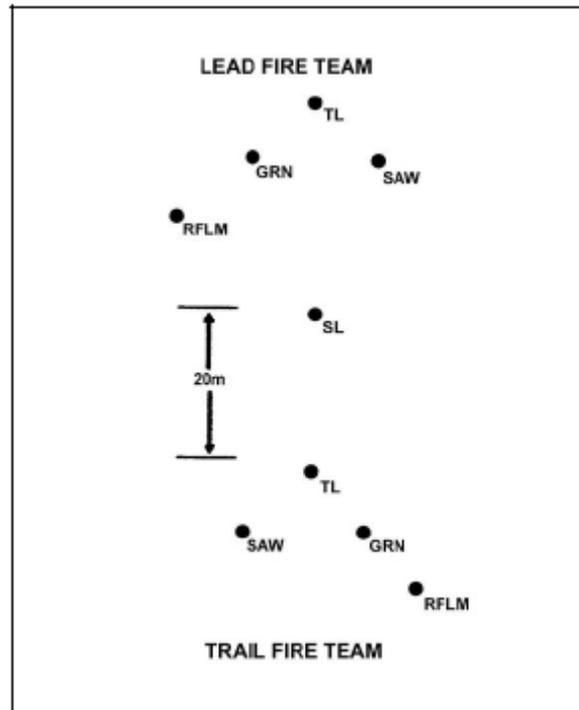


Figure 3-15. Squad traveling.

SQUAD TRAVELING OVERWATCH

3-72. Traveling overwatch is used when contact is possible. Attached weapons move near the squad leader and under his control so he can employ them quickly. Rifle squads normally move in column or wedge formation (Figure 3-16). Ideally, the lead team moves at least 50 meters in front of the rest of the element.

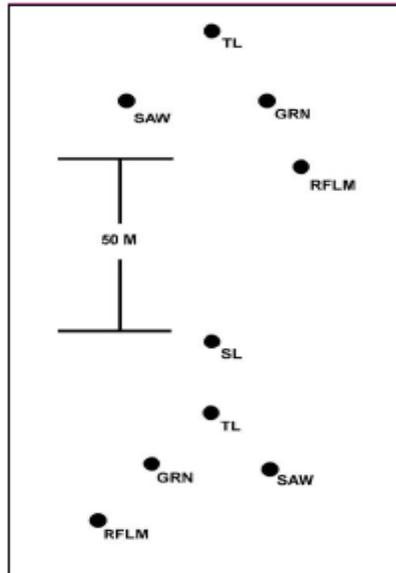


Figure 3-16. Squad traveling overwatch.

SQUAD BOUNDING OVERWATCH

3-73. Bounding overwatch is used when contact is expected, when the squad leader feels the enemy is near (based on movement, noise, reflection, trash, fresh tracks, or even a hunch), or when a large open danger area must be crossed. The lead fire team overwatches first. Soldiers in the overwatch team scan for enemy positions. The squad leader usually stays with the overwatch team. The trail fire team bounds and signals the squad leader when his team completes its bound and is prepared to overwatch the movement of the other team.

3-74. Both team leaders must know which team the squad leader will be with. The overwatching team leader must know the route and destination of the bounding team. The bounding team leader must know his team's destination and route, possible enemy locations, and actions to take when he arrives there. He must also know where the overwatching team will be and how he will receive his instructions (Figure 3-17). The cover and concealment on the bounding team's route dictates how its Soldiers move.

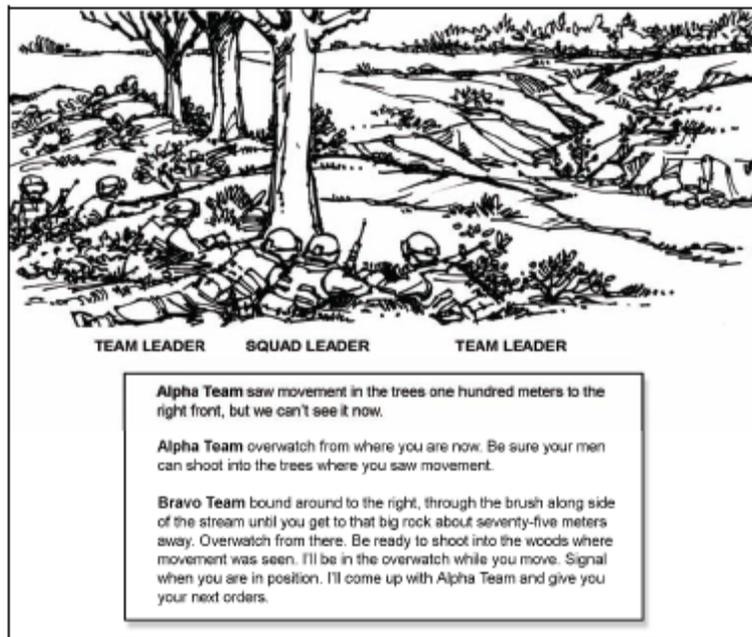


Figure 3-17. Squad bounding overwatch.

3-75. Teams can bound successively or alternately. Successive bounds are easier to control; alternate bounds can be faster (Figure 3-18).

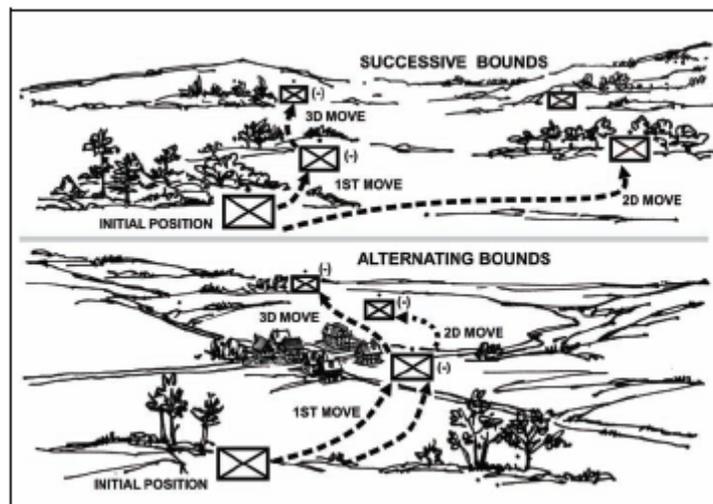


Figure 3-18. Squad successive and alternate bounds.

PLATOON MOVEMENT TECHNIQUES

3-76. The platoon leader determines and directs which movement technique the platoon will use. While moving, leaders typically separate their unit into two groups: a security element and the main body. In most scenarios, the Infantry platoon is not large enough to separate its forces into separate security forces and main body forces. However, it is able to accomplish these security functions by employing movement techniques. A movement technique is the manner a platoon uses to traverse terrain.

3-77. As the probability of enemy contact increases, the platoon leader adjusts the movement technique to provide greater security. The key factor to consider is the trail unit's ability to provide mutual support to the lead element. Soldiers must be able to see their fire team leader. The squad leader must be able to see his fire team leaders. The platoon leader should be able to see his lead squad leader.

TRAVELING

3-78. The platoon often uses the traveling technique when contact is unlikely and speed is needed (Figure 3-19). When using the traveling technique, all unit elements move continuously. In continuous movement, all Soldiers travel at a moderate rate of speed, with all personnel alert. During traveling, formations are essentially not altered except for the effects of terrain.

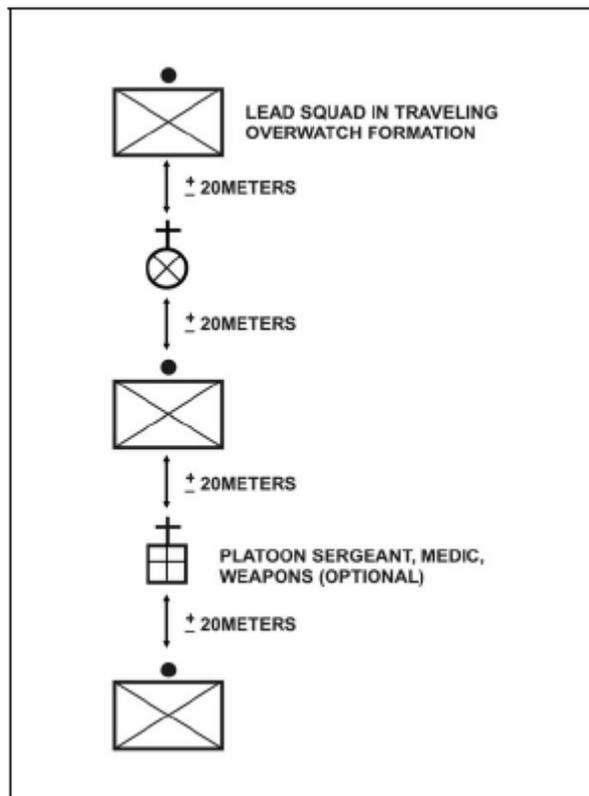


Figure 3-19. Platoon traveling.

TRAVELING OVERWATCH

3-79. Traveling overwatch is an extended form of traveling in which the lead element moves continuously but trailing elements move at varying speeds, sometimes pausing to overwatch movement of the lead element (Figure 3-20). Traveling overwatch is used when enemy contact is possible but not expected. Caution is justified but speed is desirable.

3-80. The trail element maintains dispersion based on its ability to provide immediate suppressive fires in support of the lead element. The intent is to maintain depth, provide flexibility, and sustain movement in case the lead element is engaged. The trailing elements cue their movement to the terrain, overwatching from a position where they can support the lead element if needed.

Trailing elements overwatch from positions and at distances that will not prevent them from firing or moving to support the lead element. The idea is to put enough distance between the lead unit and the trail unit(s) so if the lead unit comes into contact, the trail unit(s) will be out of contact but have the ability to maneuver on the enemy.

3-81. Traveling overwatch requires the leader to control his subordinate's spacing to ensure mutual support. This involves a constant process of concentrating (close it up) and dispersion (spread it out). The primary factor is mutual support, with its two critical variables being weapon ranges and terrain. Infantry platoon's weapon range limitations dictate that units should not generally get separated by more than 300 meters. In compartmentalized terrain this distance is obviously closer while in open terrain this distance is greater.

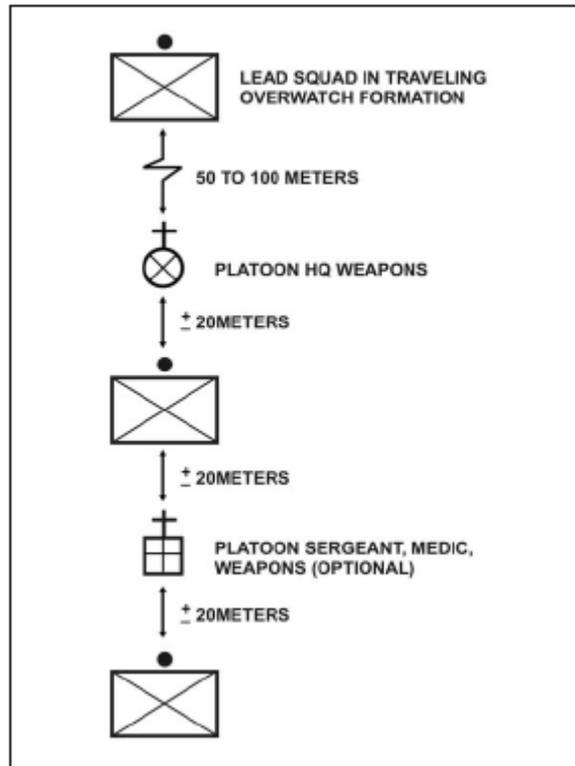


Figure 3-20. Platoon traveling overwatch.

BOUNDING OVERWATCH

3-82. Bounding overwatch is similar to fire and movement in which one unit overwatches the movement of another (Figure 3-21). The difference is there is no actual enemy contact. Bounding overwatch is used when the leader expects contact. The key to this technique is the proper use of terrain. Subordinate units fall into one of three categories: bounding, overwatching, or awaiting orders.

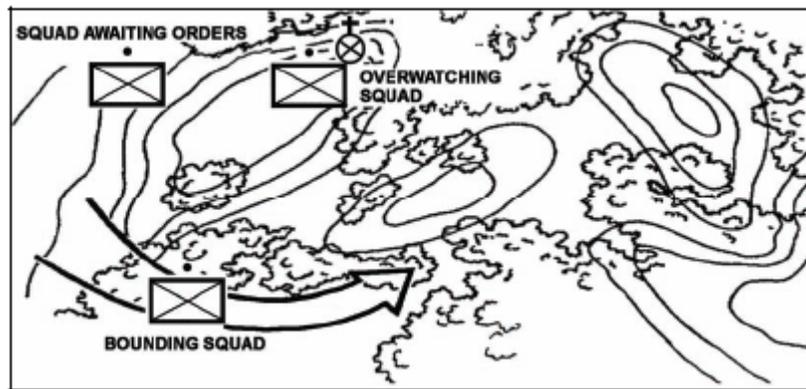


Figure 3-21. Platoon bounding overwatch.

One Squad Bounding

3-83. One squad bounds forward to a chosen position; it then becomes the overwatching element unless contact is made en route. The bounding squad can use traveling overwatch, bounding overwatch, or individual movement techniques (low and high crawl, and three to five second rushes by fire team or pairs).

3-84. Factors of METT-TC dictate the length of the bounds. However, the bounding squad(s) should never move beyond the range at which the base-of-fire squad(s) can effectively suppress known, likely, or suspected enemy positions. In severely restrictive terrain, the bounding squad(s) makes shorter bounds than it would in more open areas. The destination of the bounding element is based on the suitability of the next location as an overwatch position. When deciding where to send his bounding squad, a platoon leader considers—

- The requirements of the mission.
- Where the enemy is likely to be.
- The routes to the next overwatch position.
- The ability of an overwatching element's weapons to cover the bound.
- The responsiveness of the rest of the platoon.

One Squad Overwatching

3-85. One squad overwatches the bounding squad from covered positions and from where it can see and suppress likely enemy positions. The platoon leader remains with the overwatching squad. Normally the platoon's machine guns are located with the overwatching squad.

One Squad Awaiting Orders

3-86. Based on the situation, one squad is uncommitted and ready for employment as directed by the platoon leader. The platoon sergeant and the leader of the squad awaiting orders position themselves close to the platoon leader. On contact, this unit(s) should be prepared to support the overwatching element, move to assist the bounding squad, or move to another location based on the platoon leader's assessment.

Weapons Squad

3-87. Machine guns are normally employed in one of two ways:

- Attached to the overwatch squad or the weapons squad that supports the overwatch element.

- Awaiting orders to move (with the platoon sergeant [PSG]) or as part of a bounding element.

Command and Control of the Bounding Element

3-88. Ideally, the overwatch element maintains visual contact with the bounding element. However, the leader of the overwatch element may have the ability to digitally track the location of the bounding element without maintaining visual contact. This provides the bounding element more freedom in selecting covered and concealed routes to its next location. Before a bound, the platoon leader gives an order to his squad leaders from the overwatch position (Figure 3-22). He tells and shows them the following:

- The direction or location of the enemy (if known).
- The positions of the overwatching squad.
- The next overwatch position.
- The route of the bounding squad.
- What to do after the bounding squad reaches the next position.
- What signal the bounding squad will use to announce it is prepared to overwatch.
- How the squad will receive its next orders.

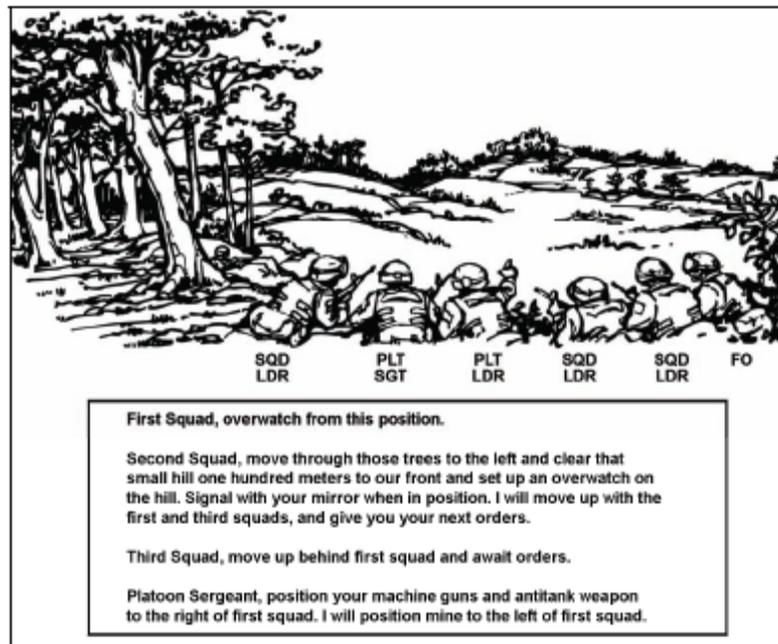


Figure 3-22. Example of platoon leader's orders for bounding overwatch.

1. **ACTIONS AT HALTS** - During halts, security is posted and all approaches into the platoon's area are covered by key weapons. The platoon sergeant moves forward through the platoon, checking security as he goes, and meets the platoon leader to determine the reason for the halt.
 - a. During halts of 30 seconds or less, the soldiers drop to one knee and cover their assigned sector.
 - b. During halts longer than 30 seconds, a cigar-shaped perimeter is formed, and the soldiers assume the prone position.

2. **ACTIONS ON CONTACT** - On contact, the platoon executes the appropriate battle drill.
 - c. **React to Contact**
 - d. **Break Contact**
 - e. **React to Ambush**

IV. ACTIONS AT DANGER AREAS

3-123. When analyzing the terrain (in the METT-TC analysis) during the TLP, the platoon leader may identify danger areas. When planning the route, the platoon leader marks the danger areas on his overlay. The term *danger area* refers to any area on the route where the terrain could expose the platoon to enemy observation, fire, or both. If possible, the platoon leader plans to avoid danger areas, but sometimes he cannot. When the unit must cross a danger area, it does so as quickly and as carefully as possible. During planning, the leader designates near-side and far-side rally points. If the platoon encounters an unexpected danger area, it uses the en route rally points closest to the danger area as far-side and near-side rally points. Examples of danger areas include—

- **Open Areas.** Conceal the platoon on the near side and observe the area. Post security to give early warning. Send an element across to clear the far side. When cleared, cross the remainder of the platoon at the shortest exposed distance and as quickly as possible.
- **Roads and Trails.** Cross roads or trails at or near a bend, a narrow spot, or on low ground.
- **Villages.** Pass villages on the downwind side and well away from them. Avoid animals, especially dogs, which might reveal the presence of the platoon.
- **Enemy Positions.** Pass on the downwind side (the enemy might have scout dogs). Be alert for trip wires and warning devices.
- **Minefields.** Bypass minefields if at all possible, even if it requires changing the route by a great distance. Clear a path through minefields only if necessary.
- **Streams.** Select a narrow spot in the stream that offers concealment on both banks. Observe the far side carefully. Emplace near- and far-side security for early warning. Clear the far side and then cross rapidly but quietly.
- **Wire Obstacles.** Avoid wire obstacles (the enemy covers obstacles with observation and fire).

CROSSING OF DANGER AREAS

3-124. Regardless of the type of danger area, when the platoon must cross one independently, or as the lead element of a larger force, it must perform the following:

- When the lead team signals "danger area" (relayed throughout the platoon), the platoon halts.
- The platoon leader moves forward, confirms the danger area, and determines what technique the platoon will use to cross. The platoon sergeant also moves forward to the platoon leader.
- The platoon leader informs all squad leaders of the situation and the near-side and far-side rally points.
- The platoon sergeant directs positioning of the near-side security (usually conducted by the trail squad). These two security teams may follow him forward when the platoon halts and a danger area signal is passed back.
- The platoon leader reconnoiters the danger area and selects the crossing point that provides the best cover and concealment.
- Near-side security observes to the flanks and overmatches the crossing.
- When the near-side security is in place, the platoon leader directs the far-side security team to cross the danger area.

- The far-side security team clears the far side.
- The far-side security team leader establishes an observation post forward of the cleared area.
- The far-side security team signals to the squad leader that the area is clear. The squad leader relays the message to the platoon leader.
- The platoon leader selects the method the platoon will use to cross the danger area.
- The platoon quickly and quietly crosses the danger area.
- Once across the danger area, the main body begins moving slowly on the required azimuth.
- The near-side security element, controlled by the platoon sergeant, crosses the danger area where the platoon crossed. They may attempt to cover any tracks left by the platoon.
- The platoon sergeant ensures everyone crosses and sends up the report.
- The platoon leader ensures accountability and resumes movement at normal speed.

NOTE: The same principles stated above are used when crossing a smaller unit (such as a squad) across a danger area.

3-125. The platoon leader or squad leader decides how the unit will cross based on the time he has, size of the unit, size of the danger area, fields of fire into the area, and the amount of security he can post. An Infantry platoon or squad may cross all at once, in buddy teams, or one Soldier at a time. A large unit normally crosses its elements one at a time. As each element crosses, it moves to an overwatch position or to the far-side rally point until told to continue movement.

CROSSING OF LINEAR DANGER AREAS (PLATOON)

3-126. A linear danger area is an area where the platoon's flanks are exposed along a relatively narrow field of fire. Examples include streets, roads, trails, and streams. The platoon crosses a linear danger area in the formation and location specified by the platoon leader (Figure 3-24).

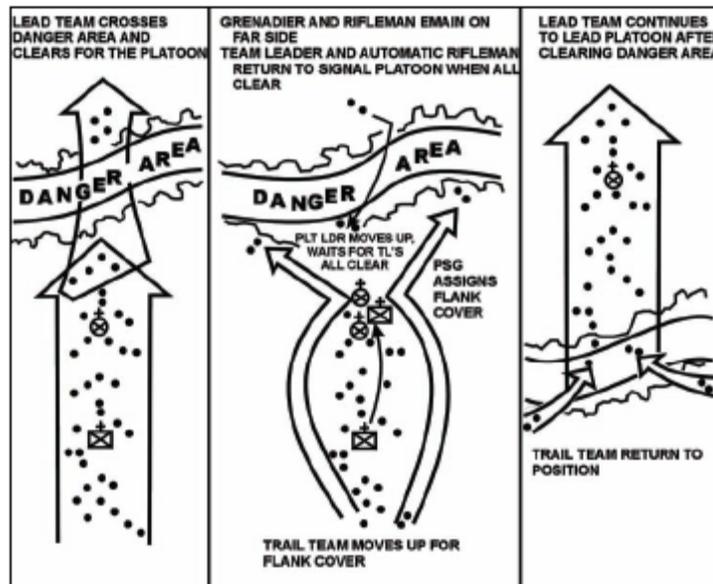


Figure 3-24. Crossing a linear danger area.

CROSSING OF LARGE OPEN AREAS

3-127. If the large open area is so large that the platoon cannot bypass it due to the time needed to accomplish the mission, a combination of traveling overwatch and bounding overwatch is used to cross the large open area (Figure 3-25). The traveling overwatch technique is used to save time. The squad or platoon moves using the bounding overwatch technique at any point in the open area where enemy contact may be expected. The technique may also be used once the squad or platoon comes within range of enemy small-arms fire from the far side (about 250 meters). Once beyond the open area, the squad or platoon re-forms and continues the mission.

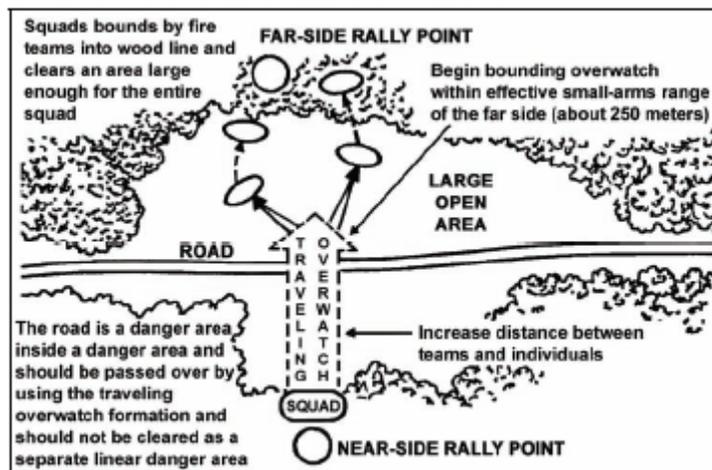


Figure 3-25. Crossing a large open area.

CROSSING OF SMALL OPEN AREAS

3-128. Small open areas are small enough to bypass in the time allowed for the mission. Two techniques can be used (Figure 3-26).

Contouring Around the Open Area

3-129. The leader designates a rally point on the far side with the movement azimuth. He then decides which side of the open area to contour around (after considering the distance, terrain, cover and concealment), and moves around the open area. He uses the wood line and vegetation for cover and concealment. When the squad or platoon arrives at the rally point on the far side, the leader reassumes the azimuth to the objective area and continues the mission (Figure 3-26).

Detour Bypass Method

3-130. The squad or platoon turns 90 degrees to the right or left around the open area and moves in the direction of travel. Once the squad or platoon has passed the danger area, the unit completes the box with another 90-degree turn and arrives at the far-side rally point, then continues the mission. The pace count of the offset and return legs is not added to the distance of the planned route (Figure 3-26).

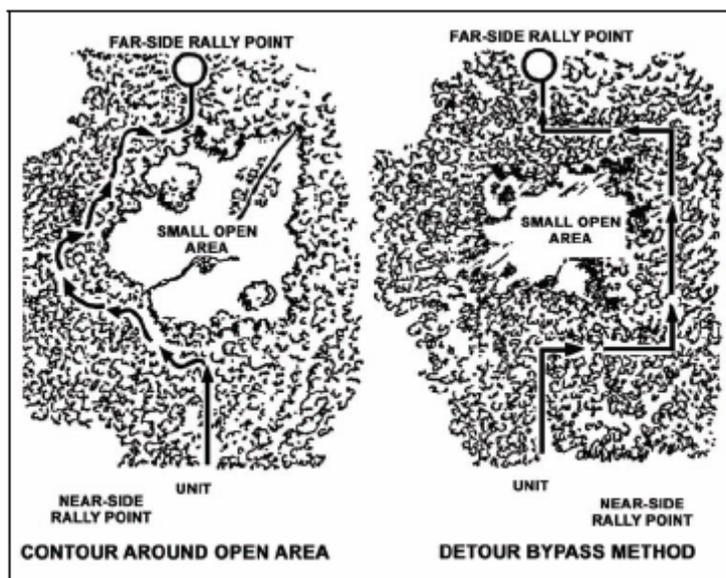


Figure 3-26. Crossing a small open area.

ENEMY CONTACT AT DANGER AREAS

3-131. An increased awareness of the situation helps the platoon leader control the platoon when it makes contact with the enemy. If the platoon makes contact in or near the danger area, it moves to the designated rally points. Based on the direction of enemy contact, the leader still designates the far- or near-side rally point. During limited visibility, he can also use his laser systems to point out the rally points at a distance. If the platoon has a difficult time linking up at the rally point, the first element to arrive should mark the rally point with an infrared light source. This will help direct the rest of the platoon to the location. During movement to the rally point, position updates allow separated elements to identify each other's locations. These updates help them link up at the rally point by identifying friends and foes.

SECTION IV - COMMUNICATION

1. **GENERAL** - The three primary means of communication available to the infantry platoon are radio, wire, and messenger. Normally, the platoon uses one or all of these during an operation. Additionally, the platoon leader plans an alternate means of communication in case the primary means fails.

a. **Radio** - Radio is the least secure means of communication. Radio is susceptible to interception and jamming. Proper radio procedures must be used to reduce the enemy's opportunity to hamper radio communications.

(1) **Radio procedures:**

(a) Change frequencies and call signs IAW unit SOI (Signal Operating Instructions)

(b) Use established formats to expedite transmissions such as SALUTE

b. **Messenger** - Messenger is the most secure means of communications. Messengers should vary their routes and schedules. Platoon leaders weigh the risk associated with using messengers. Although secure, messengers are the slowest form of communication.

2. CODE WORDS AND SIGNALS

a. **Code Words** - Code words are used for a multitude of reasons:

(1) To speed up communications

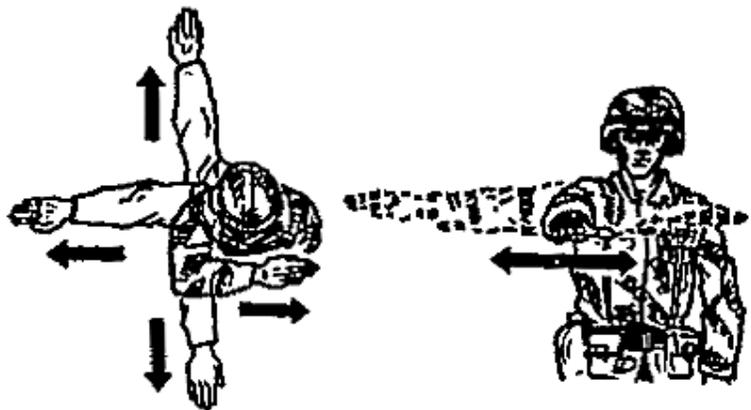
(2) Add a degree of security

(3) Help with command and control

(4) Code words are usually established during tactical operations for (but not limited to) objectives, phase lines, check points, link ups, and so forth.

b. **Signals** - Signals can be used in many forms on any operation. Signals are usually either audio or visual. The key to the use of signals is ensuring **everyone** is aware of the signal and it's meaning, (See FM 21-60 extracts below, figure numbers correspond directly to FM 21-60)

(1) **DISPERSE** - Extend either arm vertically overhead; wave the arm and hand to the front, left, right, and rear with the palm toward the direction of each movement. (Figure 2-29)





- (2) **ASSEMBLE or RALLY** – Raise the arm vertically overhead, palm to the front, and wave in large, horizontal circles. NOTE: Signal is normally followed by the signaler pointing to the assembly or rally site. (Figure 2-30)

- (3) **JOIN ME, FOLLOW ME, or COME FORWARD** – Point toward person(s) or unit(s); beckon by holding the arm horizontally to the front, palm up, and motioning toward the body. (Figure 2-31)



- (4) **INCREASE SPEED, DOUBLE TIME, or RUSH** – Raise the fist to the shoulder; thrust the fist up-ward to the full extent of the arm and back to shoulder level, do this rapidly several times. (Figure 2-33)

- (5) **QUICK TIME** – Extend the arm horizontally sideward, palm to the front, and wave the arm slightly downward several times, keeping the arm straight. Do not move the arm above the horizontal. (Figure 2-34)



- (6) **ENEMY IN SIGHT** - Hold the rifle in the ready position at shoulder level. Point the rifle in the direction of the enemy. (Figure 2-35)



(7) **TAKE COVER** – Extend the arm at a 45-degree angle from the side, above the horizontal, palm down, and then lower the arm to the side. (Figure 2-36)

(8) **WEDGE** – Extend arms downward and to the sides at an angle of 45-degrees below the horizontal, palms to the front. (Figure 2-37)



(9) **VEE** – Raise the arms and extend them 45-degrees above the horizontal. (Figure 2-38)

(10) **LINE** – Extend the arms parallel to the ground. (Figure 2-39)



(11) **COIL** – Raise one arm above the head and rotate it in a small circle. (Figure 2-40)





- (12) **ECHELON LEFT** – Extend the right arm and raise it 45-degrees above the shoulder. Extend the left arm 45-degrees below the horizon and point toward the ground. (Figure 2-41)

- (13) **ECHELON RIGHT** – Extend the left arm and raise it 45-degrees above the shoulder. Extend the right arm 45-degrees below the horizon and point toward the ground. (Figure 2-42)



- (14) **STAGGERED COLUMN** – Extend the arms so that upper arms are parallel to the ground and the forearms are perpendicular. Raise the arms so they are fully extended above the head. Repeat. (Figure 2-43)

- (15) **COLUMN** – Raise and extend the arm overhead. Move it to the right and left. Continue until the formation is executed. (Figure 2-44)





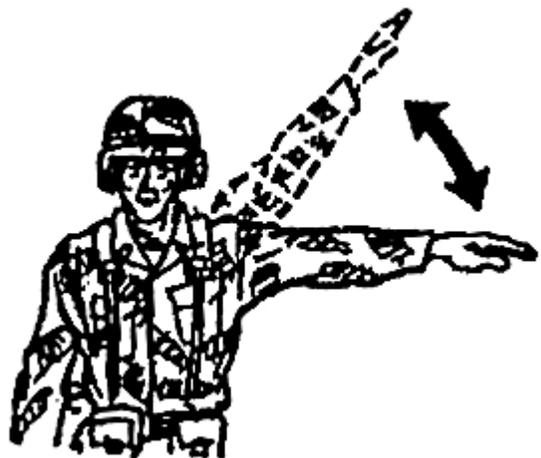
(16) **TRAVELING** – Extend the arm overhead and swing it in a circle from the shoulder. (Figure 2-46)

(17) **TRAVELING OVERWATCH** – Extend both arms and raise them up and down. (Figure 2-47)



(18) **BOUNDING OVERWATCH, COVER MY MOVE** – Extend one arm to a 45-degree angle. Bend the arm and tap the helmet. Repeat. (Figure 2-48)

(19) **MOVE TO LEFT** – Extend the arm to the left and raise it up and down. (Figure 2-49)



- (20) **MOVE TO RIGHT** – Extend the arm to the right and raise it up and down. (Figure 2-50)



- (21) **CONTACT LEFT** – Extend the left arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat. (Figure 2-51)

51)

- (22) **CONTACT RIGHT** – Extend the right arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat. (Figure 2-52)



- (23) **ACTION LEFT** – Extend both arms parallel to the ground. Raise the right arm until it is overhead. Repeat. (Figure 2-53)

- (24) **ACTION RIGHT** – Extend both arms parallel to the ground. Raise the left arm until it is overhead. Repeat. (Figure 2-54)





(25) **ACTION (FRONT, RIGHT, LEFT, or REAR), FIGHT ON FOOT, or ASSAULT FIRE (DISMOUNTED TROOPS)** – Raise the fist to shoulder level and thrust it several times in the desired direction of action. (Figure 2-55)

(26) **NUCLEAR, BIOLOGICAL, CHEMICAL ATTACK** – Extend the arms and fists. Bend the arms to the shoulders. Repeat. (Figure 2-57)



(27) **MAP CHECK** – Point at the palm of one hand with the Index finger of the other hand. (Figure 2-58)

(28) **PACE COUNT** – Tap the heel of boot repeatedly with an open hand. (Figure 2-59)



- (29) **RADIOTELEPHONE OPERATOR FORWARD** – Raise the hand to the ear with thumb and little finger extended. (Figure 2-60)



the thumb



- (30) **HEAD COUNT** – Tap the back of the helmet repeatedly with an open hand. (Figure 2-61)

- (31) **DANGER AREA** – Draw the right hand, palm down, across the neck in a throat-cutting motion from left to right. (Figure 2-62)



- (32) **FREEZE** – Raise the fist to head level. (Figure 2-63)

3. AN/PRC-119 SINCGARS Radio

GENERAL. The AN/PRC-119 is composed of a receiver and a transmitter. Together, the receiver-transmitter has many capabilities and features that enable you to perform your mission more effectively. The radio can operate in Single Channel mode or Frequency Hopping mode. The radio has approximately 2,320 SC Channels and includes voice and digital communication. The operating voltage for the manpack radio is 13.5 volts from the primary battery. The range of the manpack radio is 5-10 KM on Hi power. This range is based upon line of sight and is derived from averages achieved under normal atmospheric and weather conditions. Ranges depend upon location, sighting, weather, and surrounding noise level, among other factors.

- a. Manpack Radio Assembly. To assemble a manpack radio you must first check and install a battery.
 - (1) Inspect the battery box for dirt or damage
 - (2) Stand RT on front panel guards
 - (3) Check battery life condition (you will be using the rechargeable BB-390 batteries)
 - (4) Place battery in box
 - (5) Close battery cover, and secure using latches
 - (6) Return radio to upright position
 - (7) If used battery was installed, enter the battery life condition into radio by performing the following
 - (8) Set FCTN to LD
 - (9) Press BAT; then CLR
 - (10) Enter number recorded on side of battery
 - (11) Press STO
 - (12) Set FCTN to SQ ON

- b. Antenna
 - (1) Inspect whip antenna connector on antenna and on radio for damage
 - (2) Screw whip antenna into base
 - (3) Hand tighten
 - (4) Carefully mate antenna base with RT ANT connector
 - (5) Hand tighten
 - (6) Position antenna as needed by bending goose neck

NOTE: Keep antenna straight, if possible. If the antenna is bent to a horizontal position, it may be necessary to turn the radio in order to receive and transmit messages.

- c. Handset
 - (1) Inspect the handset for damage
 - (2) Push handset on AUD/DATA and twist clockwise to lock in place

- d. Field Pack
 - (1) Place RT in field pack with antenna on the left shoulder
 - (2) Fold top flap of field over RT and secure flap to field pack using straps and buckles

- e. Setting Presets
 - (1) Set CHAN to 1
 - (2) Set MODE to SC

- (3) Set RF PWR to HI
- (4) Set VOL to mid range
- (5) Set DIM full clockwise
- (6) Set FCTN to LD
- (7) Set DATA RATE to off

f. Single Channel Loading Frequencies

- (1) Obtain Ranger SOI
- (2) Set FCTN to LD
- (3) Set mode to SC
- (4) Set CHAN to MAN, Cue, or desired channel(1-6) where frequency is to be stored
- (5) Press FREQ(display will show "00000", or frequency RT is currently turned on)
- (6) Press CLR(display will show five lines)
- (7) Enter the number of the new frequency
- (8) If you make a mistake with a number press CLR
- (9) Press STO(display will blink)
- (10) Set FCTN to SQ ON

g. Clearing Frequencies

- (1) Set mode to SC
- (2) Set CHAN to MAN, Cue or desired channel where frequency is to be cleared
- (3) Press FREQ
- (4) Press CLR
- (5) Press Load; then press STO
- (6) Set FCTN to SQ ON

h. Scanning more than one frequency

- (1) Load all desired frequencies using "Single Channel Loading Frequencies" instructions (reference 7-2.f)
- (2) Set CHAN to CUE
- (3) Set SC to FH
- (4) Set FCTN to SQ ON
- (5) Press STO (display will say SCAN)
- (6) Press 8. You will now be able to scan more than one frequency

i. Troubleshooting

PROBLEM	CORRECTIVE ACTION
1. No power	1.a. Check DIM switch
	1.b. Check battery
2. High pitch in handset	2.a. Clean handset contacts with an eraser
3. No side tone in Lo, Med, or Hi power	3.a. Change Handset
4. Continuous keying	4.a. Press push to talk button on hand mike
	4.b. Check for side tone by blowing into handset
	4.c. If no tone replace handset
5. Will not key	5.a. Change handset
6. Will not transmit	6.a. Check antenna
	6.b. Check handset
	6.c. Check frequency
7. Will not receive	7.a. Check frequency
	7.b. Check antenna
	7.c. Check handset

SECTION V - REPORTS

1. **SALUTE** –
 - a. Size
 - b. Activity
 - c. Location
 - d. Unit/uniform
 - e. Time
 - f. Equipment
2. **SITREP** - (situation report) given IAW OPORD
3. **ACE** - normally, team leaders give ACE reports to the squad leader and the squad leaders give them to the platoon sergeant after contact with the enemy
 - a. Ammunition
 - b. Casualty
 - c. Equipment
4. **Logistics** - team leaders and squad leaders report twice daily up the chain of command
5. **Sensitive item** - status reported by team leaders and squad leaders up the chain of command twice daily
6. **Personnel status** - team leaders and squad leaders report twice daily. Normally, reports are given at stand-to and before nightfall.
7. **AAR** - After Action Report
 - a. **Key Points** –
 - (1) Are conducted during or immediately after each event.
 - (2) Focus on intended training objectives.
 - (3) Focus on soldier, leader, and unit performance.
 - (4) Involve all participants in the discussion.
 - (5) Use open-ended questions.
 - (6) Are related to specific standards.
 - (7) Determine strengths and weaknesses.
 - (8) Link performance to subsequent training.
 - b. **Format**
 - (1) Introduction and rules.
 - (2) Review of training objectives.
 - (3) Commander's mission and intent (what was supposed to happen).
 - (4) Opposing force (OPFOR) commander's mission and intent (when appropriate).
 - (5) Relevant doctrine and tactics, techniques, and procedures (TTPs).
 - (6) Summary of recent events (what happened).
 - (7) Discussion of key issues (why it happened and how to improve).
 - (8) Discussion of optional issues.
 - (9) Discussion of force protection issues (discussed throughout).
 - (10) Closing comments (summary).

SECTION VI – WEAPONS HANDLING

1. Basic Tenets:
 - a. Weapons on safe until target is identified and acquired
 - b. Muzzle Awareness
 - c. Finger outside of trigger well until sight are on the target
 - d. Every weapon is ALWAYS treated as loaded
2. Weapons Readiness
 - a. GREEN:
 - (1) Weapon on Safe
 - (2) **Empty Magazine** inserted in weapon
 - (3) Bolt forward, ejection port cover closed
 - b. AMBER:
 - (1) Weapon on Safe
 - (2) **Magazine with ammunition** inserted in weapon
 - (3) Bolt forward, **NO round in chamber**, ejection port cover closed.
 - c. RED:
 - (1) Weapon on safe
 - (2) **Magazine with ammunition** inserted in weapon
 - (3) **Round chambered**, ejection port cover closed.

3. Weapons Handling Procedures from Army Safety Center

1. Accidental weapon discharges have increased at an alarming rate. These accidental discharges are both preventable and unacceptable. Commanders and leaders will enforce the standards for weapons safety, clearing procedures, and clearing barrels contained in this memorandum.
2. The premise that the U.S. Army is basing this standard on holds that there is no difference between unloading and clearing a weapon. Unloading a weapon is simply one step in the process of clearing. At no time should a weapon be unloaded and not cleared.
3. A significant number of accidents resulting in injuries and loss of life have been associated with accidental discharges during weapons cleaning or subsequent functional tests of the weapon with ammunition present. Leaders at all levels should not consider these activities low risk when ammunition is present.
4. Safe practices. Safe muzzle orientation is critical to weapons safety. Soldiers will always keep their weapon pointed in a safe direction. At no time should any part of the human body be in the likely path of a bullet. This requires constant awareness of the muzzle orientation and frequent repositioning and adjusting of the weapon. Muzzle orientation will be enforced at all times, not just when the weapon is considered loaded. It is critical that Soldiers learn muzzle orientation as a life skill that becomes second nature and a personal responsibility.

Weapons will be kept on safe at all times when not engaging a target or when enemy contact is not imminent.

Fingers will be kept off of the trigger until firing the weapon is intended. There have been numerous accidental discharges resulting from Soldiers being bumped while the weapon safety selector was placed on FIRE and the finger on the trigger.

Commanders will ensure that controls are in place to prevent Soldiers from mishandling weapons in living and sleeping areas.

Leaders will supervise weapons clearing at all times whether ammunition is present or not. Leaders will remain involved to ensure ammunition has not inadvertently been left in the weapon or placed in the weapon in a manner that can result in an accidental discharge. Leader enforcement of muzzle orientation is particularly important in these weapons handling activities.

When clearing weapons on too ranges, the weapon will be oriented downrange during the clearing process. When a clearing barrel is required by local installation SOPs, use the requirements as outlined in this memorandum.

Commanders at all levels will ensure that a range safety program is in place. The range safety program should cover RSO and OIC duties as outlined in AR 385-63 and DA Pam 385-63. The commander will ensure the RSO is qualified on the weapons systems to be fired.

Leaders or vehicle commanders will ensure weapon systems mounted for any reason are clear prior to installing or removing weapons from the mount.

Leaders or vehicle commanders will insure a weapon fired from a vehicle mount is coordinated with dismount elements in the area and the firing sector is clear. (An example would be a Bradley Commander maintaining a visual on his sector of fire from the Track Commander (TC) hatch, not through the weapons scope; ensuring dismount elements remain clear of the range fan of the weapon system used.)

5. Weapon issue and turn-in procedures. During the issue and turn-in of weapons, both the armorer and the Soldier will visually verify that the weapon does not contain any ammunition. This procedure will be conducted whether ammunition was issued or not.

Each weapon system will be cleared before turn- in and upon direction of the supervisor, individuals will proceed directly to the turn-in point. Clearing will be supervised at all times

6. Armorer responsibilities include: Verifying each individual's authority to bear arms before issuing any weapons, ammunition, or both.

Ensuring that each weapon is cleared and visually inspected prior to issue or turn-in.

Issuing all weapons shoulder gun stock assembly (butt) first, muzzle elevated, slide or bolt locked to the rear, and on SAFE.

Allowing only one person at a time to approach the issue and turn-in area.

The armorer or other authorized person must visually inspect all weapons, ensuring that all ammunition has been removed prior to storage.

7. Clearing barrels. The unloading and clearing of small arms 7.62mm and below that are not mounted to a vehicle will be accomplished in conjunction with a clearing barrel, when appropriate and available. The commander must provide clearing barrels at designated clearing locations when required by local SOPs. Further guidance concerning construction, maintenance, and location of clearing barrels can be found in Air Force Manual 31-229.

Clearing barrels will meet the following minimum standards:

Construction. A 30-gallon container (drum) filled with pea gravel. Clearing barrels must be at least 14-inches wide and 24-inches deep. If dry sand is used (although pea gravel provides the greatest stopping ability) units will ensure the sand is kept dry and free of any debris. If the barrel is placed outdoors, place dry sand in a plastic bag and tie it off prior to placing it into the clearing barrel. Clearing barrels will have a ¾-inch plywood or thick rubber matting covering the diameter of the container and fitted directly behind the lid to reinforce it against muzzle blast. The barrel opening will have an aiming point in the center of the front lid at least 4-inches in diameter and 1 inch deep. The barrel will also have a tray with rubber matting affixed under the aiming point to prevent dropped rounds from falling to the ground.

Maintenance. All clearing barrels must be checked annually to ensure maintenance of the construction standard. Document the annual check as part of a self-inspection program or in your safety book. Visually check barrels filled with pea gravel for settling, and refill as necessary.

Location and size. Units will assess each location and determine what size barrel best suits their needs. The clearing barrel will be mounted at a height and angle that permits safe and smooth firearms clearing. A 36-inch safety zone immediately surrounding the barrel will be marked on the ground or floor area with a red 4-inch line. Paint, colored tape, or colored tiles may be used to mark the 4-inch line.

Instructions. Commanders will ensure that clearing steps are posted, in a large format, adjacent to the clearing barrel. Each type of weapon will require its own description of the appropriate clearing procedures. Handheld laminated cards or checklists may be used in less permanent locations, such as in field sites.

Arms Room Issue and Turn-in Clearing Barrel. Commanders will place, at a minimum, a 5-gallon container filled with pea gravel or dry sand inside the arms room. The 5-gallon barrel is not to be used for initial clearing, but rather as an additional safety step during issuing and turning of weapons. GSA-approved commercial containment systems (clearing barrels) for the type weapon system may be used in lieu of the constructed clearing barrels listed above. They will be utilized and maintained IAW the manufacturers' instructions. The requirement for annual inspection and clearing area standards will remain the same.

8. Contingency deployments. While on contingency deployment theater commanders will establish strict guidance that addresses the following:

Supervised weapons clearing.

When ammunition is to be issued to Soldiers.

When weapons are to be loaded.

The placement of clearing barrels.

Emplacement of clearing pits or designation of clearing lanes for mounted and crew-served weapons that account for the surface danger area of the system to be cleared.

The frequency in which weapons are cleared.

Types of situations in which an officer or NCO is permitted to allow soldiers to place their weapons in a firing posture.

While on contingency deployments, commanders will establish and publish standards that ensure weapons are cleared in a safe manner and in a safe location until clearing barrels constructed to standard are provided.

Integrate clearing procedures into predeployment training at mobilization stations and combat readiness centers.

Test firing of weapons will be strictly controlled by the chain of command under controlled conditions. A test-fire range will be set up during deployments, and controls placed and enforced by the forward operating base (FOB) or life support area (LSA) commander.

M16 RIFLE (5.56MM)

Unloading and Clearing Procedures

- 1.) Orient weapon in a safe direction (Clearing container if available).
- 2.) Remove the magazine from the weapon.
- 3.) Attempt to place weapon selector lever on SAFE.
- 4.) Lock bolt to rear (ensure weapon is on SAFE).
- 5.) Inspect the receiver and chamber to ensure no ammunition is present.
- 6.) With NO ammunition in chamber or receiver, allow the bolt to go forward.
- 7.) Aim weapon into clearing container, rotate selector lever to SEMI, squeeze the trigger.
- 8.) Charge weapon once.
- 9.) Place selector lever on SAFE.

M249 SQUAD AUTOMATIC WEAPON (5.56MM)

Unloading and Clearing Procedures

WARNING: DO NOT INSTALL OR REMOVE A LOADED WEAPON FROM A MOUNTING BRACKET.

- 1.) Orient weapon in a safe direction (clearing container if available).
- 2.) Remove magazine

- 3.) Ensure the weapon is on SAFE. If weapon is not on SAFE, with right hand palm up, pull cocking handle to the rear, locking the bolt in place.
- 4.) While holding cocking handle, move selector lever to the SAFE position by pushing it to the right until the red ring is not visible.
- 5.) Return and lock the cocking handle to the forward position.
 - A. Squeeze latches to open cover assembly.
 - B. Remove ammunition belt and any loose rounds present on the feed tray.
- 6.) Conduct a 5-point safety check:
 - 1) Check the feeder pawl assembly under the cover.
 - 2) Check the feed tray assembly.
 - 3) Lift the feed tray assembly and inspect chamber.
 - 4) Check the space between bolt assembly and chamber.
 - 5) Insert two fingers into the magazine well to extract any brass, links, or ammunition.
 - 7.) Close the feed tray cover.
 - 8.) With the right hand palm up, pull the cocking handle to the rear. While holding the cocking handle, place the weapon on FIRE. Squeeze the trigger and ride the bolt forward.

M240B MACHINE GUN

Unloading and Clearing Procedures

WARNING: DO NOT INSTALL OR REMOVE A LOADED WEAPON FROM A MOUNTING BRACKET.

- 1.) Orient weapon in a safe direction (Clearing lane).
- 2.) Ensure weapon is on SAFE. NOTE: If the bolt is in the forward position place the weapon on FIRE. Pull the cocking handle to the rear, locking the bolt to the rear. Place the weapon on SAFE.
- 3.) Push in latches to open cover assembly.
- 4.) Remove ammunition belt.
- 5.) Check the feed tray.
 - A. Lift the feed tray and inspect the chamber.
 - B. Check the space between the face of the bolt and the chamber, to include the space under the bolt and operating rod assembly.
- 6.) Close feed tray and feed tray cover.
- 7.) Place safety on FIRE.
- 8.) Pull and hold charger cable (or cocking handle assembly) to rear, pull trigger and ease bolt forward to close and lock.

CHAPTER 5 – PATROLLING **(Extract FM 3-21.8, chapter 9)**

SECTION I – PLANNING

A patrol is a detachment sent out by a larger unit to conduct a specific mission. Patrols operate semi-independently and return to the main body upon completion of their mission. Patrolling fulfills the Infantry's primary function of finding the enemy to either engage him or report his disposition, location, and actions. Patrols act as both the eyes and ears of the larger unit and as a fist to deliver a sharp devastating jab and then withdraw before the enemy can recover.

PATROLS AND PATROLLING

9-1. A patrol is sent out by a larger unit to conduct a specific combat, reconnaissance, or security mission. A patrol's organization is temporary and specifically matched to the immediate task. Because a patrol is an organization, not a mission, it is not correct to speak of giving a unit a mission to "Patrol."

9-2. The terms "patrolling" or "conducting a patrol" are used to refer to the semi-independent operation conducted to accomplish the patrol's mission. Patrols require a specific task and purpose.

9-3. A commander sends a patrol out from the main body to conduct a specific tactical task with an associated purpose. Upon completion of that task, the patrol leader returns to the main body, reports to the commander and describes the events that took place, the status of the patrol's members and equipment, and any observations.

9-4. If a patrol is made up of an organic unit, such as a rifle squad, the squad leader is responsible. If a patrol is made up of mixed elements from several units, an officer or NCO is designated as the patrol leader. This temporary title defines his role and responsibilities for that mission. The patrol leader may designate an assistant, normally the next senior man in the patrol, and any subordinate element leaders he requires.

9-5. A patrol can consist of a unit as small as a fire team. Squad- and platoon-size patrols are normal. Sometimes, for combat tasks such as a raid, the patrol can consist of most of the combat elements of a rifle company. Unlike operations in which the Infantry platoon or squad is integrated into a larger organization, the patrol is semi-independent and relies on itself for security.

PATROL LEADERS

9-6. The leader of every patrol, regardless of the type or the tactical task assigned, has an inherent responsibility to prepare and plan for possible enemy contact while on the mission. Patrols are never administrative. They are always assigned a tactical mission. On his return to the main body, the patrol leader must always report to the commander. He then describes the patrol's actions, observations, and condition.

PURPOSE OF PATROLLING

9-7. There are several specific purposes that can be accomplished by patrolling:

- Gathering information on the enemy, on the terrain, or on the populace.
- Regaining contact with the enemy or with adjacent friendly forces
- Engaging the enemy in combat to destroy him or inflict losses.
- Reassuring or gaining the trust of a local population.
- Preventing public disorder.
- Deterring and disrupting insurgent or criminal activity.
- Providing unit security.
- Protecting key infrastructure or bases.

TYPES OF PATROLS

9-8. Patrol missions can range from security patrols in the close vicinity of the main body, to raids deep into enemy territory. Successful patrolling requires detailed contingency planning and well-rehearsed small unit tactics. The planned action determines the type of patrol.

COMBAT AND RECONNAISSANCE PATROLS

9-9. The two categories of patrols are combat and reconnaissance. Regardless of the type of patrol being sent out, the commander must provide a clear task and purpose to the patrol leader. Any time a patrol leaves the main body of the unit there is a possibility that it may become engaged in close combat.

9-10. Patrols that depart the main body with the clear intent to make direct contact with the enemy are called *combat patrols*. The three types of combat patrols are raid patrols, ambush patrols (both of which are sent out to conduct special purpose attacks), and security patrols.

9-11. Patrols that depart the main body with the intention of avoiding direct combat with the enemy while seeing out information or confirming the accuracy of previously-gathered information are called *reconnaissance patrols*. The most common types reconnaissance patrols are area, route, zone, and point. Leaders also dispatch reconnaissance patrols to track the enemy, and to establish contact with other friendly forces. Contact patrols make physical contact with adjacent units and report their location, status, and intentions. Tracking patrols follow the trail and movements of a specific enemy unit. Presence patrols conduct a special form of reconnaissance, normally during stability or civil support operations.

ORGANIZATION OF PATROLS

9-12. A patrol is organized to perform specific tasks. It must be prepared to secure itself, navigate accurately, identify and cross danger areas, and reconnoiter the patrol objective. If it is a combat patrol, it must be prepared to breach obstacles, assault the objective, and support those assaults by fire. Additionally, a patrol must be able to conduct detailed searches as well as deal with casualties and prisoners or detainees.

9-13. The leader identifies those tasks the patrol must perform and decides which elements will implement them. Where possible, he should maintain squad and fire team integrity.

9-14. Squads and fire teams may perform more than one task during the time a patrol is away from the main body or it may be responsible for only one task. The leader must plan carefully to ensure that he has identified and assigned all required tasks in the most efficient way.

9-15. Elements and teams for platoons conducting patrols include the common and specific elements for each type of patrol. The following elements are common to all patrols.

HEADQUARTERS ELEMENT

9-16. The headquarters element normally consists of the patrol leader and his radio operator. The platoon sergeant may be designated as the assistant patrol leader. Combat patrols may include a forward observer and perhaps his radio operator. Any attachments the platoon leader decides that he or the platoon sergeant must control directly are also part of the headquarters element.

AID AND LITTER TEAM(S)

9-17. Aid and litter teams are responsible for locating, treating, and evacuating casualties.

ENEMY PRISONER OF WAR/DETAINEE TEAM(S)

9-18. EPW teams are responsible for controlling enemy prisoners IAW the five S's and the leader's guidance. These teams may also be responsible for accounting for and controlling detainees or recovered personnel.

SURVEILLANCE TEAM(S)

9-19. Surveillance teams are used to establish and maintain covert observation of an objective for as long as it takes to complete the patrol's mission.

EN ROUTE RECORDER

9-20. An en route recorder can be designated to record all information collected during the mission.

COMPASS AND PACE MAN

9-21. If the patrol does not have access to global positioning systems, or if it is operating in a location where there is no satellite reception, it may be necessary to navigate by dead reckoning. This is done with a compass man and a pace man.

ASSAULT TEAM(S)

9-22. Combat patrols designate assault teams to close with the enemy on the objective or to clear the ambush kill zone.

SUPPORT TEAM(S)

9-23. Combat patrols designate teams to provide direct fire in support of the breach and assault teams.

BREACH TEAM(S) AND SEARCH TEAM(S)

9-24. Combat patrols have breach teams to assist the assault team in getting to the objective. Search teams are designated to conduct a cursory or detailed search of the objective area.

INITIAL PLANNING AND COORDINATION FOR PATROLS

9-25. Leaders plan and prepare for patrols using troop-leading procedures and an estimate of the situation. They must identify required actions on the objective, plan backward to the departure from friendly lines, then forward to the reentry of friendly lines.

9-26. The patrol leader will normally receive the OPORD in the battalion or company CP where communications are good and key personnel are available for coordination. Because patrols act semi-independently, move beyond the direct-fire support of the parent unit, and often operate forward of friendly units, coordination must be thorough and detailed.

9-27. Patrol leaders may routinely coordinate with elements of the battalion staff directly. Unit leaders should develop tactical SOPs with detailed checklists to preclude omitting any items vital to the accomplishment of the mission.

9-28. Items coordinated between the leader and the battalion staff or company commander include:

- Changes or updates in the enemy situation.
- Best use of terrain for routes, rally points, and patrol bases.
- Light and weather data.
- Changes in the friendly situation.
- The attachment of Soldiers with special skills or equipment (engineers, sniper teams, scout dog teams, FOs, or interpreters).
- Use and location of landing or pickup zones.
- Departure and reentry of friendly lines.
- Fire support on the objective and along the planned routes, including alternate routes.
- Rehearsal areas and times. The terrain for the rehearsal should be similar to that at the objective, to include buildings and fortifications if necessary. Coordination for rehearsals includes security of the area, use of blanks, pyrotechnics, and live ammunition.
- Special equipment and ammunition requirements.
- Transportation support, including transportation to and from the rehearsal site.
- Signal plan—call signs frequencies, code words, pyrotechnics, and challenge and password.

9-29. The leader coordinates with the unit through which his platoon or squad will conduct its forward and rearward passage of lines.

9-30. The platoon leader also coordinates patrol activities with the leaders of other units that will be patrolling in adjacent areas at the same time.

COMPLETION OF THE PATROL PLAN

9-31. As the platoon leader completes his plan, he considers the following elements.

ESSENTIAL AND SUPPORTING TASKS

9-32. The leader ensures that he has assigned all essential tasks to be performed on the objective, at rally points, at danger areas, at security or surveillance locations, along the route(s), and at passage lanes.

KEY TRAVEL AND EXECUTION TIMES

9-33. The leader estimates time requirements for movement to the objective, leader's reconnaissance of the objective, establishment of security and surveillance, compaction of all assigned tasks on the objective, movement to an objective rally point to debrief the platoon, and return through friendly lines.

PRIMARY AND ALTERNATE ROUTES

9-34. The leader selects primary and alternate routes to and from the objective (Figure 9-1). Return routes should differ from routes to the objective.

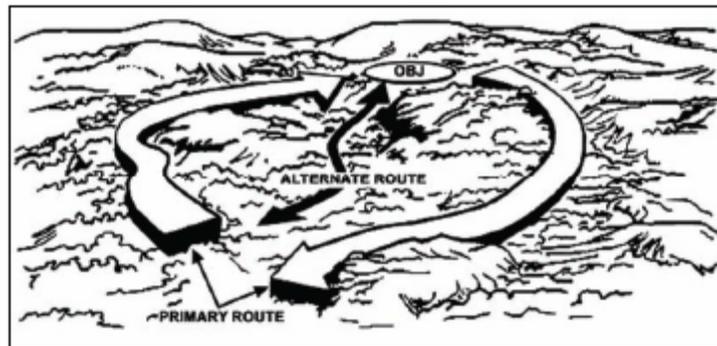


Figure 9-1. Primary and alternate routes.

SIGNALS

9-35. The leader should consider the use of special signals. These include arm-and-hand signals, flares, voice, whistles, radios, visible and nonvisible lasers. All signals must be rehearsed to ensure all Soldiers know what they mean.

CHALLENGE AND PASSWORD OUTSIDE OF FRIENDLY LINES

9-36. The challenge and password from the SOI must not be used when the patrol is outside friendly lines. The unit's tactical SOP should state the procedure for establishing a patrol challenge and password as well as other combat identification features and patrol markings.

LOCATION OF LEADERS

9-37. The leader considers where he, the platoon sergeant, and other key leaders should be located for each phase of the patrol mission. The platoon sergeant is normally with the following elements for each type of patrol:

- On a raid or ambush, he normally controls the support element.

- On an area reconnaissance, he normally supervises security in the objective rally point (ORP).
- On a zone reconnaissance, he normally moves with the reconnaissance element that sets up the link-up point.

ACTIONS ON ENEMY CONTACT

9-38. The leader's plan must address actions on chance contact at each phase of the patrol mission.

- The plan must address the handling of seriously wounded and KIAs.
- The plan must address the handling of prisoners captured as a result of chance contact who are not part of the planned mission.

DEPARTURE FROM FRIENDLY LINES OR FIXED BASE

9-39. The departure from friendly lines, or from a fixed base, must be thoroughly planned and coordinated.

COORDINATION

9-40. The platoon leader must coordinate with the commander of the forward unit and leaders of other units that will be patrolling in the same or adjacent areas. The coordination includes SOI information, signal plan, fire plan, running passwords, procedures for departure and reentry of lines, planned dismount points, initial rally points, actions at departure and reentry points, and information about the enemy.

- (1) The platoon leader provides the forward unit leader with the unit identification, size of the patrol, departure and return times, and area of operation.
- (2) The forward unit leader provides the platoon leader with the following:
 - Additional information on terrain just outside the friendly unit lines.
 - Known or suspected enemy positions in the near vicinity.
 - Likely enemy ambush sites.
 - Latest enemy activity.
 - Detailed information on friendly positions, obstacles, and OPs.
 - Friendly unit fire plan.
 - Support the unit can provide (fire support, litter teams, guides, communications, and reaction force).

PLANNING

9-41. In his plan for the departure of friendly lines, the leader should consider the following sequence of actions:

- Making contact with friendly guides at the contact point.
- Moving to a coordinated initial rally point just inside friendly lines.
- Completing final coordination.
- Moving to and through the passage point.
- Establishing a security-listening halt beyond the friendly unit's final protective fires.

RALLY POINTS

9-42. The leader considers the use and locations of rally points. A rally point is a place designated by the leader where the platoon moves to reassemble and reorganize if it becomes dispersed.

SELECTION OF RALLY POINTS

9-43. The leader physically reconnoiters routes to select rally points whenever possible. He selects tentative points if he can only conduct a map reconnaissance. Routes are confirmed by the leader through actual inspection as the platoon moves through them. Rally points must—

- Be easy to recognize on the ground.
- Have cover and concealment.
- Be away from natural lines of drift.
- Be defensible for short periods.

TYPES OF RALLY POINTS

9-44. The most common types of rally points are initial, en route, objective, reentry, near- and far-side. Soldiers must know which rally point to move to at each phase of the patrol mission. They should know what actions are required there and how long they are to wait at each rally point before moving to another. Following are descriptions of these five rally points.

(1) ***Initial rally point.*** An initial rally point is a place inside of friendly lines where a unit may assemble and reorganize if it makes enemy contact during the departure of friendly lines or before reaching the first en route rally point. It is normally selected by the commander of the friendly unit.

(2) ***En route rally point.*** The leader designates en route rally points based on the terrain, vegetation, and visibility.

(3) ***Objective rally point.*** The objective rally point (ORP) is a point out of sight, sound, and small-arms range of the objective area. It is normally located in the direction that the platoon plans to move after completing its actions on the objective. The ORP is tentative until the objective is pinpointed (Figure 9-2). Actions at or from the ORP include—

- Issuing a final FRAGO.
- Disseminating information from reconnaissance if contact was not made.
- Making final preparations before continuing operations.
- Accounting for Soldiers and equipment after actions at the objective are complete.

- Reestablishing the chain of command after actions at the objective are complete.

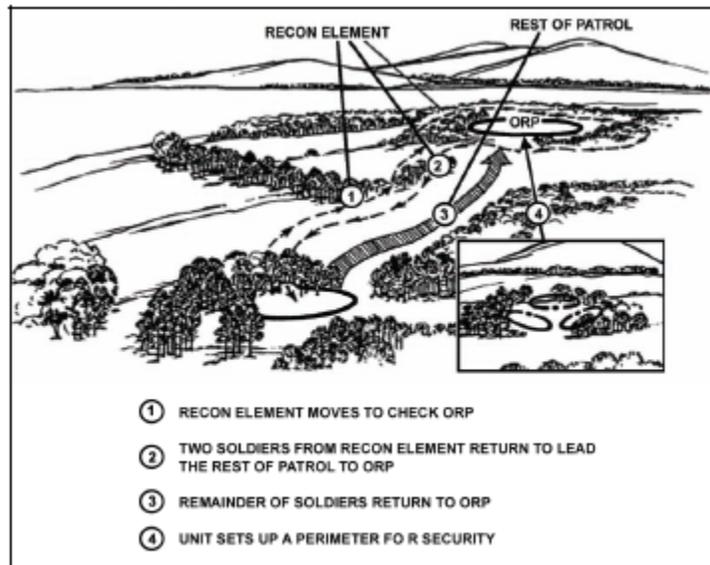


Figure 9-2. Objective rally point.

(4) **Reentry rally point.** The reentry rally point is located out of sight, sound, and small-arms weapons range of the friendly unit through which the platoon will return. This also means that the RRP should be outside the final protective fires of the friendly unit. The platoon occupies the RRP as a security perimeter.

(5) **Near-and far-side rally points.** These rally points are on the near and far side of danger areas. If the platoon makes contact while crossing the danger area and control is lost, Soldiers on either side move to the rally point nearest them. They establish security, reestablish the chain of command, determine their personnel and equipment status, continue the patrol mission, and link up at the OR.

SECTION II — COMBAT PATROLS

9-45. A combat patrol provides security and harasses, destroys, or captures enemy troops, equipment, or installations. When the commander gives a unit the mission to send out a combat patrol, he intends for the patrol to make contact with the enemy and engage in close combat. A combat patrol always attempts to remain undetected while moving, but of course it ultimately discloses its location to the enemy in a sudden, violent surprise attack. For this reason, the patrol normally carries a significant amount of weapons and ammunition. It may carry specialized munitions. A combat patrol collects and reports any information gathered during the mission, whether related to the combat task or not. The three types of combat patrols are raid, ambush, and security.

RAID

9-46. A raid is a surprise attack against a position or installation for a specific purpose *other than* seizing and holding the terrain. It is conducted to destroy a position or installation, to destroy or capture enemy soldiers or equipment, or to free prisoners. A raid patrol retains terrain just long enough to accomplish the

intent of the raid. A raid always ends with a planned withdrawal off the objective and a return to the main body.

AMBUSH

9-47. An ambush is a surprise attack from a concealed position on a moving or temporarily halted target. An ambush patrol does not need to seize or hold any terrain. It can include an assault to close with and destroy the target, or an attack by fire only.

SECURITY

9-48. A security patrol is sent out from a unit location when the unit is stationary or during a halt to search the local area, detect any enemy forces near the main body, and to engage and destroy the enemy within the capability of the patrol. This type of combat patrol is normally sent out by units operating in close terrain with limited fields of observation and fire. Although this type of combat patrol seeks to make direct enemy contact and to destroy enemy forces within its capability, it should try to avoid decisive engagement. A security patrol detects and disrupts enemy forces that are conducting reconnaissance of the main body or that are massing to conduct an attack. Security patrols are normally away from the main body of the unit for limited periods, returning frequently to coordinate and rest. They do not operate beyond the range of communications and supporting fires from the main body, especially mortar fires.

COMBAT PATROL PLANNING

9-49. There are three essential elements for a combat patrol: security; support; and assault (Figure 9-3). Assault elements accomplish the mission during actions on the objective. Support elements suppress or destroy enemy on the objective in support of the assault element. Security elements assist in isolating the objective by preventing enemy from entering and leaving the objective area as well as by ensuring the patrol's withdrawal route remains open. The size of each element is based on the situation and the leader's analysis of METT-TC.

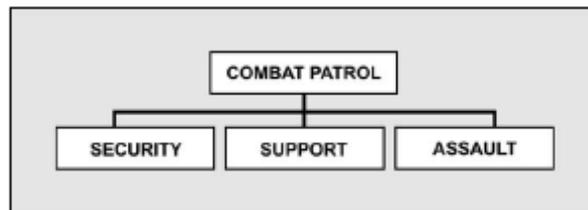


Figure 9-3. Organization of forces.

ASSAULT ELEMENT

9-50. The assault element is the combat patrol's decisive effort. Its task is to conduct actions on the objective. The assault element is responsible for accomplishing the unit's task and purpose. This element must be capable (through inherent capabilities or positioning relative to the enemy) of destroying or seizing the target of the combat patrol. Tasks typically associated with the assault element include:

- Conduct of assault across the objective to destroy enemy equipment, capture or kill enemy, and clearing of key terrain and enemy positions.
- Deployment close enough to the objective to conduct an immediate assault if detected.

- Being prepared to support itself if the support element cannot suppress the enemy.
- Providing support to a breach element in reduction of obstacles (if required).
- Planning detailed fire control and distribution.
- Conducting controlled withdrawal from the objective.

9-51. Analysis of METT-TC, particularly for a raid, may result in the requirement to organize a separate breach force. At times this may include breaching an obstacle.

9-52. Additional tasks/special purpose teams assigned may include:

- Search teams – to find and collect documents, equipment and information that can be used as intelligence.
- Prisoner teams – to capture, secure, and account for prisoners and detainees.
- Demolition teams – to plan and execute the destruction of obstacles and enemy equipment.
- Breach team – to create small-scale breaches in protective obstacles to facilitate the completion of the patrol's primary task
- Aid and litter teams – to identify, collect, render immediate aid and coordinate medical evacuation for casualties

SUPPORT ELEMENT

9-53. The support element suppresses the enemy on the objective using direct and indirect fires. The support element is a shaping effort that sets conditions for the mission's decisive effort. This element must be capable, through inherent means or positioning relative to the enemy, of supporting the assault element. The support force can be divided up into two or more elements if required.

9-54. The support element is organized to address a secondary threat of enemy interference with the assault element(s). The support force suppresses, fixes, or destroys elements on the objective. The support force's primary responsibility is to suppress enemy to prevent reposition against decisive effort. The support force—

- Initiates fires and gains fire superiority with crew-served weapons and indirect fires.
- Controls rates and distribution of fires.
- Shifts/ceases fire on signal.
- Supports the withdrawal of the assault element.

SECURITY ELEMENT

9-55. The security element(s) is a shaping force that has three roles. The first role is to isolate the objective from enemy personnel and vehicles attempting to enter the objective area. Their actions range from simply providing early warning, to blocking enemy movement. This element may require several different forces located in various positions. The patrol leader is careful to consider enemy reserves or response forces that, once the engagement begins, will be alerted. The second role of the security element is to prevent enemy from escaping the objective area. The third role is to secure the patrol's withdrawal route.

9-56. There is a subtle yet important distinction for the security element. All elements of the patrol are responsible for their own local security. What distinguishes the security element is that they are protecting the entire patrol. Their positions must be such that they can, in accordance with their engagement criteria, provide early warning of approaching enemy.

9-57. The security element is organized to address the primary threat to the patrol—being discovered and defeated by security forces prior to execution of actions on the objective. To facilitate the success of the assault element, the security element must fix or block (or at a minimum screen) all enemy security or response forces located on parts of the battlefield away from the raid.

LEADER LOCATIONS

9-58. Leaders locate where they can best influence the situation, which is usually with either the support element or assault element. The second in charge normally locates at the opposite location of the leader.

ACTIONS ON THE OBJECTIVE – RAID

9-59. A raid is a surprise attack against a position or installation for a specific purpose *other than* seizing and holding the terrain. It is conducted to destroy a position or installation, destroy or capture enemy soldiers or equipment, or free prisoners. A raid patrol retains terrain just long enough to accomplish the intent of the raid. A raid always ends with a withdrawal off the objective and a return to the main body.

9-60. Raids are characterized by the following:

- Destruction of key systems or facilities (C2 nodes, logistical areas, other high value areas).
- Provide or deny critical information.
- Securing of hostages or prisoners.
- Confusing the enemy or disrupting his plans.
- Detailed intelligence (significant ISR assets committed).
- Command and control from the higher HQ to synchronize the operation.
- Creating a window of opportunity for the raiding force.

9-61. Raids are normally conducted in five phases (Figure 9-4):

- Approach the objective.
- Isolate the objective area.
- Set conditions for the assault element.
- Assault the objective.
- Tactical movement away from the objective area.



Figure 9-4. The five phases of a raid.

ACTIONS ON THE OBJECTIVE – AMBUSH

9-62. An ambush is a surprise attack from a concealed position on a moving or temporarily halted target. It can include an assault to close with and destroy the target, or only an attack by fire. An ambush need not seize or hold ground. The purpose of an ambush is to destroy or harass enemy forces. The ambush combines the advantages of the defense with the advantages of the offense, allowing a smaller force with limited means the ability to destroy a much larger force. Ambushes are enemy-oriented. Terrain is only held long enough to conduct the ambush and then the force withdraws. Ambushes range from very simple to complex and synchronized; short duration of minutes to long duration of hours; and within hand grenade range, to maximum standoff. Ambushes employ direct fire systems as well as other destructive means, such as command-detonated mines and explosives, and indirect fires on the enemy force. The attack may include an assault to close with and destroy the enemy or may just be a harassing attack by fire. Ambushes may be conducted as independent operations or as part of a larger operation.

9-63. There are countless ways for leaders to develop an ambush. To assist the leader clarify what he wants, he develops the ambush based on its purpose, type, time, and formation.

9-64. The purpose of an ambush is either harassment or destruction. A harassing ambush is one in which attack is by fire only (meaning there is no assault element). A destruction ambush includes assault to close with and destroy the enemy.

9-65. The two types of ambushes are point, and area. In a *point ambush*, Soldiers deploy to attack a single kill zone. In an *area ambush*, Soldiers deploy as two or more related point ambushes. These ambushes at separate sites are related by their purpose (Figure 9-5).

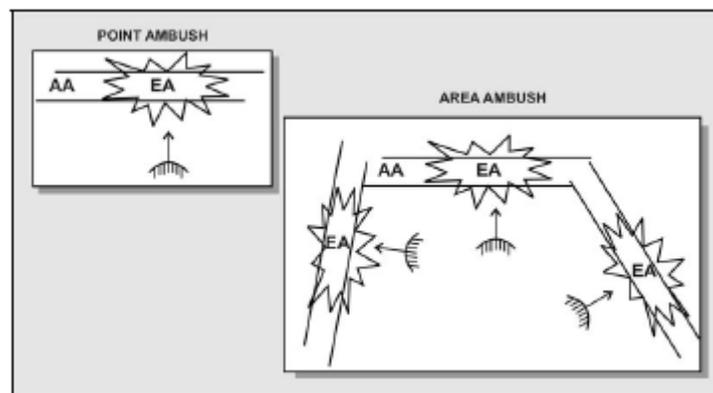


Figure 9-5. Point and area ambush.

9-66. Based on the amount of time available to set an ambush, ambushes are hasty and deliberate.

9-67. A *hasty ambush* is conducted based on an unanticipated opportunity. It is used when a patrol sees the enemy before the enemy sees them, and the patrol has time to act. The leader gives the prearranged signal to start the action and all Soldiers move to concealed firing positions, prepared to engage the enemy. Depending on the mission, the patrol may allow the enemy to pass if the enemy does not detect the patrol.

9-68. A *deliberate ambush* is conducted against a specific target at a location chosen based on intelligence. With a deliberate ambush, leaders plan and prepare based on detailed information that allows them to anticipate enemy actions and enemy locations. Detailed information includes: type and size of target, organization or formation, routes and direction of movement, time the force will reach or pass certain points on its route, and weapons and equipment carried.

TERMINOLOGY

9-69. During terrain analysis, leaders identify at least four different locations: the kill zone, the ambush site, security positions, and rally points. As far as possible, so-called "ideal" ambush sites should be avoided because alert enemies avoid them if possible and increase their vigilance and security when they must be entered. Therefore, surprise is difficult to achieve. Instead, unlikely sites should be chosen when possible. Following are characteristics of these four ideal positions.

Ambush Site

9-70. The ambush site is the terrain on which a point ambush is established. The ambush site consists of a support-by-fire position for the support element and an assault position for the assault element. An ideal ambush site—

- Has good fields of fire into the kill zone.
- Has good cover and concealment.
- Has a protective obstacle.
- Has a covered and concealed withdrawal route.
- Makes it difficult for the enemy to conduct a flank attack.

Kill Zone

9-71. The kill zone is the part of an ambush site where fire is concentrated to isolate or destroy the enemy. An ideal kill zone has these characteristics:

- Enemy forces are likely to enter it.
- It has natural tactical obstacles.
- Large enough to observe and engage the anticipated enemy force.

Near Ambush

9-72. A near ambush is a point ambush with the assault element within reasonable assaulting distance of the kill zone (less than 50 meters). Close terrain, such as an urban area or heavy woods, may require this positioning. It may also be appropriate in open terrain in a "rise from the ground" ambush.

Far Ambush

9-73. A far ambush is a point ambush with the assault element beyond reasonable assaulting distance of the kill zone (beyond 50 meters). This location may be appropriate in open terrain offering good fields of fire or when attack is by fire for a harassing ambush.

Security Positions

9-74. An ideal security position —

- Does not mask fires of the main body.
- Provides timely information for the main body (gives the leader enough time to act on information provided).
- Can provide a support by fire position.

Rally Points

9-75. The platoon leader considers the use and locations of rally points (see paragraph 9-42). The rally point is a place designated by the leader where the platoon moves to reassemble and reorganize if it becomes dispersed.

9-76. The leader physically reconnoiters routes to select rally points whenever possible. He selects tentative points if he can only conduct a map reconnaissance. He confirms them by actual inspection as the platoon moves through them. Rally points must—

- Be easy to find
- Have cover and concealment
- Be away from natural lines of drift
- Be defensible for short periods

FORMATIONS

9-77. Many ambush formations exist. This FM only discusses the linear, L-shaped, and V-shaped (Figures 9-6 through 9-8). All of these formations require leaders to exercise strict direct fire control. Leaders need to understand the strengths and weaknesses of their units and plan accordingly.

9-78. The formation selected is based on the following:

- Terrain.
- Visibility.
- Soldiers available.
- Weapons and equipment.
- Ease of control.
- Target to be attacked.

Linear Ambush

9-79. In an ambush using a linear formation, the assault and support elements parallel the target's route. This positions the assault and support elements on the long axis of the kill zone and subjects the target to flanking fire (Figure 9-6). Only a target that can be covered with a full volume of fire can be successfully engaged in the kill zone. A dispersed target might be too large for the kill zone. This is the disadvantage of linear formations.

9-80. The linear formation is good in close terrain restricting the target's maneuver, and in open terrain where one flank is blocked by natural obstacles or can be blocked by other means such as claymore mines. Claymore mines or explosives can be placed between the assault and support elements and the kill zone to protect the unit from counter-ambush actions.

9-81. When the ambushing unit deploys this way, it leaves access lanes through the obstacles so it can assault the target. An advantage of the linear formation is the relative ease by which it can be controlled under all visibility conditions.

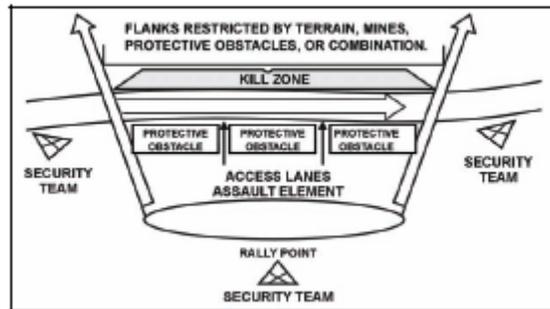


Figure 9-6. Linear ambush.

L-Shaped Ambush

9-82. An ambush in the L-shaped formation (Figure 9-7) is a variation of the linear formation. The long leg of the L (assault element) is parallel to the kill zone. This leg provides flanking fire. The short leg (support element) is at the end of and at a right angle to the kill zone. This leg provides enfilade fire that works with fire from the other leg. The L-shaped formation can be used at a sharp bend in a trail, road, or stream

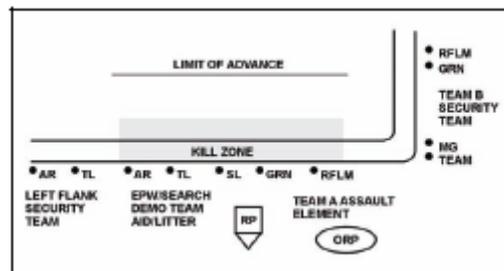


Figure 9-7. L-shaped ambush.

V-Shaped Ambush

9-83. The V-shaped ambush assault elements (Figure 9-8) are placed along both sides of the enemy route so they form a V. Take extreme care to ensure neither group fires into the other. This formation subjects the enemy to both enfilading and interlocking fire.

9-84. When performed in dense terrain, the legs of the V close in as the lead elements of the enemy force approach the point of the V. The legs then open fire from close range. Here, even more than in open terrain, all movement and fire is carefully coordinated and controlled to avoid fratricide.

9-85. Wider separation of the elements makes this formation difficult to control, and there are fewer sites which favor its use. Its main advantage is it is difficult for the enemy to detect the ambush until well into the kill zone.

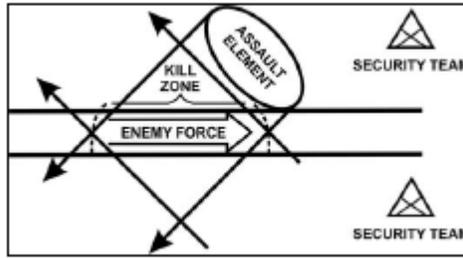


Figure 9-8. V-shaped ambush.

FINAL PREPARATIONS

9-86. Final preparations begin with the unit occupying an ORP and end with the main body prepared to depart for the ambush site. The unit halts at the ORP and establishes security. When ready, the leader conducts his reconnaissance to confirm the plan, positions the security element, and returns to the ORP. The security element leaves the ORP first. Teams of the security element move to positions from which they can secure the ORP and the flanks of the ambush site (Figure 9-9).

NOTE: The security elements should use a release point if there is a great distance between the ORP and objective.

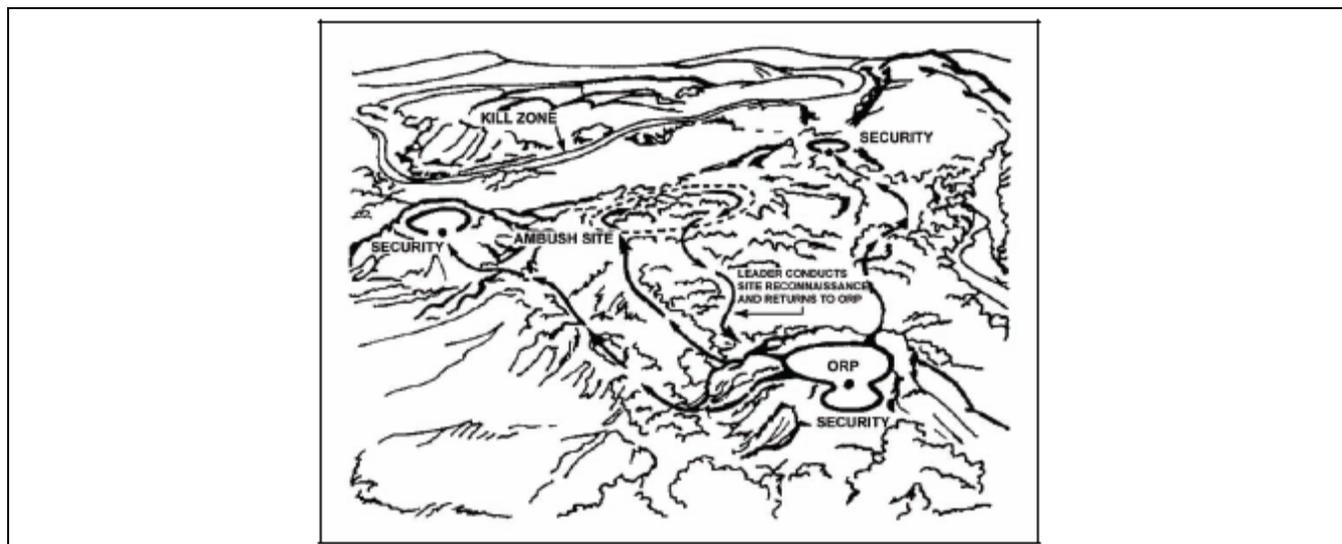


Figure 9-9. Security teams in position.

OCCUPY THE SITE AND CONDUCT AMBUSH

9-87. Occupying the site and conducting the ambush begins with main body movement out of the ORP, and ends when the leader initiates a withdrawal. Common control measures include—

- Kill Zone.
- Limit of advance.
- ABF/SBF position.
- Assault position.
- Target reference point (TRP).
- Phase line.

Time of Occupation

9-88. As a rule, the ambush force occupies the ambush site at the latest possible time permitted by the tactical situation and the amount of site preparation required. This reduces the risk of discovery and the time that Soldiers must remain still and quiet in position.

Occupying the Site

9-89. Security elements are positioned first to prevent surprise while the ambush is being established. When the security teams are in position, the support and assault elements leave the ORP and occupy their positions. If there is a suitable position, the support element can overwatch the assault element's move to the ambush site. If not, both elements leave the ORP at the same time (Figure 9-10).

9-90. The main body moves into the ambush site from the rear. Ideally, leaders emplace the most casualty-producing weapons first, ensuring they have line of sight along the entire kill zone. Once positioned, the leader emplaces his subordinate units to complement and reinforce the key positions. The leader selects his location where he can best initiate and control the action. Once on the objective, movement is kept to a

minimum and the number of men moving at a time is closely controlled. Leaders emplace and enforce local security measures.

Positions

9-91. Each Soldier must be hidden from the target and have line of sight into the kill zone. At the ambush site, positions are prepared with minimal change in the natural appearance of the site. Soldiers conceal debris resulting from preparation of positions.

Confirming the Direct Fire Plan

9-92. Claymore mines, explosives, and grenade launchers may be used to cover any dead space left by automatic weapons. All weapons are assigned sectors of fire to provide mutual support. The unit leader sets a time by which positions must be prepared.

Movement in the Kill Zone

9-93. The kill zone is not entered if entry can be avoided. When emplacing tactical obstacles, care is taken to remove any tracks or signs that might alert the enemy and compromise the ambush. If claymore mines or explosives are placed on the far side, or if the appearance of the site might cause the enemy to check it, a wide detour around the kill zone should be made. Here, too, care is taken to remove any traces which might reveal the ambush. An alternate route from the ambush site is also planned.

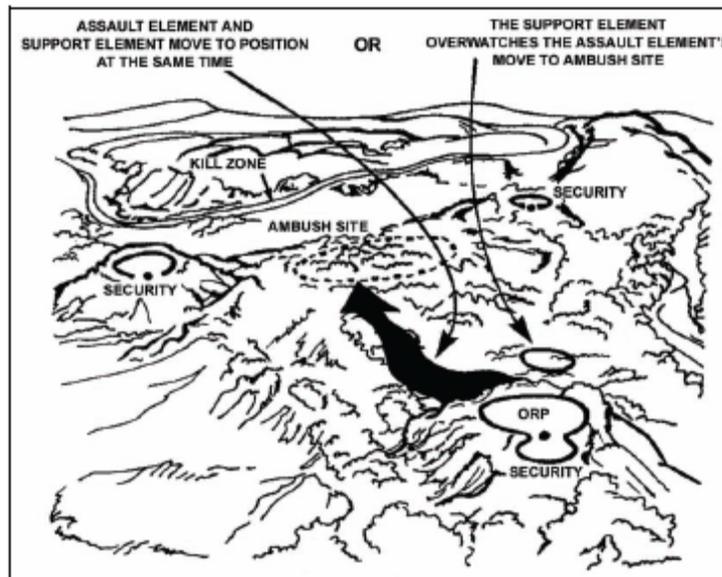


Figure 9-10. Assault element moving to the ambush site.

Initiating the Ambush

9-94. Once all friendly elements are in position, the unit waits for the enemy target. When the target approaches, the security team that spots it alerts the ambush leader. The security team reports the target's

direction of movement, size, and any special weapons or equipment. Upon receipt of the report, the leader alerts the other elements.

9-95. When most of the enemy force is in the kill zone, the leader initiates the ambush with the most casualty-producing weapon, machine gun fire, or the detonation of mines or explosives. The detonation of explosives can cause a pause in the initiation of fires due to the obscuration created by the explosion. Once conditions are set, cease or shift fires. The assault element may conduct an assault through the kill zone to the limit of advance (LOA). If the assault element must assault the kill zone, the leader signals to cease or shift fire. This also signals the assault to start. Besides destruction of the enemy force, other kill zone tasks can include searching for items of intelligence value, capturing prisoners, and completing the destruction of enemy equipment. When the assault element has finished its mission in the kill zone, the leader gives the signal to withdraw to the ORP.

9-96. Fire discipline is critical during an ambush. Soldiers do not fire until the signal is given. Then it must be delivered at once in the heaviest, most accurate volume possible. Well-trained gunners and well-aimed fire help achieve surprise and destruction of the target. When the target is to be assaulted, the ceasing or shifting of fire must also be precise. If it is not, the assault is delayed, and the target has a chance to react. Sector stakes should be used if possible.

Withdrawal

9-97. The withdrawal begins once the assault element completes its actions on the objective and ends with consolidation/reorganization at a designated rally point. On signal, the unit withdraws to the ORP, reorganizes, and continues its mission. At a set terrain feature the unit halts and disseminates information. If the ambush fails and the enemy pursues, the unit withdraws by bounds. Units should use smoke to help conceal the withdrawal. Obstacles already set along the withdrawal routes can help stop the pursuit.

CONDUCTING AN AREA AMBUSH

9-98. In an area ambush, Soldiers deploy in two or more related point ambushes. The platoon may conduct an area ambush as part of a company offensive or defensive plan, or it may conduct a point ambush as part of a company area ambush.

9-99. The platoon is the smallest level to conduct an area ambush). Platoons conduct area ambushes (Figure 9-11) where enemy movement is largely restricted to trails or streams.

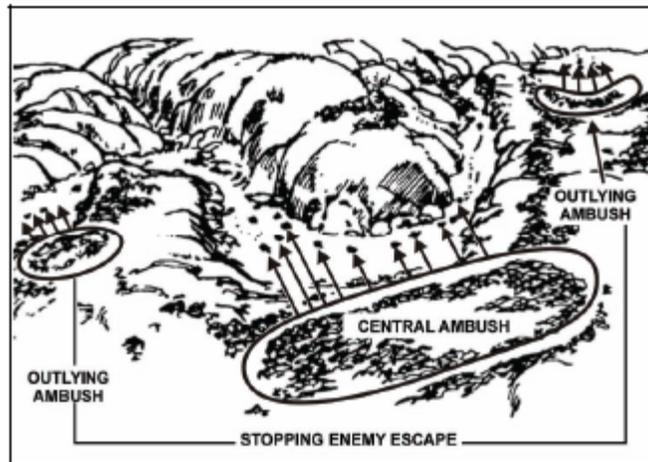


Figure 9-11. Area ambush.

9-100. The platoon leader (or company commander) selects one principal ambush site around which he organizes outlying ambushes. These secondary sites are located along the enemy's most likely avenue of approach and escape routes from the principal ambush site. Squads are normally responsible for each ambush site.

9-101. The platoon leader considers the factors of METT-TC to determine the best employment of the weapons squad. He normally locates the medium machine guns with the support element in the principal ambush site.

9-102. Squads (or sections) responsible for outlying ambushes do not initiate their ambushes until the principal one has been initiated. They then engage to prevent enemy forces from escaping the principal ambush or reinforcing the ambushed force.

9-103. Smaller ambushes can be used to isolate the main ambush kill zone (Figure 9-12).

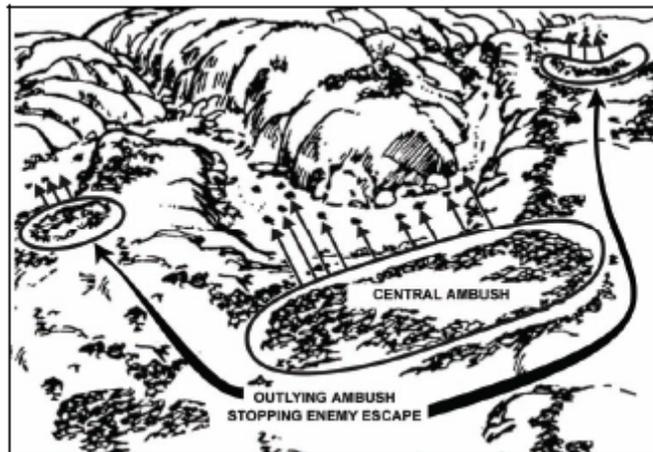


Figure 9-12. Use of smaller ambushes to isolate the main ambush kill zone.

ANTIARMOR AMBUSH

9-104. Platoons and squads conduct antiarmor ambushes (Figure 9-13) to destroy armored vehicles. The antiarmor ambush may be part of an area ambush. The antiarmor ambush consists of the assault element (armor-killer element) and the support-security element.

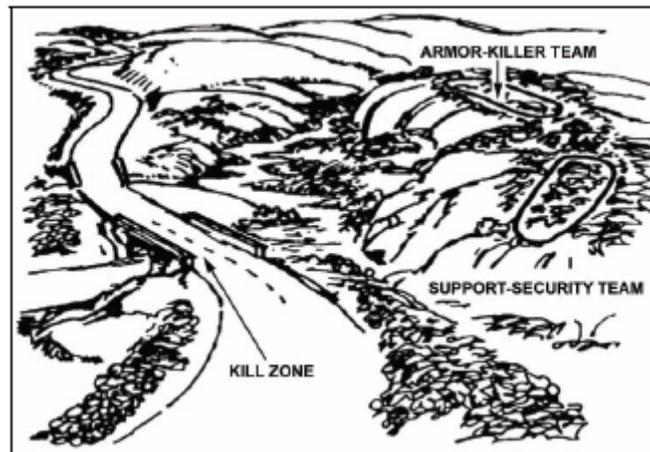


Figure 9-13. Antiarmor ambush.

9-105. The armor-killer element is built around the close combat missile systems. (Refer to Appendix B for information about employment of the Javelin.) The leader should consider additional shoulder-launched munitions available to supplement the CCMS fires. The leader considers the factors of METT-TC to position all antiarmor weapons to ensure the best engagement (rear, flank, or top). The remainder of the platoon must function as support and security elements in the same manner as the other types of ambushes.

9-106. In a platoon antiarmor ambush, the company commander selects the general site for the ambush. The platoon leader must find a specific site that restricts the movement of enemy armored vehicles out of the designated kill zone. The platoon leader should emplace his weapons so an obstacle is between the platoon and the kill zone. In a squad antiarmor ambush, the platoon leader selects the general site for the ambush. The squad leader must then find a site that restricts the movement of enemy armored vehicles out of the kill zone.

9-107. The support-security elements are emplaced to cover dismounted enemy avenues of approach into the ambush site.

9-108. The leader should consider the method for initiating the antiarmor ambush. The preferred method is to use a command-detonated AT mine placed in the kill zone. The Javelin can be used to initiate the ambush, but even with its limited signature, it may be less desirable than an AT mine.

9-109. The armor-killer team destroys the first and last vehicle in the enemy formation, if possible. All other weapons begin firing once the ambush has been initiated.

9-110. The leader must determine how the presence of dismounted enemy soldiers with armored vehicles will affect the success of the ambush. The leader's choices include:

- Initiate the ambush as planned.
- Withdraw without initiating the ambush.

- Initiate the ambush with machine guns without firing antiarmor weapons.

9-111. Because of the speed enemy armored forces can reinforce the ambushed enemy with, the leader should plan to keep the engagement short and have a quick withdrawal planned. The platoon, based on the factors of METT-TC, may not clear the kill zone as in other types of ambushes.

CONDUCTING A POINT AMBUSH

9-112. In a point ambush, Soldiers deploy to attack an enemy in a single kill zone. The platoon leader is the leader of the assault element. The platoon sergeant will probably locate with the platoon leader in the assault element.

9-113. The security or surveillance team(s) should be positioned first. The support element should then be emplaced before the assault element moves forward. The support element must overwatch the movement of the assault element into position.

9-114. The platoon leader must check each Soldier once he emplaces. The platoon leader signals the surveillance team to rejoin the assault element if it is positioned away from the assault location. Actions of the assault element, support element, and security element are shown in Table 9-1.

Table 9-1. Actions by ambush elements.

Assault Element	Support Element	Security Element
Identify individual sectors of fire assigned by the platoon leader; emplace aiming stakes. Emplace Claymores and other protective obstacles. Emplace Claymores, mines, or other explosives in dead space within the kill zone. Camouflage positions. Take weapons off safe when directed by the platoon leader.	Identify sectors of fire for all weapons, especially machine guns. Emplace limiting stakes to prevent friendly fires from hitting the assault element in an L-shaped ambush. Emplace Claymores and other protective obstacles. Camouflage positions.	Identify sectors of fire for all weapons; emplace aiming stakes. Emplace Claymores and other protective obstacles. Camouflage positions. Secure the ORP. Secure a route to the ORP, as required.

9-115. The platoon leader instructs the security element (or teams) to notify him of the enemy's approach into the kill zone using the size, activity, location, unit, time, and equipment (SALUTE) reporting format. The security element must also keep the platoon leader informed if any additional enemy forces are following the lead enemy force. This will allow the platoon leader to know if the enemy force meets the engagement criteria directed by the company commander. The platoon leader must be prepared to give free passage to enemy forces that are too large or that do not meet the engagement criteria. He must report to the company commander any enemy forces that pass through the ambush unengaged.

9-116. The platoon leader initiates the ambush with the greatest casualty-producing weapon, typically a command-detonated Claymore. He must also plan a back-up method, typically a machine gun, to initiate the ambush should the primary means fail. All Soldiers in the ambush must know the

primary and back-up methods. The platoon should rehearse with both methods to avoid confusion and the loss of surprise during execution of the ambush.

9-117. The platoon leader must include a plan for engaging the enemy during limited visibility. Based on the company commander's guidance, the platoon leader should consider the use and mix of tracers and the employment of illumination, NVDs, and TWSs. For example, if Javelins are not used during the ambush, the platoon leader may still employ the command launch unit with its thermal sights in the security or support element to observe enemy forces.

9-118. The platoon leader also may include the employment of indirect fire support in his plan. Based on the company commander's guidance, the platoon leader may employ indirect fires to cover flanks of the kill zone to isolate an enemy force or to assist the platoon's disengagement if the ambush is compromised or if the platoon must depart the ambush site under pressure.

9-119. The platoon leader must have a good plan (day and night) to signal the advance of the assault element into the kill zone to begin its search and collection activities. He should take into consideration the existing environmental factors. For example, smoke may not be visible to the support element because of limited visibility or the lay of the terrain. All Soldiers must know and practice relaying the signal during rehearsals to avoid the potential of fratricide.

9-120. The assault element must be prepared to move across the kill zone using individual movement techniques if there is any return fire once they begin to search. Otherwise, the assault element moves across by bounding fire teams.

9-121. The assault element collects and secures all EPWs and moves them out of the kill zone to an established location before searching dead enemy bodies. The EPW collection point should provide cover and should not be easily found by enemy forces following the ambush. The friendly assault element searches from the far side of the kill zone to the near side.

9-122. Once the bodies have been thoroughly searched, search teams continue in this manner until all enemy personnel in and near the kill zone have been searched. Enemy bodies should be marked once searched (for example, folded arms over the chest and legs crossed) to ensure thoroughness and speed and to avoid duplication of effort.

9-123. The platoon identifies and collects equipment to be carried back and prepares it for transport. Enemy weapon chambers are cleared and put on safe. The platoon also identifies and collects at a central point the enemy equipment to be destroyed. The demolition team prepares the fuse and awaits the signal to initiate. This is normally the last action performed before departing the ambush site. The flank security element returns to the ORP after the demolition team completes its task. The platoon will treat friendly wounded first and then enemy wounded.

9-124. The flank security teams may also emplace antiarmor mines after the ambush has been initiated if the enemy is known to have armored vehicles that can quickly reinforce the ambushed enemy force. If a flank security team makes enemy contact, it fights as long as possible without becoming decisively engaged. It uses prearranged signals to inform the platoon leader it is breaking contact. The platoon leader may direct a portion of the support element to assist the security element in breaking contact.

9-125. The platoon leader must plan the withdrawal of the platoon from the ambush site. The planning process should include the following:

- Elements are normally withdrawn in the reverse order that they established their positions.
- Elements may return to the release point, then to the objective rally point, depending on the distance between the elements.
- The security element at the objective rally point must be alert to assist the platoon's return. It maintains security for the ORP while the remainder of the platoon prepares to depart.

9-126. Actions back at the ORP include, but are not limited to, accounting for personnel and equipment, stowing captured equipment, and first aid (as necessary).

SECURITY PATROLS

9-127. Security patrols prevent surprise of the main body by screening to the front, flank, and rear of the main body and detecting and destroying enemy forces in the local area. Security patrols do not operate beyond the range of communication and supporting fires from the main body; especially mortar fires, because they normally operate for limited periods of time, and are combat oriented.

9-128. Security patrols are employed both when the main body is stationary and when it is moving. When the main body is stationary, the security patrol prevents enemy infiltration, reconnaissance, or attacks. When the main body is moving, the security patrol prevents the unit from being ambushed or coming into surprise chance contact.

SECTION III — RECONNAISSANCE PATROLS

9-129. A reconnaissance patrol collects information to confirm or disprove the accuracy of information previously gained. The intent for this type of patrol is to move stealthily, avoid enemy contact, and accomplish its tactical task without engaging in close combat. With one exception (presence patrols), reconnaissance patrols always try to accomplish their mission without being detected or observed. Because detection cannot always be avoided, a reconnaissance patrol carries the necessary arms and equipment to protect itself and break contact with the enemy. A reconnaissance patrol normally travels light, with as few personnel, arms, ammunition, and equipment as possible. This increases stealth and cross-country mobility in close terrain. Regardless of how the patrol is armed and equipped, the leader always plans for the worst case: direct-fire contact with a hostile force. Leaders must anticipate where they may possibly be observed and control the hazard by emplacing measures to lessen their risk. If detected or unanticipated opportunities arise, reconnaissance patrols must be able to rapidly transition to combat. Types of reconnaissance patrols follow.

Area Reconnaissance Patrol

9-130. The area reconnaissance patrol focuses only on obtaining detailed information about the terrain or enemy activity within a prescribed area. See Section IV for further details.

Route Reconnaissance Patrol

9-131. The route reconnaissance patrol obtains detailed information about a specified route and any terrain where the enemy could influence movement along that route. See Section V for further details.

Zone Reconnaissance Patrol

9-132. Zone reconnaissance patrols involve a directed effort to obtain detailed information on all routes, obstacles, terrain, and enemy forces within a zone defined by boundaries. See Section VI for further details.

Point Reconnaissance Patrol

9-133. The point reconnaissance patrol goes straight to a specific location and determines the situation there. As soon as it does so, it either reports the information by radio or returns to the larger unit to report. This patrol can obtain, verify, confirm, or deny extremely specific information for the commander. These patrols are often used in stability or civil support operations. Normally, the patrol leader is the individual responsible for making the assigned assessment. This may involve interacting with the local populace. To allow this, interpreters or local civil leaders might accompany the patrol. The patrol leader may be required to participate in lengthy discussions or inspections with individuals at the site. During that time he is vulnerable to attack. The assistant patrol leader should not become involved in these talks, but should remain focused on external security to prevent attack from outside and on the personal security of the patrol leader. One or two specially-designated members of the patrol may be needed to protect the patrol leader while his attention is focused on discussions.

Leader's Reconnaissance Patrol

9-134. The leader's reconnaissance patrol reconnoiters the objective just before an attack or prior to sending elements forward to locations where they will support by fire. It confirms the condition of the objective, gives each subordinate leader a clear picture of the terrain where he will move, and identifies any part of the objective he must seize or suppress. The leader's reconnaissance patrol can consist of the unit commander or representative, the leaders of major subordinate elements, and (sometimes) security personnel and unit guides. It gets back to the main body as quickly as possible. The commander can use the aid in Figure 9-14 to help in remembering a five-point contingency: **G** Going—where is the leader going? **O** Others—what others are going with him? **T** Time (duration)—how long will the leader be gone? **W** What do we do if the leader fails to return? **A** Actions—what actions do the departing reconnaissance element and main body plan to take on contact?

G	Going—where is the leader going?
O	Others—what others are going with him?
T	Time (duration)—how long will the leader be gone?
W	What do we do if the leader fails to return?
A	Actions—what actions do the departing reconnaissance element and main body plan to take on contact?

Figure 9-14. Reconnaissance patrol five-point contingency

Contact Patrol

9-135. A contact patrol is a special reconnaissance patrol sent from one unit to physically contact and coordinate with another. Modern technology has reduced, but not eliminated, the need for contact patrols. They are most often used today when a U.S. force must contact a non-U.S. coalition partner who lacks compatible communications or position-reporting equipment. Contact patrols may either go to the other unit's position, or the units can meet at a designated contact point. The leader of a contact patrol provides the other unit with information about the location, situation, and intentions of his own unit. He obtains and reports the same information about the contacted unit back to his own unit. The contact patrol also observes and reports pertinent information about the area between the two units.

Presence Patrols

9-136. A presence patrol is used in stability or civil support operations. It has many purposes, but should always see and be seen, but seen in a specific manner determined by the commander. Its primary goal is to gather information about the conditions in the unit's AO. To do this, the patrol gathers critical (as determined by the commander) information, both specific and general. The patrol seeks out this information, and then observes and reports. Its secondary role is to be seen as a tangible representation of the U.S. military force, projecting an image that furthers the accomplishment of the commander's intent.

9-137. In addition to reconnaissance tasks, presence patrols demonstrate to the local populace the presence and intent of the U.S. forces. Presence patrols are intended to clearly demonstrate the determination, competency, confidence, concern, and when appropriate, the overwhelming power of the force to all who observe it, including local and national media.

9-138. The commander always plans for the possibility that a presence patrol may make enemy contact, even though that is not his intent. Rarely should a commander use a presence patrol where enemy contact is likely. Presence patrols work best for some types of stability operations such as peace operations, humanitarian and civic assistance, non-combatant evacuations, or shows of force. Before sending out a presence patrol, the commander should carefully consider what message he wants to convey, and then clearly describe his intent to the patrol leader.

9-139. To accomplish the “to be seen” part of its purpose, a presence patrol reconnoiters overtly. It takes deliberate steps to visibly reinforce the *impression* the commander wants to convey to the populace. Where the patrol goes, what it does there, how it handles its weapons, what equipment and vehicles it uses, and how it interacts with the populace are all part of that impression. When the presence patrol returns to the main body, the commander thoroughly debriefs it; not only for hard information, but also for the patrol leader's impressions of the effects of the patrol on the populace. This allows the commander to see to modify the actions of subsequent patrols.

Tracking Patrol

9-140. A tracking patrol is normally a squad-size, possibly smaller, element. It is tasked to follow the trail of a specific enemy unit in order to determine its composition, final destination, and actions en route. Members of the patrol look for subtle signs left by the enemy as he moves. As they track, they gather information about the enemy unit, the route it took, and the surrounding terrain. Normally, a tracking patrol avoids direct fire contact with the tracked unit, but not always. Tracking patrols often use tracker dog teams to help them maintain the track.

CONTROL MEASURES

9-141. Control measures help leaders anticipate being detected. They include:

- **Rendezvous point:** a location designated for an arranged meeting from which to begin an action or phase of an operation or to return to after an operation. This term is generally synonymous with linkup point.
- **Release point:** a location on a route where marching elements are released from centralized control (FM1-02). The release point is also used after departing the ORP.
- **Linkup point:** a point where two infiltrating elements in the same or different infiltration lanes are scheduled to consolidate before proceeding with their missions (FM 1-02).

9-142. Leaders use the three fundamentals of reconnaissance to organize their patrols into two forces: a reconnaissance element, and a security element. The first fundamental of reconnaissance (gain the information required), is the patrol's decisive action. Using the second principle (avoid detection), leaders organize this element accordingly. The remainder of the patrol is organized as a security element designed according to the third principle (employ security measures).

RECONNAISSANCE ELEMENTS

9-143. The task of the reconnaissance element is to obtain the information requirements for the purpose of facilitating tactical decision making. The primary means is reconnaissance (or surveillance) enabled by tactical movement and continuous, accurate reporting. The reconnaissance patrol leader

decides how in depth the reconnaissance will be. A thorough and accurate reconnaissance is important. However, avoiding detection is equally important.

9-144. Below are some of the additional tasks normally associated with a reconnaissance element:

- Reconnoiter all terrain within the assigned area, route, or zone.
- Determine trafficability routes or potential avenues of approach (based on the personnel or vehicles to be used on the route).
 - Inspect and classify all bridges, overpasses, underpasses, and culverts on the route.*
 - Locate fords or crossing sites near bridges on the route.
 - Determine the time it takes to traverse the route.
- Reconnoiter to the limit of direct fire range.
 - Terrain that influences the area, route, or zone.
 - Built-up areas.
 - Lateral routes.
- Within capabilities, reconnoiter natural and man-made obstacles to ensure mobility along the route. Locate a bypass or reduce/breach, clear, and mark—
 - Lanes.
 - Defiles and other restrictive/severely restrictive terrain.
 - Minefields.
 - Contaminated areas.
 - Log obstacles such as abatis, log cribs, stumps, and posts.
 - AT ditches.
 - Wire entanglements.
 - Fills, such as a raised railroad track.
 - Other obstacles along the route.
 - Determine the size, location, and composition of society/human demographics.
- Identify key infrastructure that could influence military operations, including the following:
 - Political, government, and religious organizations and agencies.
 - Physical facilities and utilities (such as power generation, transportation, and communications networks).
 - Find all threat forces that influence movement along the area, route, or zone.
 - Report information.

***NOTE:** Infantry platoons typically do not have the expertise to complete a full technical inspection of bridges, roads, and culverts; this task normally requires augmentation. Infantry platoons do, however, have the ability to conduct a general assessment.

SECURITY ELEMENTS

9-145. The security element has two tasks: provide early warning of approaching enemy; and provide support by fire to the reconnaissance elements if they come in contact with the enemy. The purpose of the security element is to protect the reconnaissance element, thereby allowing them to obtain the IR. Security elements tasked to provide early warning must be able to observe avenues of approach into and out of the objective area. If the reconnaissance element is compromised, the security

element must be able to quickly support them. They do so by occupying positions that enable them to observe the objective as well as cover the reconnaissance element. Soldiers in these positions must be able to engage the enemy with direct and indirect fire. They must also be able to facilitate communication to higher as well as any supporting assets. This worst-case scenario must be well rehearsed and well thought out.

ORGANIZING THE RECONNAISSANCE PATROL

9-146. Regardless of how the reconnaissance and security elements are organized, each element always maintains responsibility for its own local security. In a small reconnaissance patrol, the patrol headquarters may form a part of one of the subordinate elements rather than being a separate element. The number and size of the various teams and elements must be determined through the leader's METT-TC analysis. There are three ways to organize the reconnaissance and security elements (Figure 9-15).

9-147. The first technique is to organize the reconnaissance elements separate from security elements. This technique is used when the security element is able to support the reconnaissance element from one location. This requires the reconnaissance objective to be clearly defined and the area to be fairly open.

9-148. The second technique is to organize the reconnaissance elements and security elements together into R&S teams. This technique is used when the reconnaissance objective is not clearly defined or the teams are not mutually supporting and each reconnaissance potentially needs its own security force. Within the R&S team, the reconnaissance can be done by one or two individuals while the rest of the element provides security. The number of Soldiers in an R&S team may vary depending on the mission. Usually a fire team (three to four Soldiers) is required for an adequate reconnaissance and still provide local security for the team.

9-149. The third technique is to establish R&S teams with an additional, separate security element. The separate security element can also act as a reserve or as a quick reaction force.

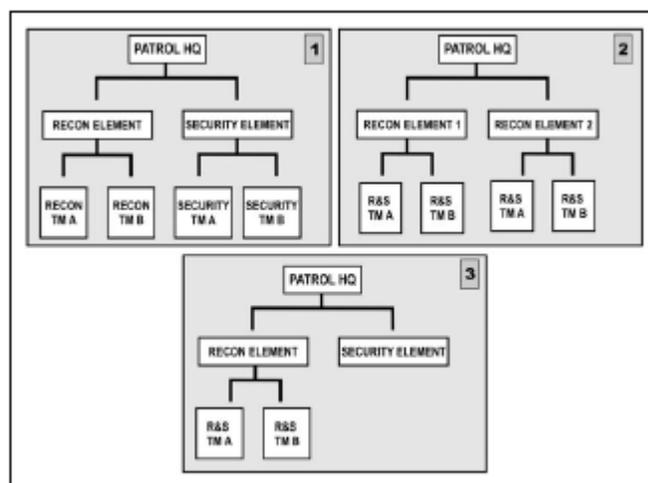


Figure 9-15. Organization of reconnaissance patrol.

ACTIONS ON THE RECONNAISSANCE OBJECTIVE

9-150. The actual reconnaissance begins at the designated transition point and ends with a follow-on transition to tactical movement away from the reconnaissance objective. Leaders mark the follow-on transition point with a control measure similar to the first transition point, using a linkup point, rendezvous point, a limit of advance, or a phase line. During this phase, leaders execute one of the three types of reconnaissance (area, zone, and route). These types of reconnaissance are distinguished by the scope of the reconnaissance objective. The types of reconnaissance patrols Infantry units conduct are area, zone, and route (Figure 9-16).

9-151. An *area reconnaissance* is conducted to obtain information about a certain location and the area around it such as road junctions, hills, bridges, or enemy positions. The location of the objective is shown by either grid coordinates or a map overlay. A boundary line encircles the area.

9-152. A *zone reconnaissance* is conducted to obtain information on all the enemy, terrain, and routes within a specific zone. The zone is defined by boundaries.

9-153. A *route reconnaissance* can orient on a road, a narrow axis such as an infiltration lane, or a general direction of attack. A platoon conducts a hasty route reconnaissance when there is too little time for a detailed route reconnaissance or when the mission requires less detailed information. Information sought in a hasty route reconnaissance is restricted to the type of route (limited or unlimited), obstacle limitations (maximum weight, height, and width), and observed enemy.

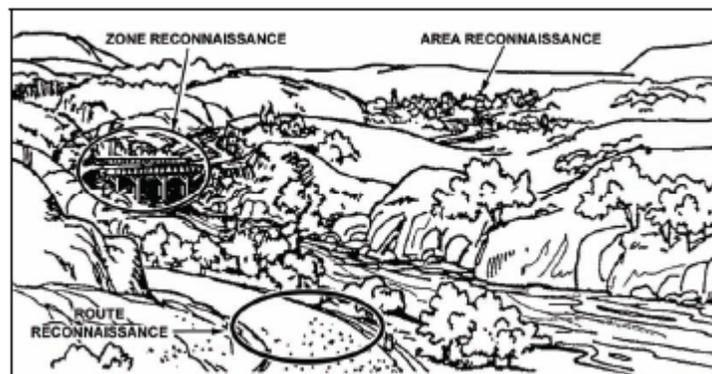


Figure 9-16. Types of reconnaissance patrols.

9-154. To plan for a reconnaissance, use the reverse planning process. The leader first determines the reconnaissance objective, an information requirement (IR) that corresponds to the terrain and or enemy in a specific area, route, or zone; it may be designated by a control measure such as an NAI, checkpoint, objective, route, phase lines, or boundaries. Once the leader has clarified the reconnaissance objective, he determines the observation plan that will enable the patrol to obtain the IR. After determining the observation plan, the leader determines the tactical movement necessary to position the patrol to achieve his observation plan.

INFORMATION REQUIREMENTS

9-155. Information requirements (IR) are the basis for the commander's critical information requirements (CCIR) needed to make tactical decisions. It is the responsibility of the controlling headquarters to clearly define the IR they want the patrol to determine. It is the responsibility of the

patrol leader to clarify these IR prior to conducting the mission. Table 9-2 illustrates an example matrix that can be used to capture the IR for the controlling headquarters' collection plan.

Table 9-2. Example IR collection matrix.

Information Requirement	Location/Description	Time	Purpose
1. Enemy forces within small arms range of intersection	NV12349875 road intersection	From: 201700Nov To: 210600Nov	Facilitate the company's passage through the area

9-156. IR can be enemy oriented, terrain oriented, civil oriented, or a combination. It is important for the leader to clarify the requirement prior to conducting the reconnaissance. Knowing this orientation enables the leader to demonstrate the initiative required to meet the higher leader's IR.

9-157. *Terrain-oriented IR* focus on determining information on the terrain of a particular area, route, or zone. While the unit will certainly look for the enemy presence, the overall intent is to determine the terrain's usefulness for friendly purposes. For example, the company commander may send out a squad-sized reconnaissance patrol to identify a location for the company's future assembly area. The patrol leader may send out a squad-sized reconnaissance patrol to obtain information about a bridge on a proposed infiltration route.

9-158. *Enemy-oriented IR* focus on finding a particular enemy force. The purpose of enemy-oriented reconnaissance is to confirm or deny planning assumptions. While the unit may be given a terrain feature as a reference point, the overall intent is to find the enemy. This means that if the enemy is not in the location referenced, it is usually necessary for the leader to demonstrate the initiative to find the enemy force within his given parameters.

9-159. *Civil-oriented IR* focus on determining information on the human environment in a particular area, route, or zone. Civil-oriented IR is a larger, vaguer category that requires more clarification than the other two categories. Examples of IR that are civil-oriented are the physical infrastructure; service infrastructures such as sewer, water, electric, and trash; the political situation; demographics; and refugees.

OBSERVATION PLAN

9-160. Once the patrol leader understands the IR, he then determines how it is that he will obtain it by developing an observation plan. The leader captures the observation plan as part of the patrol leader's course of action sketch. This is done through asking two basic questions:

- (1) What is the best location(s) to obtain the information required?
- (2) How can I best obtain the information without compromising the patrol?

9-161. The answer to the first question is: all vantage points and observation posts from which the patrol can best obtain the IR. A vantage point is a temporary position that enables observation of the enemy. It is meant to be occupied only until the IR is confirmed or denied. The answer to the second question is: use the routes and number of teams necessary to occupy the vantage points and OPs. An OP is a position from where military observations can be made and fire can be directed and adjusted. OPs must possess appropriate communications. The OP can either be short term (12 hours or

less) or long term, depending on guidance from higher. Unlike a vantage point, the OP is normally occupied and surveillance is conducted for a specified period of time. The patrol views the reconnaissance objective from as many perspectives as possible, using whatever combinations of OPs and vantage points are necessary. The leader selects the tentative locations for the patrol's vantage points, OPs, and movement after analyzing METT-TC factors. These locations are proposed and must be confirmed and adjusted as necessary by the actual leader on the ground. From his analysis, he determines how many vantage points and OPs he must establish and where to position them. Once he decides on these general locations, he designs the routes for necessary movement between these and other control measures (such as the release points and linkup points). Positions should have the following characteristics:

- Covered and concealed routes to and from each position.
- Unobstructed observation of the assigned area, route, or zone. Ideally, the fields of observation of adjacent positions overlap to ensure full coverage.
- Effective cover and concealment. Leaders select positions with cover and concealment to reduce their vulnerability on the battlefield. Leaders may need to pass up a position with favorable observation capability but no cover and concealment to select a position that affords better survivability.
- A location that will not attract attention. Positions should not be sited in such locations as a water tower, an isolated grove of trees, or a lone building or tree. These positions draw enemy attention and may be used as enemy artillery TRPs.
- A location that does not skyline the observers. Avoid hilltops. Locate positions farther down the slope of the hill or on the side, provided there are covered and concealed routes into and out of the position. 9-162. The locations selected by the patrol are either long range or short range. Long-range positions must be far enough from the objective to be outside enemy's small-arms weapons, sensors, and other local security measures. Long-range positions are the most desirable method for executing a reconnaissance because the patrol does not come in close enough to be detected. If detected, the patrol is able to employ direct and indirect fires. Therefore, it is used whenever METT-TC permits the required information to be gathered from a distance. Security must be maintained by:
 - Selecting covered and concealed OPs.
 - Using covered and concealed routes in and around the objective area.
 - Deploying security elements, including sensors, to give early warning, and providing covering fire if required.

9-163. Short-range positions are within the range of enemy local security measures and small-arms fire. When information required cannot be obtained by a long-range position, reconnaissance elements move closer to the objective. The vantage points and routes used during short-range observation should be carefully planned out and verified prior to using them. Doing so prevents detection by the enemy or friendly units from stumbling into one another or covering ground already passed over by another element.

SECTION IV — AREA RECONNAISSANCE

9-164. Area reconnaissance is a directed effort to obtain detailed information concerning the terrain or enemy activity within a prescribed area (FM 1-02). That area may be given as a grid coordinate, an objective, on an overlay. In an area reconnaissance, the patrol uses surveillance points, vantage points, or OPs around the objective to observe it and the surrounding area.

9-165. Actions at the objective for an area reconnaissance begin with the patrol in the ORP, and end with a dissemination of information after a linkup of the patrol's subordinate units. The critical actions include:

- Actions from the ORP.
- Execute the observation plan.
- Link up and continue the mission.

ACTIONS FROM THE OBJECTIVE RALLY POINT

9-166. The patrol occupies the ORP and conducts associated priorities of work. While the patrol establishes security and prepares for the mission, the patrol leader and selected personnel conduct a leader's reconnaissance. The leader must accomplish three things during this reconnaissance: pin point the objective and establish surveillance, identify a release point and follow-on linkup point (if required), and confirm the observation plan.

OBSERVATION PLAN FOR AN AREA RECONNAISSANCE

9-167. Upon returning from the leader's reconnaissance, the patrol leader disseminates information and FRAGOs as required. Once ready, the patrol departs. The leader first establishes security. Once security is in position, the reconnaissance element moves along the specified routes to the observation posts and vantage points in accordance with the observation plan.

SHORT RANGE

9-168. On nearing the objective, the patrol commander should establish a forward release point. It should be sited so it is well hidden, no closer than 200 meters from known enemy patrol routes, OPs, or sentry positions. The forward RP provides the patrol leader with a temporary location close to the objective from which he can operate. While the close reconnaissance is in progress, it should be manned by the patrol second in charge and the radio operator. Only vital transmissions should be made while in the forward release point. The volume setting should be as low as possible on the radio, and if available, the operator should use an earphone.

9-169. The close reconnaissance team should make its final preparation in the forward release point. Movement from the forward release point must be very slow and deliberate. Leaders should allow sufficient time for the team to obtain the information. If time is limited, the team should only be required to obtain essential information. If the enemy position is large, or time is limited, the leader may employ more than one close reconnaissance team. If this occurs, each patrol must have clearly defined routes for movement to and from the forward release point. They must also have clearly defined areas in which to conduct their reconnaissance in order to avoid clashes.

9-170. The close reconnaissance team normally consists of one to two observers and two security men. The security men should be sufficiently close to provide protection to the observer, but

far enough away so his position is not compromised. When moving in areas close to the enemy position, only one man should move at any one time. Accordingly, bounds should be very short.

9-171. Once in position, the patrol observes and listens to acquire the needed information. No eating, no talking, and no unnecessary movement occurs at this time. If the reconnaissance element cannot acquire the information needed from its initial position, it retraces the route and repeats the process. This method of reconnaissance is extremely risky. The reconnaissance element must remember that the closer it moves to an objective, the greater the risk of being detected.

MULTIPLE RECONNAISSANCE AND SURVEILLANCE TEAMS

9-172. When information cannot be gathered from just one OP/vantage point, successive points may be used. Once determined, the leader must decide how his patrol will actually occupy them. The critical decision is to determine the number of teams in the reconnaissance element. The advantages of a single team in the reconnaissance element are the leader's ability to control the team, and the decreased probability of enemy detection. The disadvantages of the single team are the lack of redundancy and the fact that the objective area is only observed by one team. The advantages of using multiple teams include, affording the leader redundancy in accomplishing his mission, and the ability to look at the objective area from more than one perspective. The disadvantages include, the increased probability of being detected by the enemy, and increased difficulty of controlling the teams.

9-173. The leader may include a surveillance team in his reconnaissance of the objective from the ORP. He positions these surveillance teams while on the reconnaissance. He may move them on one route, posting them as they move, or he may direct them to move on separate routes to their assigned locations.

SECURITY ELEMENT

9-174. The subordinate leader responsible for security establishes security at the ORP and positions other security teams as required on likely enemy avenues of approach into the objective area.

SURVEILLANCE TEAMS

9-175. The platoon and squad use the surveillance/vantage point method that utilizes a series of surveillance or vantage points around the objective to observe it and the surrounding areas.

9-176. The unit halts in the ORP and establishes security while they confirm the location. The platoon leader conducts a leader's reconnaissance of the objective area to confirm the plan, and then returns to the ORP.

9-177. Once the security teams are in position, the reconnaissance element leaves the ORP. The element moves to several surveillance or vantage points around the objective. Instead of having the entire element move as a unit from point to point, the element leader might decide to have only a small reconnaissance team move to each surveillance or vantage point. After reconnoitering the objective, elements return to the ORP and disseminate information.

SECTION V — ROUTE RECONNAISSANCE

CONDUCT

9-178. A route reconnaissance is conducted to obtain detailed information about one route and all its adjacent terrain, or to locate sites for emplacing obstacles. Route reconnaissance is oriented on a road, a narrow axis such as an infiltration lane, or on a general direction

of attack. Patrols conducting route reconnaissance operations attempt to view the route from both the friendly and enemy perspective. Infantry platoons require augmentation with technical expertise for a complete detailed route reconnaissance. However, platoons are capable of conducting hasty route reconnaissance or area reconnaissance of selected route areas.

9-179. Route reconnaissance is conducted to obtain and locate the following:

- Detailed information about trafficability on the route and all adjacent terrain.
- Detailed information about an enemy activity or enemy force moving along a route.
- Sites for emplacing hasty obstacles to slow enemy movement.
- Obstacles, CBRN contamination, and so forth.

9-180. The Infantry platoon unit can also be tasked to survey a route in a planned infiltration lane. After being briefed on the proposed infiltration, the patrol leader conducts a thorough map reconnaissance and plans a series of fans along the route (Figure 9-17). The coverage must reconnoiter all intersecting routes for a distance greater than the range at which enemy direct-fire weapons could influence the infiltrating forces.

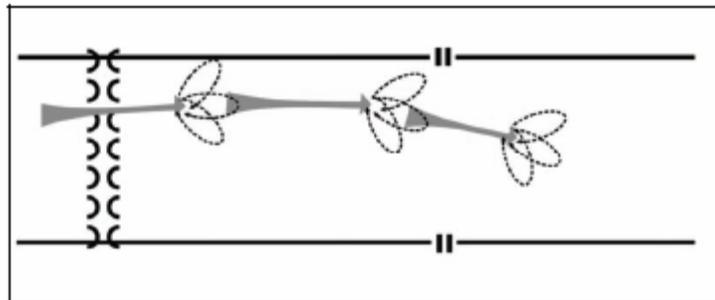


Figure 9-17. Route reconnaissance using fans.

9-181. The platoon reports conditions likely to affect friendly movement. These conditions include:

- Presence of the enemy.
- Terrain information.
- Location and condition of bypasses, fords, and obstacles.
- Choke points.
- Route and bridge conditions.

9-182. If all or part of the proposed route is a road, the leader must treat the road as a danger area. The platoon moves parallel to the road, using a covered and concealed route. When required, reconnaissance

and security teams move close to the road to reconnoiter key areas. The platoon plans a different route for its return.

9-183. The leader should submit the patrol report in an overlay format (Figure 9-18) that includes—

- Two grid references (required).
- Magnetic north arrow (required).
- Route drawn to scale (required).
- Title block (required).
- Route classification formula (required).
- Road curves with a radius of less than 45 degrees.
- Steep grades and their maximum gradients.
- Road width of constrictions such as bridges and tunnels, with the widths and lengths of the traveled ways (in meters).
- Underpass limitations with limiting heights and widths.
- Bridge bypasses classified as easy, hard, or impossible.
- Civil or military road numbers or other designations.
- Locations of fords, ferries, and tunnels with limiting information.
- Causeways, snow sheds, or galleries if they are in the way. Data about clearance and load-carrying capacity should be included to permit an evaluation to decide whether to strengthen or remove them.

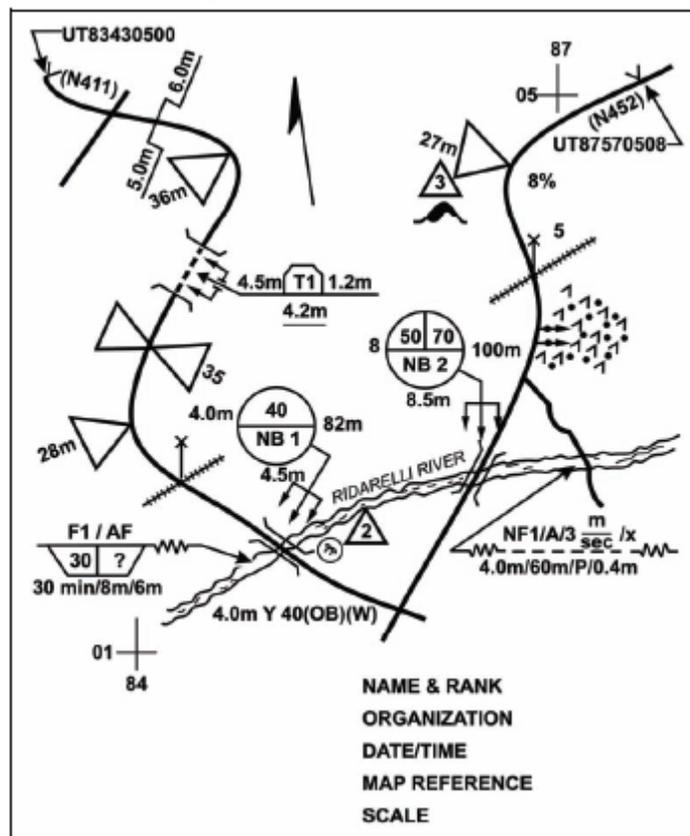


Figure 9-18. Route reconnaissance overlay.

SECTION VI — ZONE RECONNAISSANCE

9-184. A zone reconnaissance is conducted to obtain information on enemy, terrain, and routes within a specified zone. Zone reconnaissance techniques include the use of moving elements, stationary teams, or multiple area reconnaissance actions.

MOVING ELEMENT TECHNIQUES

9-185. When moving elements are used, the elements (squads or fire teams) move along multiple routes to cover the whole zone. When the mission requires a unit to saturate an area, the unit uses one of the following techniques: the fan; the box; converging routes; or successive sectors.

FAN METHOD

9-186. When using the fan method, the leader first selects a series of ORPs throughout the zone to operate from. The patrol establishes security at the first ORP. Upon confirming the ORP location, the leader confirms reconnaissance routes out from and back to the ORP. These routes form a fan-shaped pattern around the ORP. The routes must overlap to ensure the entire area is reconnoitered. Once the routes are confirmed, the leader sends out R&S teams along the routes. When all R&S teams have returned to the ORP, the platoon collects and disseminates all information to every Soldier before moving on to the next ORP.

9-187. Each R&S team moves from the ORP along a different fan-shaped route that overlaps with others to ensure reconnaissance of the entire area (Figure 9-19). These routes should be adjacent to each other. Adjacent routes prevent the patrol from potentially making contact in two different directions. The leader maintains a reserve at the ORP.

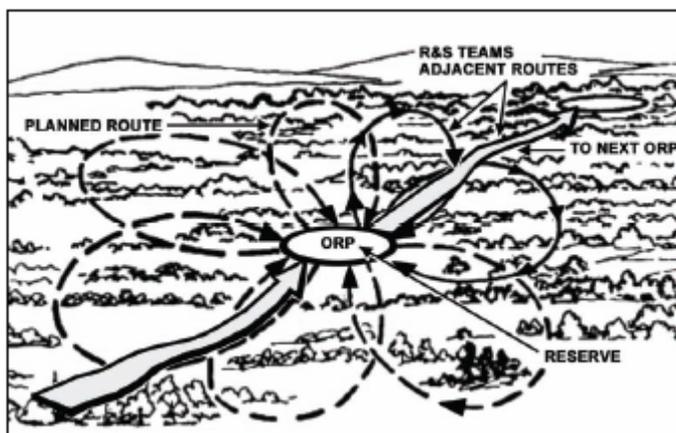


Figure 9-19. Fan method.

BOX METHOD

9-188. When using the box method, the leader sends his R&S teams from the ORP along routes that form a boxed-in area. He sends other teams along routes through the area within the box (Figure 9-20). All teams meet at a link-up point at the far side of the box from the ORP.

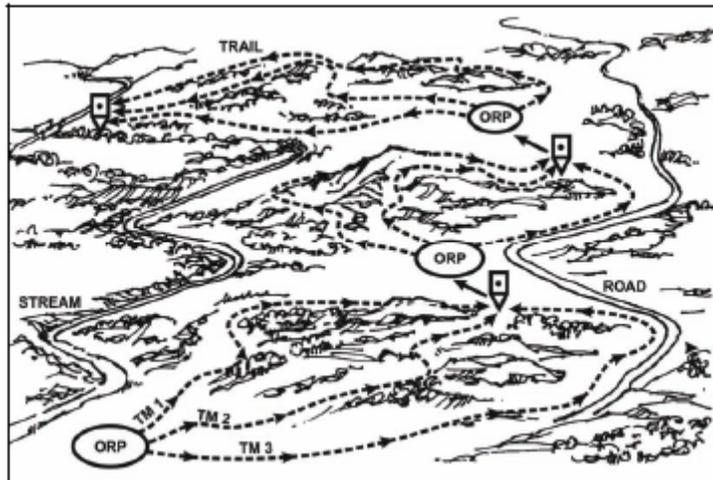


Figure 9-20. Box method.

CONVERGING ROUTES METHOD

9-189. When using the converging routes method, the leader selects routes from the ORP through the zone to a rendezvous point at the far side of the zone from the ORP. Each R&S team moves along a specified route and uses the fan method to reconnoiter the area between routes (Figure 9-21). The leader designates a time for all teams to link up. Once the unit arrives at the rendezvous point, it halts and establishes security.

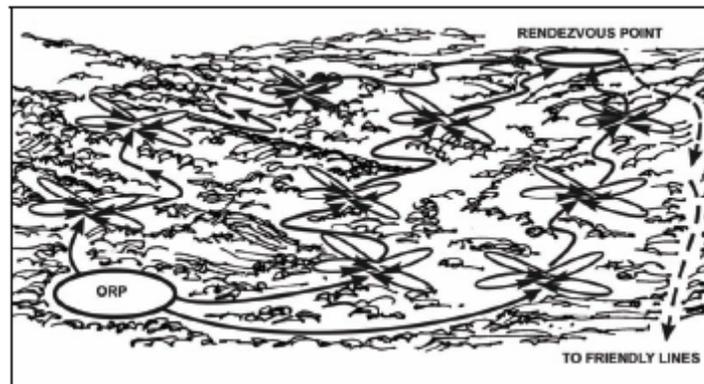


Figure 9-21. Converging routes method.

SUCCESSIVE SECTOR METHOD

9-190. The successive sector method is a continuation of the converging routes method (Figure 9-22). The leader divides the zone into a series of sectors. The platoon uses the converging routes within each sector to reconnoiter to an intermediate link-up point where it collects and disseminates the information gathered to that point. It then reconnoiters to the next sector. Using this method, the leader selects an ORP, a series of reconnaissance routes, and linkup points. The actions from each ORP to each linkup point are the same as in the converging routes method. Each linkup point becomes the ORP for the next phase. Upon linkup at a linkup point, the leader again confirms or selects reconnaissance routes, a linkup time, and the next linkup point. This action continues until the entire zone has been reconnoitered. Once the reconnaissance is completed, the unit returns to friendly lines.

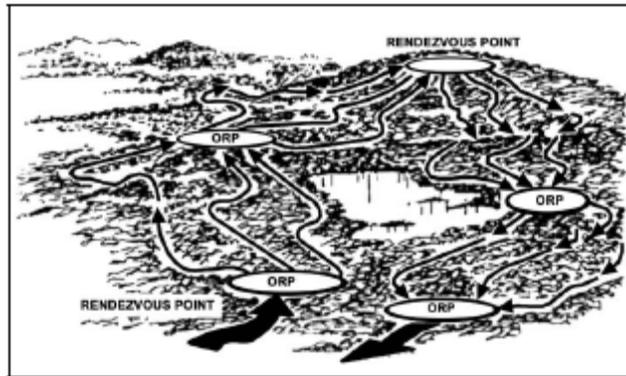


Figure 9-22. Successive sector method.

STATIONARY ELEMENT TECHNIQUES

9-191. Using the stationary element technique, the leader positions surveillance teams in locations where they can collectively observe the entire zone for long-term, continuous information gathering (Figure 9-23). The leader must consider sustainment requirements when developing his Soldiers' load plan.

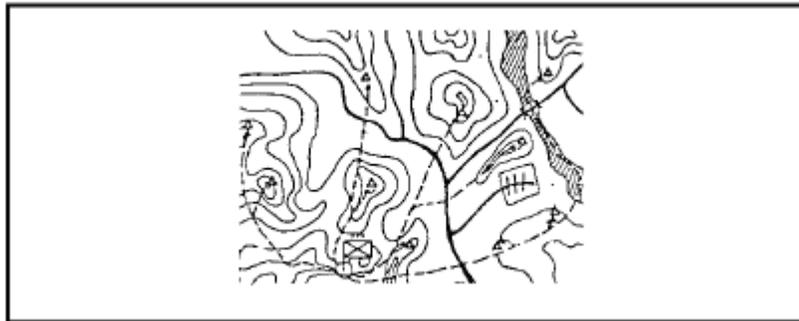


Figure 9-23. Zone reconnaissance using the stationary element technique.

MULTIPLE AREA RECONNAISSANCE

9-192. When using multiple area reconnaissance the leader tasks each of his subordinate units to conduct a series of area reconnaissance actions within the zone (Figure 9-24).

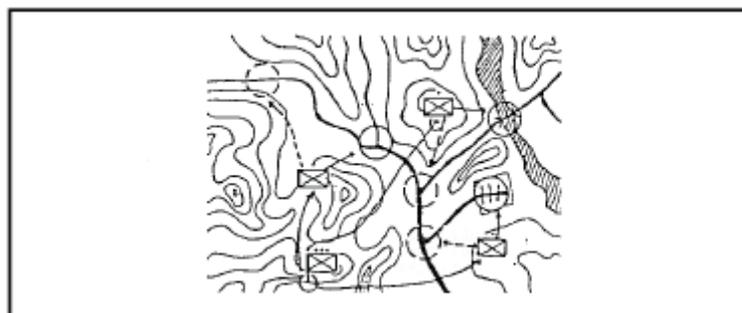


Figure 9-24. Zone reconnaissance using multiple area reconnaissance.

SECTION VII — PATROL PREPARATIONS

PREPARATIONS

9-193. Units send out patrols under many and varied conditions on the battlefield. Patrols are often used during high-intensity combat. They are also sent out during stability operations, and when the unit is providing support to civil authorities. The specific actions taken in preparing for a patrol, while conducting the mission, and after returning to the main body will vary depending on the tactical situation. The principles, however, will remain the same. During high-intensity combat, some of the actions described below may be abbreviated. Those same actions may be executed in much greater detail and specificity during stability operations or during support to civil authority. In general, patrol activities are much more closely documented during operations in other than high-intensity combat. Successful patrol operations require considerable preparation before a patrol departs. The commander or platoon leader should brief the patrol leader and give him clear orders before sending him away from the main body. Patrol members should depart on patrol confident of the patrol's capabilities. This can be understood through detailed knowledge of the mission's task and purpose, the threats that may be encountered during the patrol, and good situational awareness.

BRIEFINGS AND ORDERS

9-194. Patrol orders, pre-patrol briefings, and rehearsals should cover the following subjects:

- *Environment, local situation and possible threats.* The patrol leader should coordinate an intelligence briefing that covers the operating environment, local civil situation, terrain and weather that might affect the patrol's mission, general and specific threats to the patrol, suspect persons, and vehicles and locations known to be in the patrol's area.
- *Mine and IED threat.* The patrol leader should make a mine and IED risk assessment based on the latest information available. This will determine many of the actions of the patrol. Patrol members must be informed of the latest mine and IED threats and the restrictions to the unit's tactical SOPs that result.
- *Operations Update.* The patrol leader should coordinate for an up-to-date briefing on the location and intentions of other friendly patrols and units in the patrol's area. This briefing should include the existing fire and maneuver control measures in effect, any no-go or restricted areas, any special instructions in effect for the patrol's area, and all other operational issues that may affect the patrol and its mission.
- *Mission and Tasks.* Every patrol leader should be given a specific task and purpose to accomplish with his patrol. Accordingly, each patrol member must know the mission and be aware of their responsibilities.
- *Locations and Route.* The patrol leader must brief his patrol on all pertinent locations and routes. Locations and routes may include drop-off points, pick-up points, planned routes; rally points, exit and re-entry points, and alternates for each should be covered in detail.
- *Posture.* This is a key consideration during a presence patrol. The patrol leader should not depart until he is sure that he completely understands what posture or attitude the commander wishes the patrol to present to the populace it encounters. The posture may be soft or hard depending on the situation, and the environment. The patrol posture may have to change several times during a patrol.

- *Actions on Contact and Actions at the Scene of an Incident.* These are likely to be part of the unit's tactical SOPs but should be covered especially if there are local variations or new members in the patrol.
- Rules of Engagement, Rules of Interaction and Rules for Escalation of Force: Each member of the patrol must know and understand these rules.
- *Communications Plan/Lost Communications Plan.* Every patrol member should know the means in which the patrol plans to communicate, to whom, how, and when it should report. The patrol leader must ensure that he has considered what actions the patrol will take in the event it loses communications. The unit may have established these actions in its tactical SOP, but all patrol members should be briefed on the communication plan and be given the appropriate frequencies, contact numbers, and passwords that are in effect.
- *Electronic Countermeasures Plan.* This is especially important if the IED threat level is high. The patrol leader should clearly explain to all members of the patrol which ECM devices are being employed, and their significant characteristics. These issues may be covered by the unit's tactical SOP but all patrol members should be briefed on the ECM plan that is in effect during the patrol.
- *Standard and Special Uniforms and Equipment:* Equipment should be distributed evenly among the patrol members. The location of key or unique equipment should be known by all members of the patrol. SOPs should be developed to stipulate what dress is to be worn for the various types of patrol. The dress state will be linked to threats and posture of the patrol, so patrol members should be briefed in sufficient time to enable proper preparations. All patrols must have a day and night capability regardless of the expected duration of the patrol.
- *Medical.* Every Soldier should carry his own first aid dressing per the unit tactical SOP. If possible, every patrol should have at least one combat lifesaver with a CLS bag. All patrol members must know who is responsible for carrying the pack and know how to use its contents.
- *Attachments.* The patrol leader must ensure that all personnel attached to the patrol are introduced to the other patrol members and briefed thoroughly on the tactical SOP; all patrol special orders; and the existing chain of command. The following type personnel may be attached to a unit going out to patrol:
 -
 - Interpreters.
 - Police (either military police or local security forces).
 - Specialists in search or explosive demolitions.
 - Female Soldiers specifically designated and trained to search local women.
 - Dog and dog handlers.

EQUIPMENT

9-195. Equipment carried by the patrol will be environment and task specific.

- *Radios and electronic countermeasures (ECM) Equipment.* Radios and ECM equipment should be checked prior to every patrol to ensure that it is serviceable and operates correctly. batteries must be taken for the expected duration of the patrol plus some extra as backup. Patrol members must be trained in the operation of all ECM and radio equipment. It is the patrol leader's responsibility to ensure that radios and ECM equipment are switched on and working and communication checks are conducted prior to leaving the base location.

- *Weapons.* All weapons must be prepared for firing prior to departure from the larger unit. Slings should be used to ensure weapons do not become separated

from any Soldier who becomes incapacitated. This also ensures that a weapon cannot be snatched away from a distracted Soldier while he is speaking with locals and used against him.

- *Ammunition.* Sufficient ammunition, signal pyrotechnics, smoke, and non-lethal munitions must be carried to enable the patrol to conduct its mission. The amount of each a patrol carries may be established by the unit's tactical SOP or by the patrol leader based on his evaluation of the situation the patrol will face.
- *Load-carrying Equipment.* Patrol members should carry sufficient team and personal equipment to enable them to accomplish other missions (such as reassignment to a cordon position before returning to the larger unit for resupply). The unit's tactical SOP should establish the standard amount of equipment and supplies to be carried. The commander must consider carefully the burden he places on his Soldiers going on a foot patrol, especially in extreme weather conditions or rugged terrain.
- *Documentation.* Team leaders are responsible to the patrol leader for ensuring that appropriate documentation is carried by individuals for the conduct of the mission. Under normal circumstances, Soldiers should carry just their identification card and tags. The unit tactical SOP may prohibit or require the carrying of other appropriate theatre specific documentation such as cards with rules on escalation of force, rules of engagement, or rules of interaction.

EQUIPMENT CHECKS

9-196. A number of equipment checks should be conducted prior to the patrol departing:

- *Individual Equipment Check.* It is the responsibility of every patrol member to check his or her individual equipment. Soldiers should ensure any loose items of equipment carried are secured.
- *Team Leader's Equipment Check.* Leaders must ensure that individual team members limit what they carry to that which is required for the patrol. Team equipment must be checked for serviceability.
- *Patrol Leader's Equipment Check.* Patrol leaders should check individual and team equipment from each team prior to deploying, paying particular attention to the serviceability of mission specific equipment.

REHEARSALS

9-197. Patrols should rehearse any specific tactical actions or drills for situations the patrol leader anticipates they might encounter.

COMMUNICATIONS CHECKS

9-198. Communications checks should be conducted with the unit headquarters or the tactical operations center before every patrol. Patrols should not leave the vicinity of the main body until all communication systems are operating correctly.

PATROL MANIFEST

9-199. When the situation allows, the patrol leader should submit a written patrol manifest to the commander or to Tactical Operations Center personnel prior to departing the main body. Regardless of the situation, whenever the unit sends out a patrol there should be a specific list of the patrol members made before it departs. The unit tactical SOP may establish a specific format for this manifest, but generally it should contain the following information:

• Patrol number or call sign designation before it departs. The unit tactical SOP may establish a specific format for this manifest, but generally it should contain the following information:

- Patrol number or call sign designation.
- Unit designation of unit sending the patrol out.
- Patrol task and purpose (mission).
- Names and rank of patrol leader and all subordinate leaders.
- Estimated DTG Out.
- Estimated DTG In.
- Brief description of the patrol's intended route.
- Complete names, rank, and unit of all members of the patrol, including attachments.
 - Number, nomenclature, and serial number of all weapons with the patrol.
 - Number, nomenclature, and serial number of all ECM devices, radios, and any other special or sensitive equipment with the patrol.
- Vehicle type and registration number (if appropriate)

9-200. The purpose of the manifest is to allow the higher headquarters to keep track of all the patrols that are out and those that have returned. If the patrol engages the enemy or fails to return on time without reporting, the headquarters has information on the size, capability and intentions of the patrol that it may need. If the patrol suffers casualties or has a vehicle disabled, this manifest can be used to check that all personnel, weapons and sensitive items were recovered.

DEPARTURE REPORT

9-201. The patrol leader should render a departure report just as the patrol departs the main body location or the base. Depending on the procedure established by the unit's tactical SOP, this might include a detailed listing of the patrol's composition. It may also simply state the patrol's call sign or patrol number and report its departure.

WEAPONS STATUS

9-202. Immediately upon leaving an established base or the main body position, the patrol leader and team leaders should ensure that all the patrol weapons are loaded and prepared for immediate action. Electronic countermeasures should be checked to ensure they are turned on if appropriate and all radio frequency settings should be confirmed.

9-203. When the patrol returns to the base, each Soldier should clear his weapon immediately after entering the protected area. The unit's tactical SOP will normally establish precise procedures for this clearing. Patrol leaders should ensure that all individual and crew-served weapons are unloaded.

EXITING AND ENTERING A FIXED BASE

9-204. Exiting and entering a fixed operating base is a high risk activity due to the way troops are channeled through narrow entry or exit points. Insurgents are known to monitor patrols leaving and entering base locations to identify patterns and areas of weakness that they can exploit. Patrols leaving and entering a base can reduce the risks of attack by varying the points used to exit and enter the base, and any routes used to transit the immediate area around the base. If this is not possible, extreme caution should be used in the vicinity of the exit and entry points. Patrol leaders must ensure their patrols do not become complacent. Units should ensure close coordination between patrol leaders and guards at the entry point while the patrol is transiting the gate.

SECURITY CHECKS WHILE ON PATROL

9-205. Patrol members must assist their patrol leader by applying basic patrolling techniques consistently. This gives the team leader more time to concentrate on assisting the patrol leader in the conduct of the patrol. Team members should concentrate on maintaining spacing, formation, alertness, conducting 5 and 20 meter checks and taking up effective fire positions without supervision.

5 AND 20 METER CHECKS

9-206. Every time a patrol stops, it should use a fundamental security technique known as the 5 and 20 meter check. The technique involves every patrol member requiring him to make detailed, focused examinations of the area immediately around him, and looking for anything out of the ordinary that might be dangerous or significant. Five meter checks should be conducted every time a patrol member stops. Twenty meter checks should be conducted when a patrol halts for more than a few minutes.

9-207. Soldiers should conduct a visual check using their unaided vision, and by using the optics on their weapons and binoculars. They should check for anything suspicious, and anything out of the ordinary. This might be as minor as bricks missing from walls, new string or wire run across a path, mounds of fresh soil dirt, or any other suspicious signs. Check the area at ground level through to above head height.

9-208. When the patrol makes a planned halt, the patrol leader identifies an area for occupation and stops 50 meters short of it. While the remainder of the patrol provides security, the patrol leader carries out a visual check using binoculars. He then moves the patrol forward to 20 meters from the position and conducts a visual check using optics on his weapon or with unaided vision.

9-209. Before actually occupying the position, each Soldier carries out a thorough visual and physical check for a radius of 5 meters. They must be systematic, take time and show curiosity. Use touch and, at night, white light if appropriate.

9-210. Any obstacles must be physically checked for command wires. Fences, walls, wires, posts and the ground immediately underneath must be carefully felt by hand, without gloves.

SECTION VIII — POST PATROL ACTIVITIES

ACCOUNTING FOR PATROL MEMBERS

9-211. Immediately on re-entering the secure base or rejoining the unit, the patrol leader should positively verify that all members of the patrol and any included attachments, prisoners, or detainees are accounted for.

CHECKING IN

9-212. The patrol leader should check in with the company command post or the battalion tactical operations center as soon as possible after entering the base location or rejoining the unit.

ACCOUNTING FOR WEAPONS AND EQUIPMENT

9-213. The patrol leader is responsible for verifying that all the patrol's weapons, ammunition, munitions and equipment are properly accounted for and reporting that status to the commander or the operations center. Lost or missing equipment must be reported immediately. The patrol may be ordered to return to the area where it was lost, if it is assessed safe to do so, and look for the item.

HOT DEBRIEF

9-214. The patrol leader should conduct a "hot debrief" with the entire patrol as soon as possible after entering the base or rejoining the main body. This allows him to capture low level information while the Soldiers' memories are fresh and the information relevant. Every member of the patrol should participate. If there was an interpreter or other attachments with the patrol, they too should be de-briefed as a source of human intelligence (HUMINT) by allowing them to pass on any information they obtained during the patrol. The patrol leader includes the significant information that he gleans during the hot debrief in his patrol report to the commander.

PATROL REPORT

9-215. Immediately after the hot debrief, the patrol leader should render his patrol report to the commander. This report may be verbal or written, simple, or elaborate depending on the situation and the commander's requirements. The commander may have the patrol leader render his report to the battalion intelligence officer or to the duty officer at the battalion tactical operations center, especially during stability or civil support operations. The patrol commander is responsible for the patrol report. He may be assisted by his assistant patrol leaders and any specialist personnel that were attached to the patrol.

ACTUAL PATROL ROUTE

9-216. The patrol report (Figure 9-25) should include a description of the actual route taken by the patrol (as opposed to the planned route), including any halt locations. If the unit uses digital command and control systems that automatically track and display the patrol's route, the information is already known. If not, the patrol leader must report it. When global positioning devices are used by the patrol, gathering route information is easier and faster. The actual route the patrol took is important for planning future patrol routes and actions. Enemy intelligence operations will attempt to identify

any pattern setting by U.S. and coalition patrols, including the locations of halts. This may result in attack against locations regularly used by security forces.

Patrol Report (Example)

To: (Commander of unit ordering the patrol)
From: (Rank and name of the patrol leader)
Title: PATROL SITREP for Patrol # (Patrol designation or number per unit tactical SOP)
DTG Patrol Departed and DTG Patrol Returned: (All dates and times per the unit tactical SOP)

Mission: (Restatement of original mission, noting any modifications or FRAGOs received during the patrol's duration.)

Friendly forces (Only specify details on patrol composition that have changed.)

Situation: (The patrol leader's evaluation of mission accomplishment with a general description of any significant patrol sightings.)

Specific Incidents

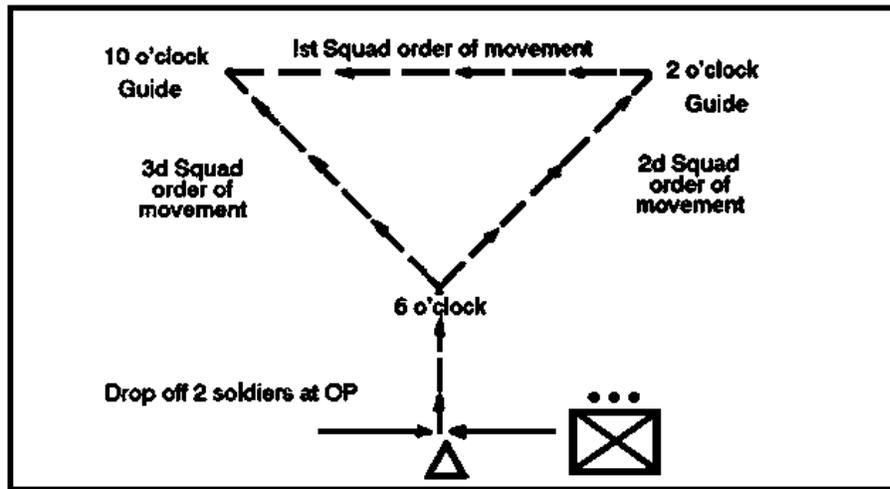
- Time of incident
- Location of incident (grid/name)
- Type/description of incident
- Persons involved or witnesses to the incident
- Number and types of casualties
- Location of casualties
- Actions taken by friendly forces
- Details of hostile persons/terrorists/insurgents
- General comments/additional info

Figure 9-25. Patrol report example.

SECTION IX – ASSEMBLY AREAS, PATROL BASES, AND LINKUP

1. **ASSEMBLY AREA*** –When directed to occupy an assembly area, the platoon leader designates a quartering party. Each squad will provide two men for the quartering party. The platoon sergeant or selected NCO will be in charge of the quartering party.
 - a. The quartering party reconnoiters the assembly area to ensure no enemy are present and to establish initial security.
 - b. The quartering party determines initial positions for all platoon elements.
 - c. The quartering party provides security by forcing enemy reconnaissance probes to withdraw and providing early warning of an enemy attack.
 - d. As the platoon clears the release point, quartering party members, waiting in covered and concealed positions, move out and guide the platoon to its initial position without halting.
 - e. The platoon establishes and maintains local security. The platoon leader assigns each squad a sector of the perimeter to ensure mutual support and to cover all gaps by observation and fire. The platoon leader designates OPs and squad leaders select OP personnel. OPs have communications with the platoon CP. OPs warn the platoon of enemy approach before the platoon is attacked.
 - f. The platoon leader establishes a priority of work
 - (1) Positioning of crew-served weapons, chemical agent alarms, and designating PDF, FPL, and FPFs.
 - (2) Constructing individual and crew served fighting positions.
 - (3) Setting up wire communications between the squads and the platoon CP. (Radio silence is observed by the platoon)
 - (4) Preparing range cards.
 - (5) Camouflaging positions
 - (6) Clearing fields of fire
 - (7) Distributing ammo, rations, water, supplies, and special equipment.
 - (8) Conducting preventative checks and services on weapons and equipment.
 - (9) Inspecting platoon members and equipment.
 - (10) Rehearsing critical aspects of the upcoming mission.
 - (11) Test firing small - arms weapons (As tactical situation permits).
 - (12) Conducting personal hygiene and field sanitation.
 - (13) Instituting a rest plan.
 - (14) Completing the work priorities as time permits.
 - g. The platoon leader conducts adjacent unit coordination. The platoon leader assigns security patrols, if applicable. The platoon leader establishes responsibility for the overlapping enemy avenues of approach between adjacent squads and platoons. The leaders ensure there are no gaps between elements. The platoon leader exchanges information on OP locations and signals. The platoon leader coordinates counterattacks.
 - h. The platoon leader forwards a copy of the sector sketch to the company commander and keeps one for platoon use.

2. **PATROL BASE**** – is a position set up when a squad or platoon conducting a patrol halts for an extended period. Patrol bases should be occupied no longer than 24 hours, except in an emergency. The platoon or squad never uses the same patrol base twice. Platoons and squads use patrol bases –
- To stop all movement to avoid detection.
 - To hide during a long, detailed reconnaissance of an objective area.
 - To eat, clean weapons and equipment, and rest.
 - To plan and issue orders.
 - To reorganize after infiltrating an enemy area.
 - To have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.



OCCUPATION OF THE PATROL BASE

3. **LINKUP***** - A linkup is a meeting of friendly ground forces. Linkups depend on control, detailed planning, and stealth. Linkup procedure begins as the unit moves to the linkup point. The steps of this procedure are:
- If using radio communications, the platoon reports its location using phase lines, checkpoints, or other control measures.
 - The first squad at the site stops and sets up a linkup rally point about 300 meters from the linkup point.
 - The first squad sends a security team to find the exact location of the linkup point.
 - The security team clears the immediate area around the linkup point. It then marks the linkup point with the coordinated recognition signal. The team moves to a covered and concealed position and observes the linkup point and immediate area around it.
 - The next unit approaching the site repeats steps one through three when its security team arrives at the site and spots the coordinated linkup point recognition signal, it gives the far recognition signal.

f. The first security team responds, and the second team advances to the first team's location. The teams exchange near recognition signals.

g. If entire units must link up, the second team returns to its unit's rally point and brings the unit forward to the linkup point. The first security team guides the entire second unit to the linkup rally point. Both teams are integrated into the security perimeter.

h. When more than two units use the same linkup point, the first unit leaves a security team at the linkup point. They repeat the linkup procedure as other units arrive.

SECTION X – PRINCIPLES OF URBAN MOVEMENT

As published in: CALL Newsletter No. 03-4; May 03

1. **Security:** Just as with patrolling, operations in urban terrain require 360 degree security. Move importantly, you must take into account the 3-D aspect of the urban environment (i.e. sewers, rooftops, etc.)
2. **Coordinated Fires and Movement:** Individuals and fire teams must coordinate their fire and movement to maintain security, avoid fratricide, and provide mutual support.
3. **Communications:** As with any military operation, communications between maneuvering elements is vital. Units must be familiar with verbal, non-verbal, and radio communication procedures.
4. **Cover and Concealment:** Cover & concealment must be used whenever possible to protect and hide the movement and activities of the fire team. Consider using all 3 dimensions (sewers, upper floors, etc.). Remember, while smoke may conceal your movements it also shows the enemy your general location and also obstructs your view of the enemy.
5. **Speed:** Both unit and individual actions need to be practiced until they become second nature. Movement must be quick, but deliberate. When moving along a wall, stay at approximately 1 meter away from the wall as human tendency is to fire along the line of the wall.
6. **Momentum:** Continual movement of the assault force is the key to mission success. Halting action only gives the opposition time to regroup or react.
7. **Violence of Action:** Violence of action is essential to quickly neutralize an opposing element.

CHAPTER 6 – REACT TO IED and UXO

(FM 3-21.75, Chap 15, Section II)

IEDs are nonstandard explosive devices that target both Soldiers and civilians. IEDs range from crude homemade explosives to extremely intricate remote-controlled devices. They instill fear and diminish the resolve of our forces by escalating casualties. The sophistication and range of IEDs continue to increase as technology improves, and as our enemies gain experience.

TYPES

15-26. IEDs include explosive devices, impact-detonated devices, and vehicle-borne bombs:
TIMED EXPLOSIVE DEVICES

15-27. These can either be detonated by electronic means, possibly even by a cell phone; or by a combination of wire and either a power source or timed fuse.

IMPACT-DETONATED DEVICES

15-28. These detonate after any kind of impact such as after being dropped or thrown.

VEHICLE-BORNE BOMBS

15-29. Also known as car bombs, these explosive-laden vehicles are detonated via electronic command wire, wireless remote control, or a timed device(s). A driver is optional. Anything from a small sedan to a large cargo truck or cement truck (Figure 15-9) can be used. The size of the vehicle limits the size of the device. Bigger vehicles can carry much more explosive material, so they can cause more damage than smaller ones. Device functions also vary. Some possible signs of a car bomb include—

- A vehicle riding low, especially in the rear, and especially if the vehicle seems empty. However, because explosive charges can be concealed in the side panels, the weight may be distributed evenly. Even so, the vehicle may still ride low, indicating excessive weight.
- Large boxes, satchels, bags, or any other type of container in plain view such as on, under, or near the front seat of the vehicle.
- Wires or rope-like material coming out the front of the vehicle and leading to the rear passenger or trunk area.
- A timer or switch in the front of a vehicle. The main charge is usually out of sight, and as previously stated, often in the rear of the vehicle.
- Unusual or very strong fuel-like odors.
- An absent or suspiciously behaving driver.

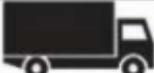
ATF	Vehicle Description	Maximum Explosives Capacity	Lethal Air Blast Range	Minimum Evacuation Distance	Falling Glass Hazard
	Compact Sedan	500 Pounds 227 Kilos (In Trunk)	100 Feet 30 Meters	1,500 Feet 457 Meters	1,250 Feet 381 Meters
	Full Size Sedan	1,000 Pounds 455 Kilos (In Trunk)	125 Feet 38 Meters	1,750 Feet 534 Meters	1,750 Feet 534 Meters
	Passenger Van or Cargo Van	4,000 Pounds 1,818 Kilos	200 Feet 61 Meters	2,750 Feet 838 Meters	2,750 Feet 838 Meters
	Small Box Van (14 Ft. box)	10,000 Pounds 4,545 Kilos	300 Feet 91 Meters	3,750 Feet 1,143 Meters	3,750 Feet 1,143 Meters
	Box Van or Water/Fuel Truck	30,000 Pounds 13,636 Kilos	450 Feet 137 Meters	6,500 Feet 1,982 Meters	6,500 Feet 1,982 Meters
	Semi-Trailer	60,000 Pounds 27,273 Kilos	600 Feet 183 Meters	7,000 Feet 2,134 Meters	7,000 Feet 2,134 Meters

Figure 15-9. Vehicle IED capacities and danger zones.

IDENTIFICATION

15-30. The following are tell-tale signs of IEDs: • Wires • Antennas • Detcord (usually red in color) • Parts of ordinance exposed

COMPONENTS

- 15-31. The following are components of an IED:
- Main Charge (Explosives) (Figure 15-10).
 - Casing (material around the explosives; Figure 15-11).
 - Initiators (command detonated, victim activated, and timer; Figure 15-12).

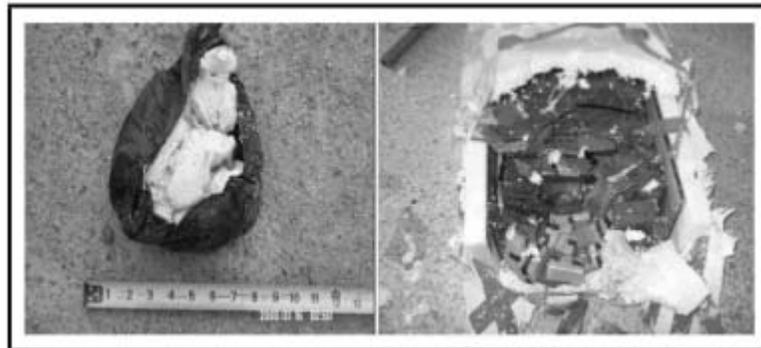


Figure 15-10. Main charge (explosives).

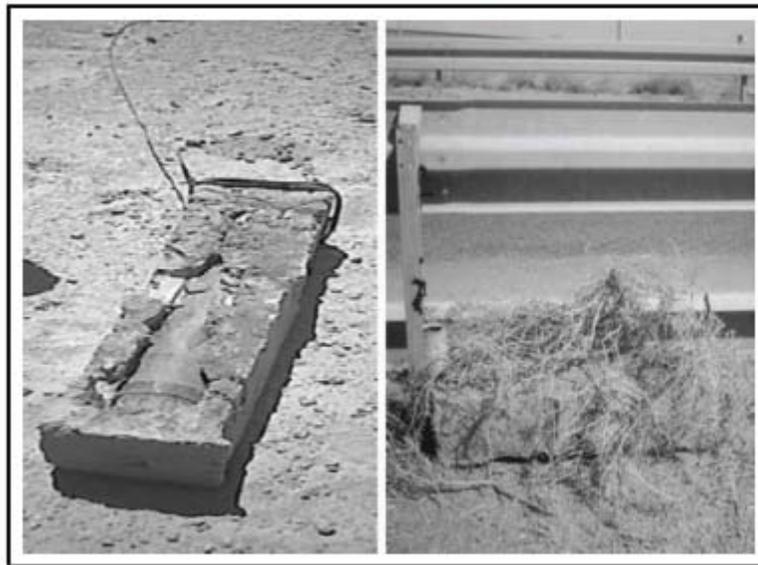


Figure 15-11. Casing (material around the explosives).

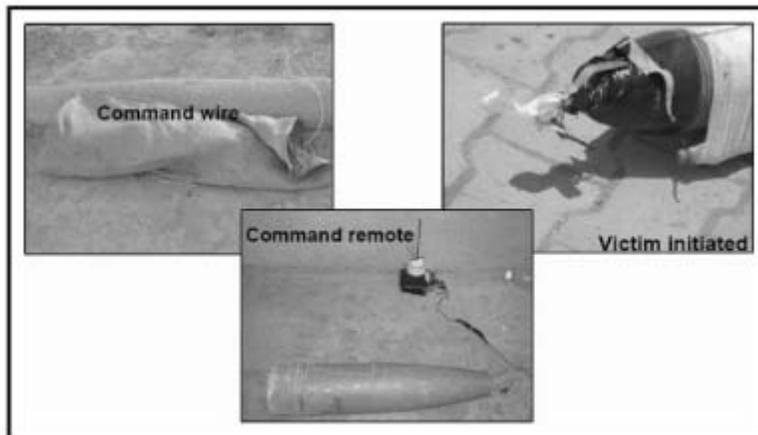


Figure 15-12. Initiators (command detonated, victim activated, with timer).

EXAMPLES

15-32. Figures 15_13 through 15-18, this page through page 15-16, show example IED types and components. These photos are examples to train Soldiers to recognize components of IEDs. Recognition is needed when Soldiers conduct operations, such as raids, traffic control points, convoys, and come across suspicious items.

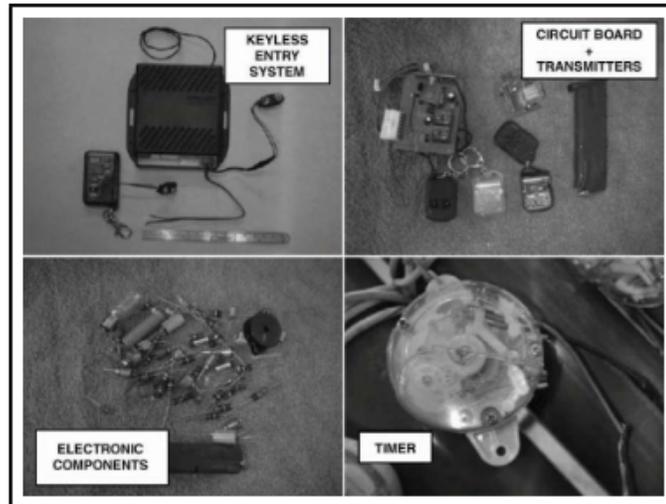


Figure 15-13. IED components.

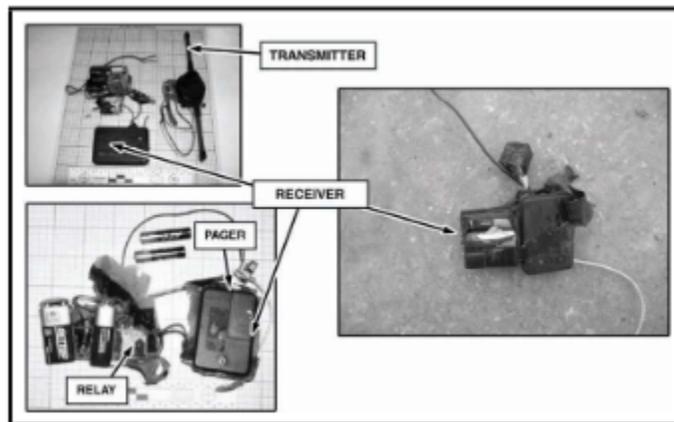


Figure 15-14. IED transmitters and receivers.



Figure 15-15. Common objects as initiators.

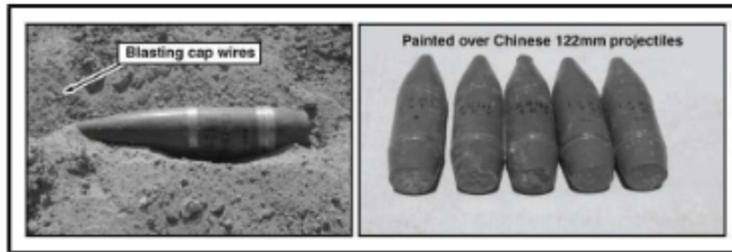


Figure 15-16. Unexploded rounds as initiators.



Figure 15-17. Emplaced IED with initiator.

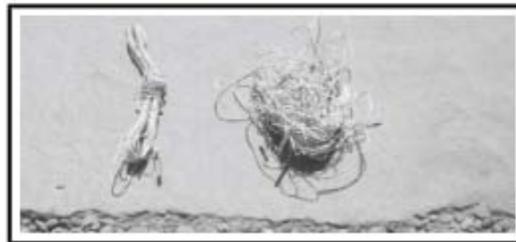


Figure 15-18. Electric blasting caps.

ACTIONS ON FINDING UXO

15-33. Many areas, especially previous battlefields, may be littered with a wide variety of sensitive and deadly UXO. Soldiers should adhere to the following precautions upon discovering a suspected UXO:

- Do not move toward the UXO. Some types of ordnance have magnetic or motion-sensitive fusing.
- Never approach or pick up UXO even if identification is impossible from a distance. Observe the UXO with binoculars if available.
- Send a UXO report (Figure 15-19) to higher HQ (see special segment below). Use radios at least 100 meters away from the ordnance. Some UXO fuses might be set off by radio transmissions.
- Mark the area with mine tape or other obvious material at a distance from the UXO to warn others of the danger. Proper markings will also help explosive ordnance disposal (EOD) personnel find the hazard in response to the UXO report.

- Evacuate the area while carefully scanning for other hazards.
- Take protective measures to reduce the hazard to personnel and equipment. Notify local officials and people in the area.

Nine-Line UXO Incident Report

Nine-Line UXO Incident Report	
1.	DTG: Date and time UXO was discovered.
2.	Reporting Unit or Activity, and UXO Location: Grid coordinates.
3.	Contact Method: How EOD team can contact the reporting unit.
4.	Discovering Unit POC: M8E, or D8N phone number, and unit frequency or call sign.
5.	Type of UXO: Dropped, projected, thrown, or placed, and number of items discovered.
6.	Hazards Caused by UXO: Report the nature of perceived threats such as a possible chemical threat or a limitation of travel over key routes.
7.	Resources Threatened: Report any equipment, facilities, or other assets threatened by the UXO.
8.	Impact on Mission: Your current situation and how the UXO affects your status.
9.	Protective Measures: Describe what you have done to protect personnel and equipment such as marking the area and informing local civilians.

Figure 15-19. Nine-Line UXO Incident Report.

ACTIONS ON FINDING IEDS

- 15-34. Follow these basic procedures when IEDs are found:
- Maintain 360-degree security. Scan close in, far out, high, and low.
 - Move away. Plan for 300 meters distance minimum (when possible) and adapt to your METT-TC. Make maximum use of available cover. Get out of line of sight of IEDs.
 - Always scan your immediate surroundings for more IEDs. Report additional IEDs to the on-scene commander.
 - Try to confirm suspect IED. Always use optics. Never risk more than one person. Stay as far back as possible. When in doubt, back away and avoid touching.
 - Cordon off the area. Direct people out of the danger area and do not allow anyone to enter besides those responsible for responding, such as EOD. Question, search, and detain suspects as needed. Check any and all locations that you move to for other IEDs.
 - Report the situation to your higher command. Use the IED spot report shown in Figure 15-20.

IED SPOT REPORT

IED SPOT REPORT	
LINE 1.	DATE-TIME-GROUP: [State when the item was discovered.]
LINE 2.	UNIT:
LINE 3.	LOCATION OF IED: [Describe as specifically as possible.]
LINE 4.	CONTACT METHOD: [Radio frequency, call sign, POC.]
LINE 5.	IED STATUS: [Detonation or no detonation.]
LINE 6.	IED TYPE: [Disguised static / Disguised moveable / Thrown / Placed on TGT.]
LINE 7.	NUMBER OF IEDs:
LINE 8.	PERSONNEL STATUS:
LINE 9.	EQUIPMENT STATUS:
LINE 10.	COLLATERAL DAMAGE OR POTENTIAL FOR COLLATERAL DAMAGE:
LINE 11.	TACTICAL SITUATION: [Briefly describe current tactical situation.]
LINE 12.	REQUEST FOR: [QRF / EOD / MEDEVAC].
LINE 13.	LOCATION OF L/U WITH REQUESTED FORCE (S):

Figure 15-20. IED Spot Report.

Chapter 7 - Urban Areas

(Extracted from Chapter 8, FM 3-21.75)

The rapid growth of the number and size of urban centers, especially in regions of political instability, increases the likelihood that Soldiers will be called upon to conduct operations in urban areas. Keep in mind that the urban battlefield environment is rapidly exhausting, both physically and mentally, and may look even more chaotic than it is. Successful combat operations in urban areas require skills that are unique to this type of fighting. You must be skilled in moving, entering buildings, clearing rooms, and selecting and using fighting positions to be effective while operating in this type of environment.

Section I. MOVEMENT TECHNIQUES

Movement in urban areas is the first skill you must master. Movement techniques must be practiced until they become second nature. To reduce exposure to enemy fire, you should avoid open areas, avoid silhouetting yourself, and select your next covered position before movement. The following paragraphs discuss how to move in urban areas:

AVOIDING OPEN AREAS

8-1. Open areas, such as streets, alleys, and parks, should be avoided. They are natural kill zones for enemy, crew-served weapons, or snipers. They can be crossed safely if the individual applies certain fundamentals, including using smoke from hand grenades or smoke pots to conceal movement. When employing smoke as an obscurant, keep in mind that thermal sighting systems can see through smoke. Also, when smoke has been thrown in an open area, the enemy may choose to engage with suppressive fires into the smoke cloud. • Before moving to another position, you should make a visual reconnaissance, select the position offering the best cover and concealment, and determine the route to get to that position. • You need to develop a plan for movement. You should always select the shortest distance to run between buildings and move along covered and concealed routes to your next position, reducing the time exposed to enemy fire.

MOVING PARALLEL TO BUILDINGS

8-2. You may not always be able to use the inside of buildings as routes of advance and must move on the outside of the buildings. Smoke, suppressive fires, and cover and concealment should be used as much as possible to hide movement. You should move parallel to the side of the building, maintaining at least 12 inches of separation between yourself and the wall to avoid rabbit rounds (ricochets and rubbing or bumping the wall). Stay in the shadows, present a low silhouette, and move rapidly to your next position. If an enemy gunner inside the building fires, he exposes himself to fire from other squad members providing overwatch.

MOVING PAST WINDOWS

8-3. Windows present another hazard to the Soldier. The most common mistakes are exposing the head in a first-floor window and not being aware of basement windows. When using the correct technique for passing a first-floor window, you must stay below the window level and near the side of the building (Figure 8-1). Ensure you do not silhouette yourself in the window. An enemy gunner inside the building would have to expose himself to covering fires if he tries to engage you.



Figure 8-1. Soldier moving past windows.

8-4. The same techniques used in passing first-floor windows are used when passing basement windows. You should not walk or run pass a basement window, as this will present a good target for an enemy gunner inside the building. Ensure you stay close to the wall of the building and step or jump pass the window without exposing your legs (Figure 8-2).



Figure 8-2. Soldier passing basement windows.

CROSSING A WALL

8-5. You must learn the correct method of crossing a wall (Figure 8-3). After you have reconnoitered the other side, quickly roll over the wall and keep a low silhouette. Your speed of movement and low silhouette denies the enemy a good target.



Figure 8-3. Soldier crossing a wall.

MOVING AROUND CORNERS

8-6. The area around a corner must be observed before the Soldier moves. The most common mistake you can make at a corner is allowing your weapon to extend beyond the corner, exposing your position; this mistake is known as flagging your weapon. You should show your head below the height an enemy would expect to see it. You must lie flat on the ground and not extend your weapon beyond the corner of the building. Only expose your head (at ground level) enough to permit observation (Figure 8-4). You can also use a mirror, if available, to look around the corner. Another corner-clearing technique that is used when speed is required is the pie-ing method. This procedure is done by aiming the weapon beyond the corner into the direction of travel (without flagging) and side-stepping around the corner in a circular fashion with the muzzle as the pivot point (Figure 8-5).



Figure 8-4. Correct technique for looking around a corner.



Figure 8-5. Pie-ing a corner.

MOVING WITHIN A BUILDING

8-7. Once you have entered a building (see Section II), follow these procedures to move around in it:

DOORS AND WINDOWS

8-8. Avoid silhouetting yourself in doors and windows (Figure 8-6).

HALLWAYS

8-9. When moving in hallways, never move alone—always move with at least one other Soldier for security.

WALLS

8-10. You should try to stay 12 to 18 inches away from walls when moving; rubbing against walls may alert an enemy on the other side, or, if engaged by an enemy, ricochet rounds tend to travel parallel to a wall.



Figure 8-6. Movement within a building.

Section II. OTHER PROCEDURES

This section discusses how to enter a building, clear a room, and use fighting positions.

ENTERING A BUILDING

8-11. When entering buildings, exposure time must be minimized. Before moving toward the building, you must select the entry point. When moving to the entry point use smoke to conceal your advance. You must avoid using windows and doors except as a last resort. Consider the use of demolitions, shoulder-launched munitions (SLMs), close combat missiles (CCMs), tank rounds, and other means to make new entrances. If the situation permits, you should precede your entry with a

grenade, enter immediately after the grenade explodes, and be covered by one of your buddies. Entry should be made at the highest level possible.

ENTER UPPER LEVEL

8-12. Entering a building from any level other than the ground floor is difficult. However, clearing a building from the top down is best, because assaulting and defending are easier from upper floors. Gravity and the building's floor plan help when Soldiers throw hand grenades and move between floors. An enemy forced to the top of a building may be cornered and fight desperately, or escape over the roof. An enemy who is forced down to ground level may withdraw from the building, exposing himself to friendly fires from the outside. Soldiers can use several means, including ladders, drainpipes, vines, helicopters, or the roofs and windows of adjacent buildings, to reach the top floor or roof of a building. One Soldier can climb onto the shoulders of another and reach high enough to pull himself up. Ladders are the fastest way to reach upper levels. If portable ladders are unavailable, Soldiers can construct them from materials available through supply channels. They can also build ladders using resources available in the urban area. For example, they can use the lumber from inside the walls of buildings. Although ladders do not permit access to the top of some buildings, they do offer security and safety through speed. Soldiers can use ladders to conduct an exterior assault of an upper level, provided exposure to enemy fire can be minimized.

SCALE WALLS

8-13. When you must scale a wall during exposure to enemy fire, use all available concealment. Use smoke and other diversions to improve your chance of success. When using smoke for concealment, plan for wind direction. Use suppressive fire, shouting, and distractions from other positions to divert the enemy's attention. You are vulnerable to enemy fire when scaling an outside wall. Ideally, move from building to building and climb buildings only under cover of friendly fire. Properly positioned friendly weapons can suppress and eliminate enemy fire. If you must scale a wall with a rope, avoid silhouetting yourself in windows of uncleared rooms, and avoid exposing yourself to enemy fires from lower windows. Climb with your weapon slung over your firing shoulder so you can bring it quickly to a firing position. If the rules of engagement (ROE, which are the rules governing the use of force) permit, engage the objective window and any lower level windows in your path with grenades (hand or launcher) before you ascend. Enter the objective window with a low silhouette. You can enter head first, but the best way is to hook a leg over the window sill and enter sideways, straddling the ledge.

ENTER AT LOWER LEVELS

8-14. Buildings are best cleared from the top down. However, you might not be able to enter a building from the top. Entry at the bottom or lower level is common, and might be the only way. When entering at lower levels, avoid entering through windows and doors, since either is easily booby trapped, and both are usually covered by enemy fire (Figure 8-7 Figure 8-8, this page; and Figure 8-9 and Figure 8-10 on page 8-8). Use these techniques when you can enter the building without receiving effective enemy fire. When entering at lower levels, use demolitions, artillery, tank fire, SLMs, CCMs, ramming of an armored vehicle into a wall, or similar means to create a new entrance and avoid booby traps. This is the best technique, ROE permitting. Once you use these means, enter quickly to take advantage of the effects of the blast and concussion. Door breaching is the best way to enter at the lower level. Before entering, you may throw a hand grenade into the new entrance to reinforce the effects of the original blast.

Note: Armored vehicles can be positioned next to a building, so Soldiers can use them as a platform for entering a room or gaining access to a roof.

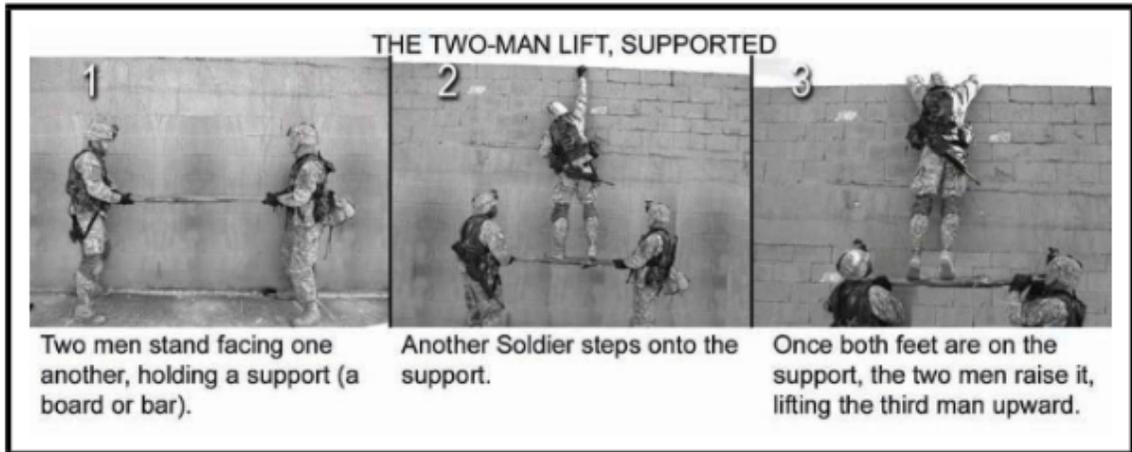


Figure 8-7. Lower-level entry technique with support bar.

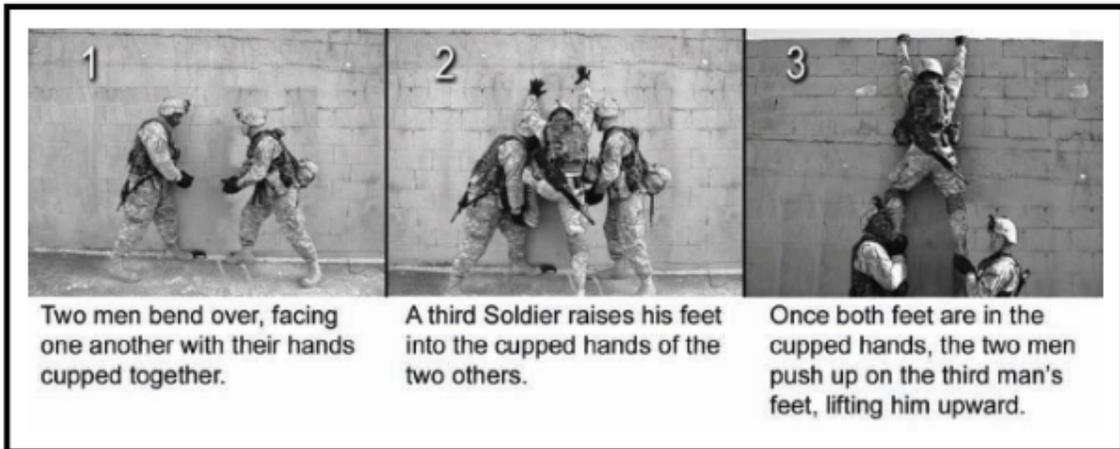


Figure 8-8. Lower-level entry technique without support bar.

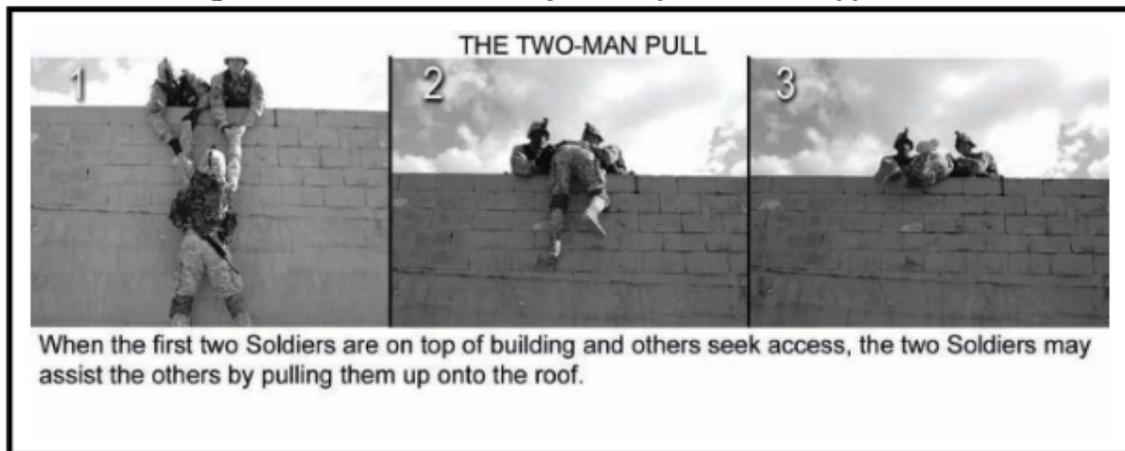


Figure 8-9. Lower-level entry two-man pull technique.

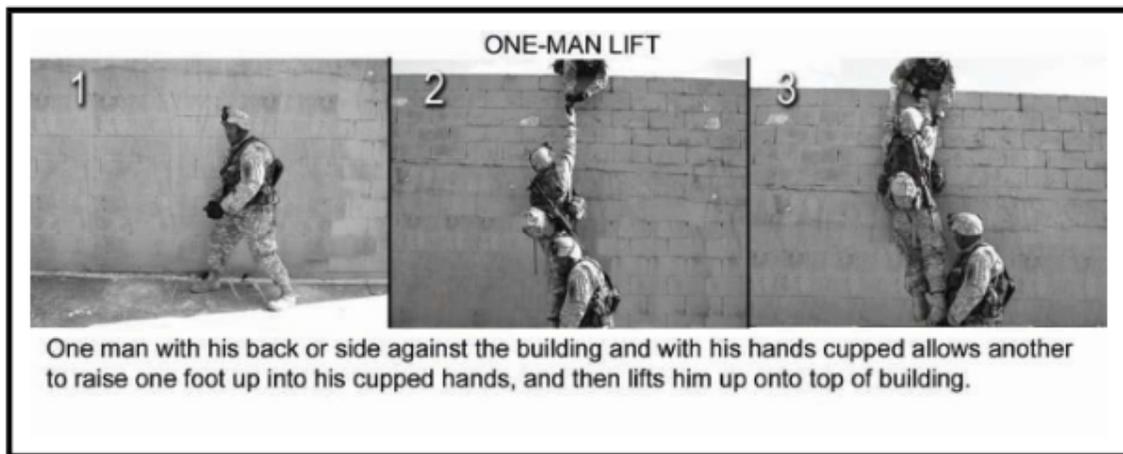


Figure 8-10. Lower-level entry one-man lift technique.

8-15. Blow or cut breach holes through walls to allow you to enter a building. Such entrances are safer than doors, because doors are easily booby trapped, and should be avoided, unless you conduct an explosive breach on the door.

- Throw a grenade through the breach before entering. Use available cover, such as the lower corner of the building, for protection from fragments.
- Use stun and concussion grenades when engaging through thin walls. 8-16. When a door is your only way into a building, beware of booby traps and fire from enemy soldiers inside the room. You can breach (force open) a locked door using one of four breaching methods:
 - Mechanical.
 - Ballistic.
 - Explosive.
 - Thermal.

8-17. If none of these methods is available, you may kick the door open. This is worst method, since it is difficult and tiring. Also, it rarely works the first time, giving any enemy inside ample time to shoot you through the door.

- When opening an unlocked door by hand, make sure you and the rest of the assault team avoid exposing themselves to enemy fire through the door. To reduce exposure, stay close to one side of the doorway.
- ROE permitting, once you get the door open, toss in a hand grenade. Once it explodes, enter and clear the room.

EMPLOY HAND GRENADES

8-18. Combat in urban areas often requires extensive use of hand grenades. Unless the ROE or orders prevent it, use grenades before assaulting defended areas, moving through breaches, or entering unsecured areas. Effective grenade use in urban areas may require throwing overhand or underhand, with either the left or right hand.

Note: To achieve aboveground detonation or near-impact detonation, remove the grenade's safety pin, release the safety lever, count "One thousand one, one thousand two," and throw the grenade. This is called cooking-off. Cooking off takes about 2 seconds of the grenade's 4- to 5-second delay, and it allows the grenade to detonate above ground or shortly after impact with the target.

Types

8-19. Three types of hand grenades can be used when assaulting an urban objective: stun, concussion, and fragmentation. The type of construction materials used in the objective building influence the type of grenades that can be used.

M84 Stun Hand Grenade--This grenade is a flash-bang distraction device that produces a brilliant flash and a loud bang to briefly surprise and distract an enemy force. The M84 is often used under precision conditions and when the ROE demand use of a nonlethal grenade. The use of stun hand grenades under high intensity conditions is usually limited to situations where fragmentation and concussion grenades pose a risk to friendly troops or the structural integrity of the building. \

Concussion Grenade--The concussion grenade causes injury or death to persons in a room by blast overpressure and propelling debris within the room. While the concussion grenade does not discard a dangerous fragmentation from its body, the force of the explosion can create debris fallout that may penetrate thin walls.

Fragmentation Grenade--The fragmentation grenade produces substantial overpressure when used inside buildings, and coupled with the shrapnel effects, can be extremely dangerous to friendly Soldiers. If the walls of a building are made of thin material, such as sheetrock or thin plywood, you should either lie flat on the floor with your helmet towards the area of detonation, or move away from any wall that might be penetrated by grenade fragments.

High-Explosive, Dual-Purpose Grenade--The best round for engaging an urban threat is the M433 high-explosive, dual-purpose cartridge (FM 3-22.31 and Figure 8-11).

<p>High Explosive Dual-Purpose Round M433: DODAC 1310-B546</p> 	<p>Ogive: Gold-colored steel cup Body: Green Skirt: Olive drab aluminum Markings: White Length: 10.29 cm (4.05 in) Weight: 0.23 kg (0.51 lb)</p>	<p>This round has a small slug (1/4 inch diameter) that penetrates at least 5 cm (2 in) of steel armor when fired straight (flat, that is, at 0 degree obliquity) within 150 m.</p> <p>When fired at a point target, it arms between 14 and 27 m (46 to 89 ft). It can cause –</p> <ul style="list-style-type: none">• Casualties within 165 m.• Incapacitation within 15 m.• Death within 5 m.
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Figure 8-11. M433 HEDP grenade.

Safety

8-20. It is easier to fire a grenade into an upper-story window using an M203 grenade launcher than it is to do throw it by hand.

- When someone must throw a hand grenade into an upper-story opening, he stands close to the building, using it for cover. He should only do this if the window opening has no glass or screening.
- He allows the grenade to cook off for at least 2 seconds, and then steps out far enough to lob the grenade into the upper-story opening. He keeps his weapon in his non-throwing hand, to use if needed. He never lays down his weapon, either outside or inside the building.

- The team must locate the nearest cover, in case the grenade falls back outside with them, instead of landing inside the building.
- Once a Soldier throws a grenade into the building, and it detonates, the team must move swiftly to enter the building or room.

CLEARING A ROOM

8-21. This paragraph discusses how to enter and clear a room:

SQUAD LEADER

1. Designates the assault team and identifies the location of the entry point for the team.
2. Positions the follow-on assault team to provide overwatch and supporting fires for the initial assault team.

ASSAULT TEAM

3. Moves as near the entry point as possible, using available cover and concealment.
4. If a supporting element is to perform an explosive or ballistic breach, remains in a covered position until after the breach. If necessary, provides overwatch and fire support for the breaching element.
5. Before moving to the entry point, team members signal each other that they are ready.
6. Avoids using verbal signals, which could alert the enemy.
7. To reduce exposure to fire, moves quickly from cover to the entry point.
8. Enters through the breach and, unless someone throws a grenade before the team enters, [the team] avoids stopping outside of the point of entry.

TEAM LEADER (SOLDIER NO. 2)

9. Has the option of throwing a grenade into the room before entry. Grenade type (fragmentation, concussion, or stun type) depends on the ROE and the building structure.
10. If stealth is moot (not a factor), sounds off when he throws grenade, for example, Frag out, Concussion out, or Stun out.
11. If stealth is a factor, uses visual signals when he throws a grenade.

ASSAULT TEAM

12. On the signal to go, or immediately after the grenade detonates, moves through the entry point and quickly takes up positions inside the room. These positions must allow the team to completely dominate the room and eliminate the threat. Unless restricted or impeded, team members stop moving only after they clear the door and reach their designated point of

domination. In addition to dominating the room, all team members identify possible loopholes and mouseholes in the ceiling, walls, and floor.

Note: Where enemy forces may be concentrated and the presence of noncombatants is unlikely, the assault team can precede their entry by throwing a fragmentation or concussion grenade (structure dependent) into the room, followed by aimed, automatic small-arms fire by the number-one Soldier as he enters.

SOLDIER NO.1 (RIFLEMAN)

13. Enters the room and eliminates the immediate threat. Goes left or right, normally along the path of least resistance, toward one of two corners. When using a doorway as the point of entry, determines the path of least resistance based on the way the door opens.
 - If it opens outward, he moves toward the hinged side.
 - If it opens inward, he moves away from the hinges.
14. On entering, gauges the size of the room, the enemy situation, and any furniture or other obstacles to help him determine his direction of movement.

ASSAULT TEAM

15. Avoids planning where to move until the exact layout of the room is known. Then, each Soldier goes in the opposite direction from the Soldier in front of him. Every team member must know the sectors and duties of each position.

SOLDIER NO.1

16. As the first Soldier goes through the entry point, he can usually see into the far corner of the room. He eliminates any immediate threat and, if possible, continues to move along the wall to the first corner. There he assumes a dominating position facing into the room.

TEAM LEADER (SOLDIER NO. 2)

17. Enters about the same time as Soldier No. 1, but as previously stated, moves in the opposite direction, following the wall and staying out of the center. He clears the entry point, the immediate threat area, and his corner, and then moves to a dominating position on his side of the room.

GRENADIER (SOLDIER NO. 3)

18. Moves opposite Soldier No. 2 (team leader), at least 1 meter from the entry point, and then to a position that dominates his sector.

SAW GUNNER (SOLDIER NO. 4)

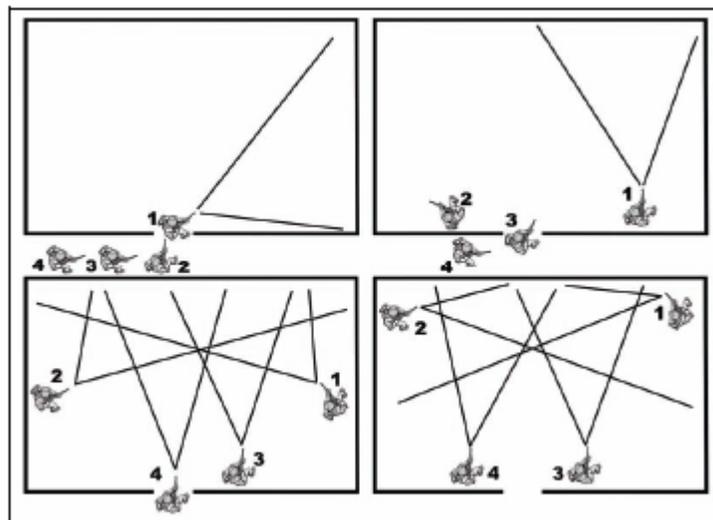
19. Moves opposite Soldier No. 3, and then to a position that dominates his sector.

Points of Domination

If the path of least resistance takes the first Soldier to the left, then all points of domination mirror those in the diagrams. Points of domination should be away from doors and windows to keep team members from silhouetting themselves.

ASSAULT TEAM

20. Ensures movement does not mask anyone's fire. On order, any member of the assault team may move deeper into the room, overwatched by the other team members. Once the team clears the room, the team leader signals to the squad leader that the room has been cleared. The squad leader marks the room IAW unit SOP. The squad leader determines whether his squad can continue to clear through the building. The squad reorganizes as necessary. Leaders redistribute the ammunition. The squad leader reports to the platoon leader when the room is clear.



CLEARING A ROOM

Section III. FIGHTING POSITIONS

How do you find and use a fighting position properly? You have to know this: whether you are attacking or defending, your success depends on your ability to place accurate fire on the enemy--with the least exposure to return fire (Figure 8-12).

- Make maximum use of available cover and concealment.
- Avoid firing over cover; when possible, fire around it.
- Avoid silhouetting against light-colored buildings, the skyline, and so on.
- Carefully select a new fighting position before leaving an old one.
- Avoid setting a pattern. Fire from both barricaded and non-barricaded windows.
- Keep exposure time to a minimum.
- Begin improving your hasty position immediately after occupation.
- Use construction material that is readily available in an urban area.
- Remember: positions that provide cover at ground level may not provide cover on higher floors.

Figure 8-12. Some considerations for selecting and occupying individual fighting positions

HASTY FIGHTING POSITION

8-22. A hasty fighting position is normally occupied in the attack or early stages of defense. It is a position from which you can place fire upon the enemy while using available cover for protection from return fire. You may occupy it voluntarily or be forced to occupy it due to enemy fire. In either case, the position lacks preparation before occupation. Some of the more common hasty fighting positions in an urban area are corners of buildings, behind walls, windows, unprepared loopholes, and the peak of a roof.

CORNERS OF BUILDINGS

8-23. You must be able to fire your weapon (both right and left-handed) to be effective around corners.

- A common error made in firing around corners is firing from the wrong shoulder. This exposes more of your body to return fire than necessary. By firing from the proper shoulder, you can reduce exposure to enemy fire (Figure 8-13).



Figure 8-13. Soldier firing left or right handed.

- Another common mistake when firing around corners is firing from the standing position. If the Soldier exposes himself at the height the enemy expects, then he risks exposing the entire length of his body as a target for the enemy (Figure 8-14).

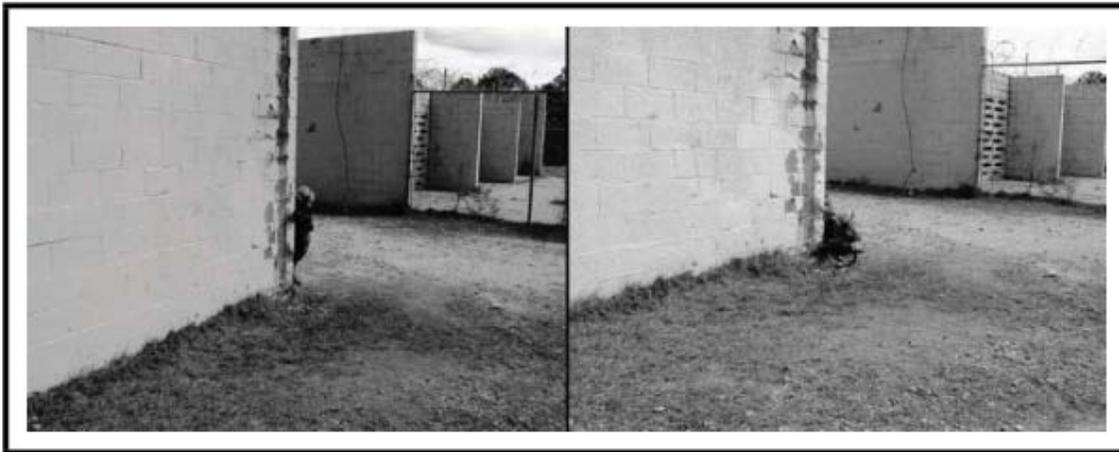


Figure 8-14. Soldier firing around a corner.

WALLS

8-24. When firing from behind walls, you must fire around cover and not over it.

WINDOWS

8-25. In an urban area, windows provide convenient firing ports. Avoid firing from the standing position, which would expose most of your body to return fire from the enemy, and which could silhouette you against a light-colored interior background. This is an obvious sign of your position, especially at night when the muzzle flash can be easily observed. To fire from a window properly, remain well back in the room to hide the flash, and kneel to limit exposure and avoid silhouetting yourself.

LOOPHOLES

8-26. You may fire through a hole created in the wall and avoid windows. You must stay well back from the loophole so the muzzle of the weapon does not protrude beyond the wall, and the muzzle flash is concealed.

ROOF

8-27. The peak of a roof provides a vantage point that increases field of vision and the ranges at which you can engage targets (Figure 8-15). A chimney, smokestack, or any other object protruding from the roof of a building should be used to reduce the size of the target exposed.



Figure 8-15. Soldier firing from peak of a roof.

NO POSITION AVAILABLE

8-28. When subjected to enemy fire and none of the positions mentioned above are available, you must try to expose as little of yourself as possible. You can reduce your exposure to the enemy by lying in the prone position as close to a building as possible, on the same side of the open area as the enemy. In order to engage you, the enemy must then lean out the window and expose himself to return fire.

NO COVER AVAILABLE

8-29. When no cover is available, you can reduce your exposure by firing from the prone position, by firing from shadows, and by presenting no silhouette against buildings.

PREPARED FIGHTING POSITION

8-30. A prepared firing position is one built or improved to allow you to engage a particular area, avenue of approach, or enemy position, while reducing your exposure to return fire. Examples of prepared positions include barricaded windows, fortified loopholes, and sniper, antiarmor, and machine gun positions.

BARRICADED WINDOWS

8-31. The natural firing port provided by windows can be improved by barricading the window, leaving a small hole for you to use. Materials torn from the interior walls of the building or any other available material may be used for barricading.

8-32. Barricade all windows, whether you intend to use them as firing ports or not. Keep the enemy guessing. Avoid making neat, square, or rectangular holes, which clearly identify your firing positions to the enemy. For example, a barricaded window should not have a neat, regular firing port. The window should remain in its original condition so that your position is hard to detect. Firing from the bottom of the window gives you the advantage of the wall because the firing port is less obvious to the enemy. Sandbags are used to reinforce the wall below the window and to increase protection. All glass must be removed from the window to prevent injury. Lace curtains permit you to see out and prevent the enemy from seeing in. Wet blankets should be placed under weapons to reduce dust. Wire mesh over the window keeps the enemy from throwing in hand grenades.

LOOPHOLES

8-33. Although windows usually are good fighting positions, they do not always allow you to engage targets in your sector. To avoid establishing a pattern of always firing from windows, alternate positions, for example, fire through a rubble outer wall, from an interior room, or from a prepared loophole. The prepared loophole involves cutting or blowing a small hole into the wall to allow you to observe and engage targets in your sector. Use sandbags to reinforce the walls below, around, and above the loophole.

Protection--Two layers of sandbags are placed on the floor to protect you from an explosion on a lower floor (if the position is on the second floor or higher). Construct a wall of sandbags, rubble, and furniture to the rear of the position as protection from explosions in the room. A table, bedstead, or other available material can provide OHC for the position. This cover prevents injury from falling debris or explosions above your position.

Camouflage--Hide the position in plain sight by knocking other holes in the wall, making it difficult for the enemy to determine which hole the fire is coming from. Remove exterior siding in several places to make loopholes less noticeable. Due to the angled firing position associated with loopholes, you can use the same loophole for both primary and supplementary positions. This allows you to shift your fire easily onto a sector that was not previously covered by small arms fire.

Backblast--SLM and CCMs crews may be hampered in choosing firing positions due to the backblast of their weapons. They may not have enough time to knock out walls in buildings and clear backblast areas. They should select positions that allow the backblast to escape such as corner windows where the round fired goes out one window and the backblast escapes from another. When conducting defensive operations the corner of a building can be improved with sandbags to create a firing position.

Shoulder-Launched Munitions and Close Combat Missiles--Various principles of employing SLM and CCMs weapons have universal applications. These include using available cover, providing mutual support, and allowing for backblast. However, urban areas require additional considerations. Soldiers must select numerous alternate positions, particularly in structures without cover from small-arms fire. Soldiers must position their weapons in the shadows and within the building.

- A gunner firing an AT4 or Javelin from the top of a building can use a chimney for cover, if available. He should reinforce his position by placing sandbags to the rear so they do not interfere with the backblast.
- When selecting firing positions for his SLM or CCM, he uses rubble, corners of buildings, or destroyed vehicles as cover. He moves his weapon along rooftops to find better angles for engaging enemy vehicles. On tall buildings, he can use the building itself as overhead cover. He must select a position where backblast will not damage or collapse the building, or injure him.

DANGER

When firing within an enclosure, ensure that it measures at least 10 feet by 15 feet (150 square feet); is clear of debris and other loose objects; and has windows, doors, or holes in the walls where the backblast can escape.

- The machine gunner can emplace his weapon almost anywhere. In the attack, windows and doors offer ready-made firing ports (Figure 8-16). For this reason, avoid windows and doors, which the enemy normally has under observation and fire. Use any opening created in walls during the fighting. Small explosive charges can create loopholes for machine gun positions. Regardless of the openings used, ensure machine guns are inside the building and that they remain in the shadows.

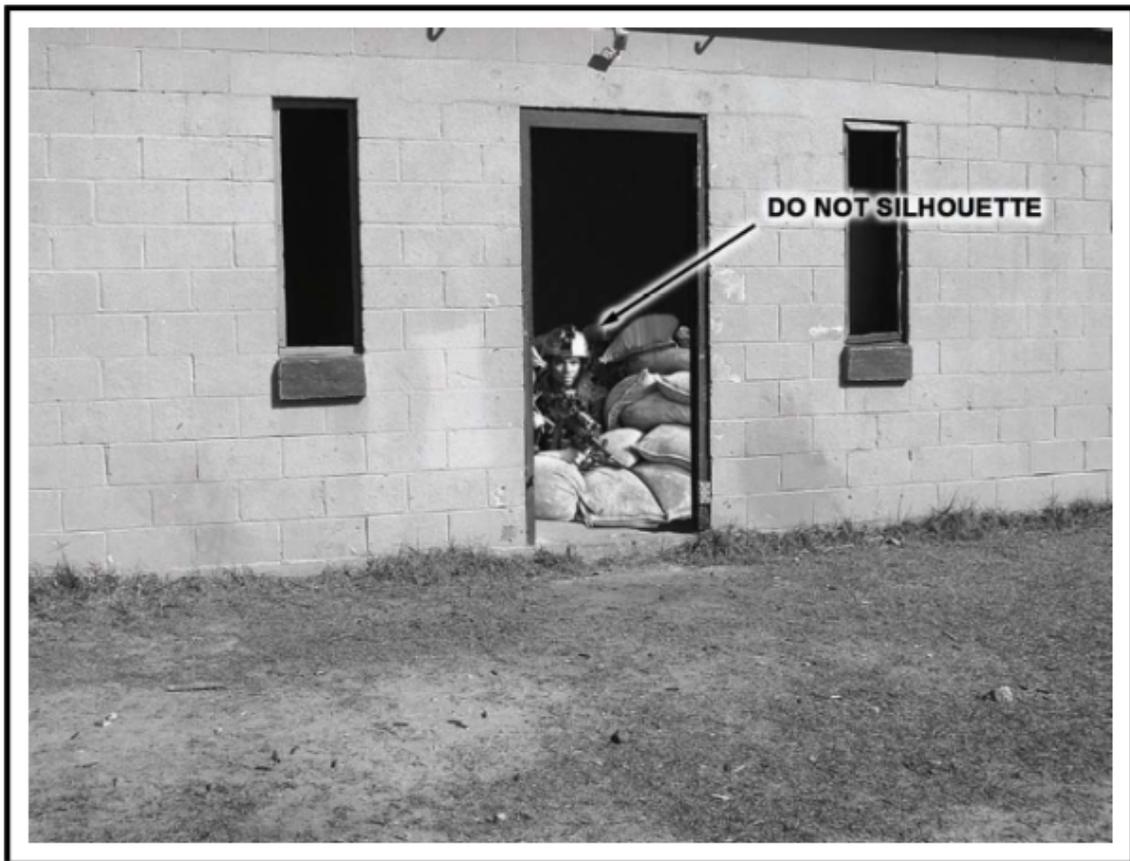


Figure 8-16. Emplacement of machine gun in a doorway.

- Upon occupying a building, board up all windows and doors. Leave small gaps between the boards so you can use windows and doors as alternate positions.
- Use loopholes extensively in the defense. Avoid constructing them in any logical pattern, or all at floor or tabletop levels. Varying height and location makes them hard to pinpoint and identify. Make dummy loopholes and knock off shingles to aid in the deception. Construct loopholes behind shrubbery, under doorjamb, and under the eaves of a building, because these are hard to detect. In the defense, as in the offense, you can construct a firing position so as to use the building for OHC.
- You can increase your fields of fire by locating the machine gun in the corner of the building or in the cellar. To add cover and concealment, integrate available materials, such as desks, overstuffed chairs, couches, and other items of furniture, into the construction of bunkers.
- Grazing fire is ideal, but sometimes impractical or impossible. Where destroyed vehicles, rubble, and other obstructions restrict the fields of grazing fire, elevate the gun to allow you to fire over obstacles. You might have to fire from second or third story loopholes. You can build a firing platform under the roof, and then construct a loophole. Again, conceal the

exact location of the position. Camouflage the position by removing patches of shingles over the entire roof.

CHAPTER 8 - Helicopter Movement

(fm 3-21.8, app e)

Infantry platoons may conduct air movement operations to pick up patrols by helicopter, re-supply with helicopters, or evacuate casualties. This appendix discusses general helicopter information including, the five stages of an airmobile operation, how to organize the unit for a helicopter move, and how to select and secure a pickup zone.

SECTION I — CHARACTERISTICS OF HELICOPTERS

E-2. Helicopters most commonly used by Infantry platoons are the UH-60, Blackhawk and the CH-47, Chinook (Table E-1). See FM 90-4, *Air Assault Operations*, for information on air movement and air assault operations, and FM 3-21.38, *Pathfinder Operations*, for information on pathfinder operations.

Table E-1. Helicopter characteristics.

	UH-60A	UH-60L	CH-47D
Passenger capacity (seats in)	11	11	33
Passenger capacity (seats out)	18	18	60
Max cargo weight	8,500 lbs.	8,500 lbs.	26,000 lbs.
Cargo hook capacity	8,000 lbs.	9,000 lbs.	26,000 lbs. (center hook) 17,000 lbs (fore & aft hook) 25,000 lbs (fore & aft hook combined)
NOTE: Actual allowable cargo load (ACL) may be determined by ground and aviation unit commanders.			

CAPABILITIES

E-3. Under normal conditions, helicopters can climb and drop at steep angles. This allows them to fly from and into confines and unimproved areas. Other helicopter capabilities include—
Transporting cargo as an internal load or external (sling) load and delivering to unit areas not supplied by any other means. Overflying or bypassing obstacles or enemy in order to reach objectives otherwise inaccessible. Flying at low altitudes to achieve surprise and deceive the enemy using hills and trees for cover and concealment. Operating under limited visibility conditions.

E-4. It is ALWAYS preferred to use a helicopter for loading or unloading of troops and equipment. If terrain prevents the helicopters from landing, troops and their combat equipment can be unloaded while hovering a short distance above the ground with troop ladders, rappelling ropes, or fast ropes. If the aircraft can hover low enough, Soldiers may jump out. The troop ladder (or in limited applications—a SPIES rope) can also be used to extract troops when the helicopter cannot land.

LIMITATIONS

E-5. The large amount of fuel used by helicopters may limit their range and allowable cargo load (ACL). Other helicopter limitations include:

- Extreme weather conditions such as fog, hail, sleet, ice, or winds (40 knots or more) and gusty winds (gusts up to 15 knots above a lull) will prevent the use of helicopters.
- Engine and rotor noise may compromise the secrecy of the mission.
- Limited size or number of suitable landing zones (LZs).
- The load-carrying capability of helicopters decreases with increases of pickup zone (PZ)/landing zone (LZ) altitude, humidity, and temperature.
- Vulnerability to enemy air defense systems and small arms fire.

SECTION II —AIRMOBILE OPERATIONS STAGES

E-6. There are five stages to an air movement operation (Figure E-1). The ground tactical plan is the key planning phase. All other planning is conducted in a backward manner from it. The five stages of this reverse planning sequence are—

- (1) Ground tactical plan (GTP).
- (2) Landing plan.
- (3) Air movement plan.
- (4) Loading plan.
- (5) Staging plan.

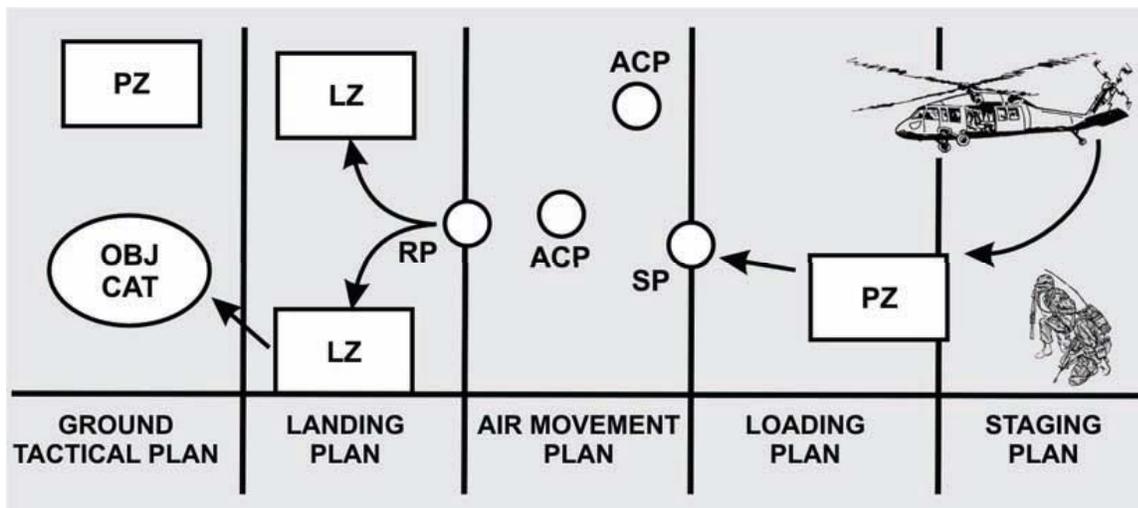


Figure E-1. Air movement through the five stages.

E-7. The ground tactical plan drives the entire mission. Convenience of landing considerations is subordinate to putting units on the ground where they can fight. The five plans tie together in this way: The ground tactical plan drives the sequence of arrival and amount of combat power onto the LZs.

Combat power arriving at available LZs to accomplish the mission becomes the landing plan. Moving troops and equipment to LZs on the designated flight routes becomes the air movement plan. Getting troops and equipment from current friendly locations to the designated LZs dictate the loading plan and PZ locations. The PZ loading plan designates the requirements that become the staging plan to move friendly troops onto the PZ when and where needed.

GROUND TACTICAL PLAN

E-8. The ground tactical plan for an air movement operation contains the same essential elements as other Infantry missions, but differs in one area: it is prepared to capitalize on the speed and mobility of the aircraft to achieve surprise. Units are placed on or near the objective to immediately seize the objective.

The ground tactical commander, in accordance with doctrine and METT-TC, determines his ground tactical plan. The five stages of the reverse planning sequence cannot be developed independently. In addition to standard planning considerations for actions on the objective, the commander's plan should include—

- H-hour times.
- Primary and alternate LZ(s).
- Means of identifying LZ(s).
- Task organization.
- Chalk configurations.
- Special equipment required (such as kick-off bundles, ropes).
- Attack aviation assets available and missions.
- Suppression of enemy air defenses (SEAD).
- Landing formations.
- Offloading procedures.

LANDING PLAN

E-9. Unlike approaching an objective in armored vehicles, Soldiers in helicopters are most vulnerable when landing, and are potentially more vulnerable to enemy fire than if they were on the ground. Suppressive fires are employed to deny the enemy unhindered access to the landing forces, so the timing of fires is critical to the success of the landing.

E-10. The ground tactical commander's plan typically results in two types of landing plans: on the objective (within enemy small arms range), or away from the objective (outside of enemy small arms range). Landing away from the objective is the more common of the two landing plans. The mobility and speed of the helicopters further enables the unit to land to the rear of the objective and aid in the element of surprise and confusion during any subsequent assault. Table E-2 lists factors considered when constructing the landing plan. Regardless of the landing plan used, the Infantry platoon must land ready to fight.

Table E-2. Landing plan considerations.

Factors	Land away from the objective (outside of enemy small arms range) when...	Land on the objective (within enemy small arms range) when...
Mission	The mission is enemy force-oriented.	The mission is terrain-oriented.
Enemy	There is incomplete intelligence on enemy disposition.	There is precise intelligence on enemy dispositions.
Terrain	There is incomplete intelligence on terrain (especially LZs) and weather, or there are no suitable LZs on or near the objective.	There is precise intelligence on terrain (especially LZs) and weather, and there are suitable LZs on the objective.
Troops available	Conditions are not set.	Conditions are set and verified.
Time	There is time available to develop the situation.	Time is critical to secure the objective.
Intent	The unit plan is to arrive at the LZ prepared to move out quickly and ensure rapid advance on objective.	The unit has a plan to establish continuous suppression of any enemy fire immediately upon landing while aggressively assaulting to secure the objective.

Appendix E E-12. The ground tactical commander, in coordination with the supporting aviation unit, selects the location of helicopter PZs and LZs. There are many factors that leaders must consider when choosing appropriate LZs and PZs. These requirements are covered by aviation unit SOPs or are prearranged by the aviation unit commander in coordination with the pathfinder leader. The final decision concerning minimum landing zone requirements rests with the aviation unit commander. Among those factors considered is the number, type and landing formation of the helicopters, surface conditions, obstacles, ground slope, approach and departure route, atmospheric conditions, and type of loads.

NUMBER, TYPE, AND LANDING FORMATION OF THE HELICOPTERS

E-13. The number, type, and landing formation of helicopters determine the minimum landing space requirement and total size of the LZ and PZ. It may be necessary to have two PZs or LZs, or to land the necessary aircraft one at a time. Differing aircraft may have different landing point size requirements. A single UH-60 requires a touch down point (cleared area) of 50 meters in diameter without sling load, and 80 meters with sling load. A CH-47 requires a touchdown point of 80 meters in diameter without sling load, and 100 meters with sling load.

SURFACE CONDITIONS

E-14. The surface at the landing point must be firm enough to keep helicopters from bogging down, raising too much dust, debris, or blowing snow. Troops remove loose debris that may damage the rotor blades or engines.

OBSTACLES

E-15. Helicopters should not land on a landing point that includes obstacles. An obstacle in this case is defined as any object or terrain feature (anything 18 inches high or deep) that could cause damage to the airframe or rotor system of the aircraft, or prevent safe landing. Objects or equipment placed on the PZ/LZ in conjunction with the operation (such as landing lights and slingloads) are not included. Obstructions (for example, rocks, stumps, and holes) that cannot be removed must be clearly marked. Methods of marking obstacles that cannot be cleared for both day and night must also be considered.

GROUND SLOPE

E-16. When the slope is less than 7 percent (4 degrees), helicopters may land in any direction. Where ground slope is from 7 to 15 percent (4 to 8 degrees), aircraft must land and park sideslope or upslope. Helicopters with skids as landing gear may not land, but must terminate at a hover. If ground slope is greater than 15 percent (8 degrees), helicopters cannot land safely, and may sometimes hover to drop off Soldiers or supplies.

APPROACH AND DEPARTURE ROUTES

E-17. The direction of departure and landing should be generally into the wind, over the lowest obstacle, and along the long axis of the LZ. If there is only one satisfactory approach direction because of obstacles or the tactical situation, most helicopters can land with a slight crosswind or tailwind. PZs or LZs should be free of tall trees, telephone and power lines, and similar obstructions on the approach and departure ends. Use an obstacle ratio of 10:1 when determining how much additional space is required for landing and take-off. A helicopter needs 100 meters of horizontal clearance from a 10-meter tree for takeoff or landing.

ATMOSPHERIC CONDITIONS

E-18. As the humidity, altitude and temperature increase, the performance capability of aircraft decrease. This result in greater fuel consumption, lower ACLs, and larger LZ requirements. These limitations/considerations should be highlighted by aviation LNOs during planning.

TYPE OF LOAD

E-19. Most helicopters cannot take off or land vertically when fully loaded, so a larger LZ/PZ and better approach and departure routes may be required for fully loaded aircraft. LZs must be larger for aircraft delivering sling loads compared to aircraft delivering internal loads and Soldiers.

OTHER CONSIDERATIONS

E-20. Other considerations when selecting PZs and LZs include:

- Location in relation to objective.
- Ability of the unit to secure.
- Enemy location, capabilities, and strength.
- Cover and concealment.
- Identification from air.
- Weather and its effect.
- Visibility (darkness, fog, snow, dust, etc)

AIR MOVEMENT PLAN

E-21. Air movement involves flight operations from PZ, to LZ, and back. The Infantry leader and all chalk leaders should maintain the following items:

- A marked air route map.
- Compass/GPS.
- Watch synchronized with the flight crew and ground element.

Air movement table, PZ sketch, and LZ sketch.
 Call signs and frequencies for all aviation and ground units involved in or around the operation.
 Backpack FM radio.

E-22. The air movement plan includes en-route security for the lift aircraft by attack aviation. It also includes, false insertions to deceive the enemy, suppression of enemy air defense positions along the flight route, and emergency procedures in the event an aircraft is lost en route due to maintenance or enemy fire.

E-23. To maximize operational control, aviation assets are designated as lifts, serials, and loads. A *lift* is all utility and cargo aircraft assigned to a mission. Each time all assigned aircraft pick up troops and/or equipment and set them down on the LZ, one lift is completed. The second lift is completed when all aircraft place their second load on the LZ. There may be times when a lift is too large to fly in one formation. In such cases, the lift is organized into a number of serials. A *serial* is a tactical group of two or more aircraft and separated from other tactical groupings within the lift by time or space. The use of serials may be necessary to maintain effective control of aviation assets when the capacity of available PZs or LZs is limited or to take advantage of available flight routes. The personnel and equipment designated to be moved a single aircraft is called a load or *chalk*. Each chalk must have a chalk leader who ensures that every man in his chalk gets on and off the helicopter, that everything is ready to load, and that everything gets loaded and unloaded correctly. The chalk leader should sit in the aircraft where he can best stay oriented during flight and where he can get off quickly at landing sites to control his men. Figure E-2 shows the relationship between a chalk, serial, and lift.

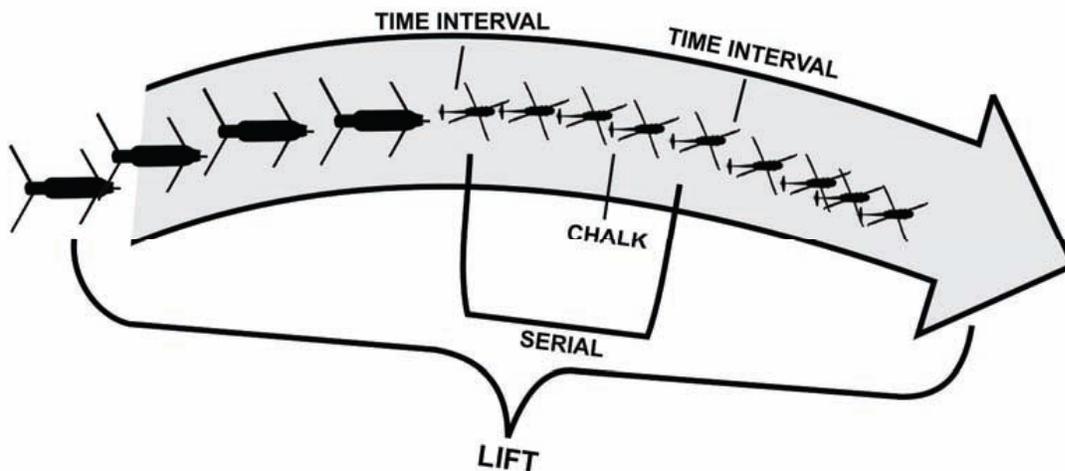


Figure E-2. Lifts, serials, and chalks.

LOADING PLAN

E-24. Air movement operations do not succeed on the PZ, but the failure of the mission can occur there. Therefore, PZs must be established to run efficiently. Assault forces are organized on the PZ, not the LZ. Every serial must be a self-contained force that understands what it must do on landing at either the primary or alternate LZ, and later in executing the ground tactical plan.

E-25. Before an Infantry platoon is lifted by helicopter, it must be organized for the move. The load (amount of men, weapons, equipment, and ammunition) that can be carried by a helicopter varies. It is based on the type of helicopter used, configuration of the helicopter, temperature, altitude of the PZ or LZ, humidity, and fuel load. What can be carried is the allowable cargo load (ACL). This is one of the main factors considered when planning aircraft loads. When the Infantry platoon is alerted for a movement by helicopter, the allowable cargo load will be given to the leader. The unit can then be organized into chalks/loads based on the given allowable cargo load of each type of aircraft. Page E-5 displays an example of a "Tadpole Diagram" (Figure E-3) that is used to plan and organize the chalks and loads.

CHAPTER 9 – CHECKPOINTS (FM 3-19.4 Chap 6)

6-88. Checkpoints are part of a police action. As such, the ROE and the use of deadly force must be clearly understood by all soldiers participating in the operation. MP use the minimum intrusion and imposition necessary to accomplish the mission and protect the force. They allow for a vehicle escape route and plan to destroy a hostile element who uses it. If the checkpoint is completely sealed off, an enemy will have to penetrate it by attempting to run over the barricades. This puts the search team in a position to have to defend itself and fight back.

6-89. MP establish and operate two types of checkpoints—deliberate and hasty.

6-90. Deliberate Checkpoint. A deliberate checkpoint is a fixed position set up on a main road in a rural or built-up area. It can be classified as either a *heavy-or light-traffic checkpoint*, depending on how much traffic is expected to pass through it. A heavy-traffic deliberate checkpoint normally requires a platoon. An MP squad can only operate a light-traffic checkpoint for a short duration (12 hours or less).

6-91. To operate a heavy-traffic checkpoint, task organize the platoon into—

A HQ element. The HQ element is responsible for C² and maintaining communications with subordinate elements and higher HQ.

A security element. The security element is an MP squad that provides early warning to the search and assault element, watches for and reports suspicious activity, and monitors traffic flow up to and through the checkpoint. The security element should have an antiarmor capability to protect the site from an enemy armor threat.

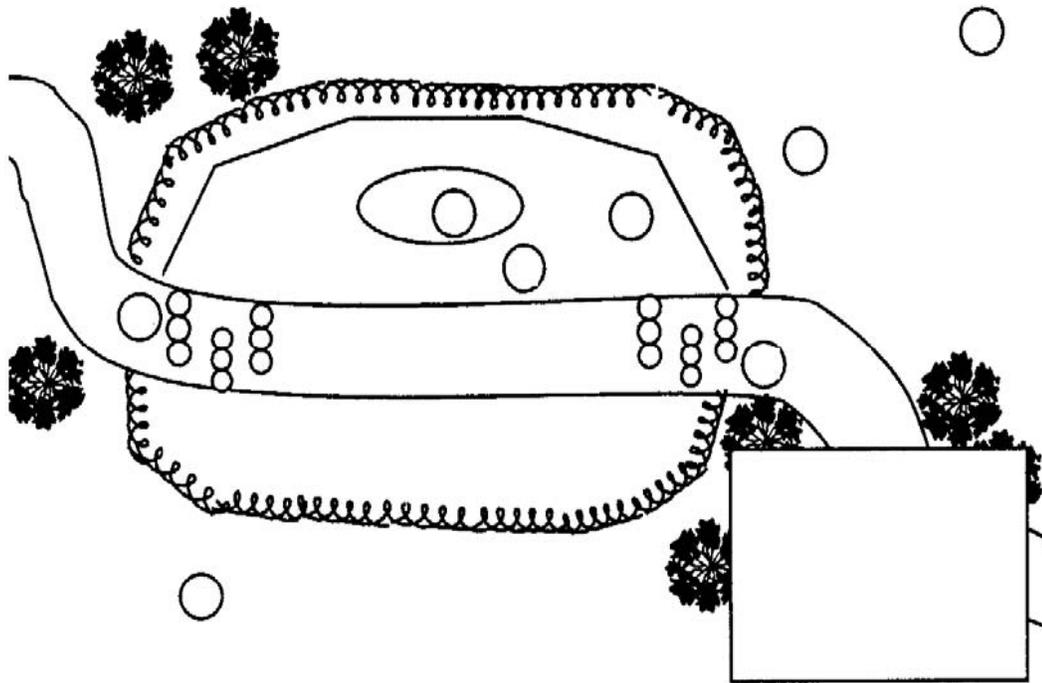
A search element. The search element is an MP squad that halts vehicles at the checkpoint, guides them to the designated search point, conducts personnel and vehicle searches, and directs cleared vehicles on through the checkpoint.

An assault element. The assault element is an MP squad responsible for destroying (consistent with the ROE) any hostile element that forces its way past the search team. The squad leader places his soldiers beyond the search point and emplaced zigzag obstacles and barriers. The soldiers prepare and occupy fortified fighting positions. When confronted by a threatening vehicle, the search element gets out of the way and allows the vehicle to pass. The vehicle passes through the escape lane, and the assault element makes the decision whether to engage or not. If the assault element has to engage, the battle will occur away from the checkpoint. This reduces the possibility of fratricide to friendly forces or injury to innocent civilians.

6-92. In smaller checkpoint operations, a squad can be organized in a similar fashion. MP elements use handheld portable radios, if available, or wire communications. However, much of the needed signals at a checkpoint or roadblock can be easily accomplished using arm and hand signals.

6-93. A deliberate checkpoint is organized into sections (*Figure 6-6*). The physical layout and detail of preparation depend on the amount of traffic that will pass through it and the duration of its operation. Normally, a deliberate checkpoint will require engineer support to construct obstacles, barriers, escape lanes, and possibly fighting positions. All checkpoints consists of—

Obstacles or barriers.
Search areas (personnel and vehicle).
Security overwatch and fighting positions.
Holding areas.



6-94. Hasty Checkpoint. MP set up hasty checkpoints to achieve surprise. They are temporary and should be moved often. The materials used to construct these checkpoints are carried by the platoon. The platoon or squad uses its vehicles, reinforced with concertina wire, as the obstacle. MP may employ tire deflation devices or road spike stripes. These devices are more effective than concertina wire and may be less intrusive in peace operations. They are commercially available or can be locally fabricated.

6-95. MP position the vehicles to partially block the route (*Figure 6-7*). MP conduct the search in the area between the vehicles. MP are positioned at each end of the checkpoint. They cover them by mounted or dismounted automatic weapon positions. MP conceal a reaction force (at least one team) nearby to react in case the site is attacked.

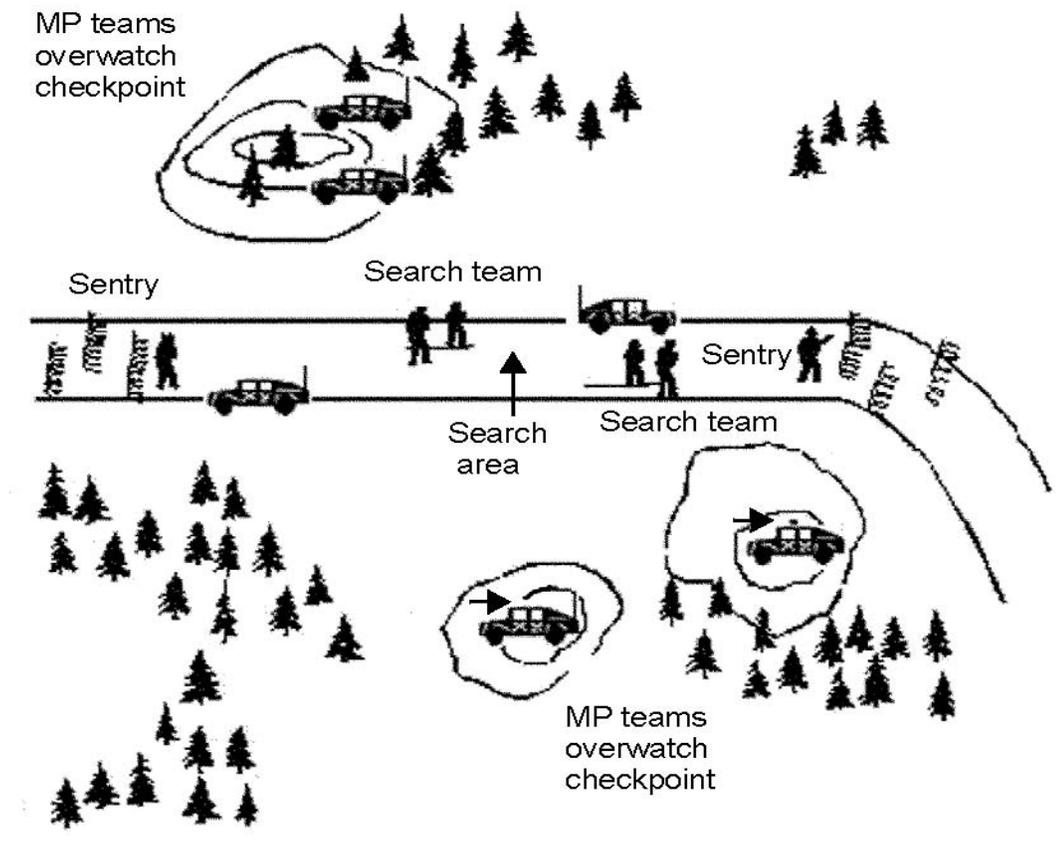


Figure 6-7. Hasty Checkpoint

6-96. MP establish hasty checkpoints where they cannot be seen by approaching traffic until it is too late to withdraw. Good locations to set up hasty checkpoints include—

- Bridges.
- Defiles.
- Highway intersections.
- The reverse slope of a hill.
- Just beyond a sharp curve

6-97. Vehicle Searches. Two members of the search team position themselves at both rear flanks of the vehicle undergoing a search, putting the occupants at a disadvantage. These soldiers maintain eye contact with the occupants once they exit the vehicle and react to any threat attempts by the occupants during the vehicle search.

6-98. The actual search is conducted by two MP armed with pistols only. One MP conducts interior searches and the other performs exterior searches. They instruct the occupants to exit the vehicle during the interior search and instruct the driver to watch the vehicle search. Once the interior search is complete, they escort the driver to the hood of the vehicle and instruct him to open it. Once the engine compartment has been examined, they instruct the driver to open the other outside compartments (tool boxes, gas caps, trunks, and so forth). The driver removes any loose items that are not attached to the vehicle for inspection. Members of the search team rotate positions to allow for mental breaks.

6-99. MP use MWD teams, mirrors, and metal detectors to thoroughly search each vehicle for weapons, explosives, ammunition, and other contraband. Depending on the threat level, the vehicle search area provides blast protection for the surrounding area.

6-100. Personnel Searches. MP may be required to conduct personnel searches at the checkpoints. Every attempt should be made for HN authorities to conduct, or at least observe, searches of local nationals. Additionally, MP leaders must plan for same-gender searches. Personnel searches are conducted only when proper authorization has been obtained, usually from higher HQ, according to the ROE, Status of Forces Agreement (SOFA), or HN agreements. This does not preclude MP from searching individuals that pose a threat to US or other friendly forces.

6-101. MP may have to detain local nationals who become belligerent or uncooperative at the checkpoints. The OPORD and the ROE must address the handling of such personnel. In any case, self-protection measures should be planned and implemented according to the orders from higher HQ.

6-102. Searches of local nationals should be performed in a manner that preserves the respect and dignity of the individual. Special consideration must be given to local customs and national cultural differences. In many cultures it is offensive for men to touch or even talk to women in public. Searchers must be polite, considerate, patient, and tactful. MP leaders must make every effort not to unnecessarily offend the local population. Such situations can have a very negative impact on peace operations and can quickly change popular opinion toward US and other friendly forces.

6-103. Each captive is searched for weapons and ammunition, items of intelligence value, and other inappropriate items.

NOTE: When possible, conduct same gender searches; however, this may not always be possible due to speed and security considerations. Therefore, perform mixed gender searches in a respectful manner using all possible measures to prevent any action that could be interpreted as sexual molestation or assault. The on-site supervisor carefully controls soldiers doing mixed-gender searches to prevent allegations of sexual misconduct.

6-104. MP conduct individual searches in search teams that consist of the following:
A searcher. A searcher is the MP that actually conducts the search. He is in the highest-risk position.
Security. Security includes at least one MP to provide security. He maintains eye contact with the individual being searched.
An observer. The observer is a MP leader that has supervisory control of the search operation. He also provides early warning for the other members of the team.

6-105. The two most common methods that are used to conduct individual searches are the frisk search and the wall search.

Frisk search. This method is quick and adequate to detect weapons, evidence, or contraband. However, it is more dangerous because the searcher has less control of the individual being searched.

Wall search. This method affords more safety for the searcher because the individual is searched in a strained, awkward position. Any upright surface, such as a wall, vehicle, tree, or fence may be used.

6-106. If more control is needed to search an uncooperative individual, the search team places the subject in the kneeling or prone position.

6-107. Strip searches should only be considered when the individual is suspected of carrying documents or other contraband on his person. This extreme search method should be conducted in an enclosed area and by qualified medical personnel when available.

Additional Checkpoint Considerations

6-108. The effective use of all task organization elements is vital to the success of checkpoint operations is. Roles and responsibilities must be well defined and rehearsed. Additional considerations when conducting checkpoint operations include—

Preparing and emplacing signs in the local language instructing drivers what to expect and do at the checkpoint (for example, "You are entering a military checkpoint. Prepare to stop your vehicle, and have your identification papers ready for inspection.").

Determining if it is necessary to apprehend or detain those who see the checkpoint ahead and turn around to avoid it. If it is, HN police are responsible for this mission, if they are available. If they are not available, it may be necessary to position a respond force close to the approach route to block or detain vehicles that trytoavoid theoperation.

Clearing and maintaining control of all buildings and terrain that dominate the checkpoint.

Staying alert for any change of scenery around the checkpoint. A parked car that was not there before, crowds gathering for no apparent reason, or the media waiting for an event are all indicators that something may happen.

Using artificial illumination for night operations, arrange the lighting to keep those passing through the checkpoint in the light and our forces in the shadows as much as possible.

6-109. If HN personnel are used to assist, commanders ensure that they do not represent a national, ethnic, or religious group of faction feared and hated by the majority of the local population.

6-110. Leaders avoid setting patterns by moving the checkpoint location and changing the method of operation at random.

6-111. MP can gain valuable police, criminal, and combat information while operating checkpoints. They use a checklist to standardize the information collection effort. The following information is included in the checklist:

- The number and type of vehicles stopped. Report identifying markings, license plate number, and any signs displayed on the vehicle.

- The number of passengers in the vehicle. Report the nationality, the ages, and the sex mixes of passengers.

- The type and quantity of cargo.

- The point of origination and destination of the vehicle.

- The stated reason for travel by passengers.

- A description of arms, ammunition, explosives, and sensitive items found and confiscated from the vehicle.

- Possible or actual sightings of weapons, explosives, or threat forces by the passengers.

- The condition of passengers (general health, dress, attitude).

- Anything unusual reported by the passengers.

6-112. When conducting checkpoint operations, MP will need the support of the following:

- Engineers to build obstacles and barriers to channel traffic.

- Linguists familiar with the local language.

A civil affairs officer or HN police.
Trained interrogators.

6-113. Sometimes MP are tasked to operate a checkpoint to assist convoys of friendly forces. These checkpoints are set up at the entrance to the controlled route and will have a vehicle holding area to accommodate large convoys. Refer to *Chapter 5* for more information about holding areas.

6-114. At the convoy checkpoints, MP check convoy vehicle movement credits issued by the local movement control unit to ensure that the convoy is moving on the correct route at the correct time. When convoys are ahead of schedule, MP hold them near the checkpoint in a vehicle holding area until it is their scheduled time to pass. They allow convoys that are behind schedule to proceed if route traffic permits and assist drivers who have taken the wrong route.

CHAPTER 10 - BATTLE DRILLS

BATTLE DRILL I. PLATOON ATTACK

SITUATION: The platoon is moving as part of a larger force conducting a movement to contact or a hasty or deliberate attack.

REQUIRED ACTIONS: (Figure 4-2 see foldout on page 4-7.)

STEP 1. Action on Enemy Contact.

a. **The platoon initiates contact.** The platoon leader plans when and how his base-of-fire element initiates contact with the enemy to establish a base of fire. This element must be in position and briefed before it initiates contact. If the platoon has not been detected, STEPS 1 and 2 consist of positioning the support element and identifying the enemy's positions.

b. **The enemy initiates contact.** If the enemy initiates contact, the platoon takes the following actions:

(1) The squad in contact reacts to contact (Battle Drill 2). It attempts to achieve suppressive fires with one fire team and maneuvers the other team to attack the enemy in the flank. The squad leader notifies the platoon leader of his action.

(2) The platoon leader, his RATELO, the platoon FO, the squad leader of the next squad, and one machine gun team move forward to link up with the squad leader of the squad in contact.

(3) The squad leader of the trail squad moves to the front of his lead fire team.

(4) The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader. If directed, he assumes control of the base-of-fire element and positions the machine guns to add suppressive fires against the enemy.

(5) The platoon leader assesses the situation. He follows the success of the squad's flank attack by leading the trail squads along the covered and concealed route taken by the assaulting fire team of the squad in contact.

(6) If the squad in contact cannot achieve suppressive fire, the squad leader reports to the platoon leader.

(a) The squad in contact establishes a base of fire. The squad leader deploys his squad to provide effective, sustained fires on the enemy position. The squad leader reports his final position to the platoon leader.

(b) The remaining squads (not in contact) take up covered and concealed positions in place and observe to the flanks and rear of the platoon.

(c) The platoon leader moves forward with his RATELO, the platoon FO, the squad leader of the nearest squad, and one machine gun team.

STEP 2. Locate the Enemy.

- a. The squad leader of the squad in contact reports the enemy size and location, and any other information to the platoon leader. The platoon leader completes the squad leader's assessment of the situation.
- b. The squad continues to engage the enemy's position.
- c. The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader.

STEP 3. Suppress the Enemy.

- a. The platoon leader determines if the squad in contact can gain suppressive fire against the enemy based on the volume and accuracy of the enemy's return fire.
 - (1) If the answer is **YES**, he directs the squad (with one or both machine guns) to continue suppressing the enemy
 - (a) The squad in contact destroys or suppresses enemy weapons that are firing most effectively against it; normally crew-served weapons.
 - (b) The squad in contact places screening smoke (M203) to prevent the enemy from seeing the maneuver element.
 - (2) If the answer is **NO**, the platoon leader deploys another squad and the second machine gun team to suppress the enemy position. (The platoon leader may direct the platoon sergeant to position this squad and one or both machine gun teams in a better support-by-fire position.)
- b. The platoon leader again determines if the platoon can gain suppressive fires against the enemy.
 - (1) If the answer is **YES**, he continues to suppress the enemy with the two squads and two machine guns.
 - (a) The platoon sergeant assumes control of the base-of-fire element (squad in contact, the machine gun teams, and any other squads designated by the platoon leader).
 - (b) The machine gun team takes up a covered and concealed position and suppresses the enemy position.
 - (c) The platoon FO calls for and adjusts fires based on the platoon leader's directions. (The platoon leader does not wait for indirect fires before continuing with his actions.)
 - (2) If the answer is still **NO**, the platoon leader deploys the last squad to provide flank and rear security and to guide the rest of the company forward as necessary, and reports the situation to the company commander. Normally the platoon will become the base-of-fire element for the company and may deploy the last squad to add suppressive fires. The platoon continues to suppress or fix the enemy with direct and indirect fire, and responds to orders from the company commander.

STEP 4. Attack.

If the squad(s) in contact together with the machine gun(s) can suppress the enemy, the platoon leader determines if the remaining squad(s) not in contact can maneuver. He makes the following assessment:

Location of enemy positions and obstacles.

- Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)

- Vulnerable flank.

- Covered and concealed flanking route to the enemy position.

a. If the answer is **YES**, the platoon leader maneuvers the squad(s) into the assault:

(1) Once the platoon leader has ensured that the base-of-fire element is in position and providing suppressive fires, he leads the assaulting squad(s) to the assault position.

(2) Once in position, the platoon leader gives the prearranged signal for the base-of-fire element to lift or shift direct fires to the opposite flank of the enemy position. (The assault element **MUST** pickup and maintain effective fires throughout the assault. Handover of responsibility for direct fires from the base-of-fire element to the assault element is critical.)

(3) The platoon FO shifts indirect fires to isolate the enemy position.

(4) The assaulting squad(s) fight through enemy positions using fire and maneuver. The platoon leader controls the movement of his squads. He assigns specific objectives for each squad and designates the main effort or base maneuver element. (The base-of-fire element must be able to identify the near flank of the assaulting squad(s).)

(5) In the assault, the squad leader determines the way in which he will move the elements of his squad based on the volume and accuracy of enemy fire against his squad and the amount of cover afforded by the terrain. (Figure 4-1.) In all cases, each soldier uses individual movement techniques as appropriate.

(a) The squad leader designates one fire team to support the movement of the other team by fires.

(b) The squad leader designates a distance or direction for the team to move. He accompanies one of the fire teams.

(c) Soldiers must maintain contact with team members and leaders.

(d) Soldiers time their firing and reloading in order to sustain their rate of fire.

(e) The moving fire team proceeds to the next covered position. Teams use the wedge formation when assaulting. Soldiers move in rushes or by crawling.

(f) The squad leader directs the next team to move.

(g) If necessary, the team leader directs soldiers to bound forward as individuals within buddy teams. Soldiers coordinate

their movement and fires with each other within the buddy team. They maintain contact with their team leader.

(h) Soldiers fire from covered positions. They select the next covered position before moving. They either rush forward (no more than 5 seconds), or use high or low crawl techniques based on terrain and enemy fires.

b. If the answer is **NO**, or the assaulting squad(s) cannot continue to move, the platoon leader deploys the squad(s) to suppress the enemy and reports to the company commander. The platoon continues suppressing enemy positions and responds to the orders of the company commander.

STEP 5. Consolidate and Reorganize.

a. **Consolidate.** Once the assaulting squad(s) has seized the enemy position, the platoon leader establishes local security. (The platoon must prepare to defeat an enemy counterattack. The platoon is most vulnerable at the conclusion of the assault.)

(1) The platoon leader signals for the base-of-fire element to move up into designated positions.

(2) The platoon leader assigns sectors of fire for each squad.

(3) The platoon leader positions key weapons to cover the most dangerous avenue(s) of approach.

(4) The platoon sergeant begins coordination for ammunition resupply.

(5) Soldiers take up hasty defensive positions.

(6) The platoon leader and his FO develop a quick fire plan.

(7) The squads place out OPs to warn of enemy counterattacks.

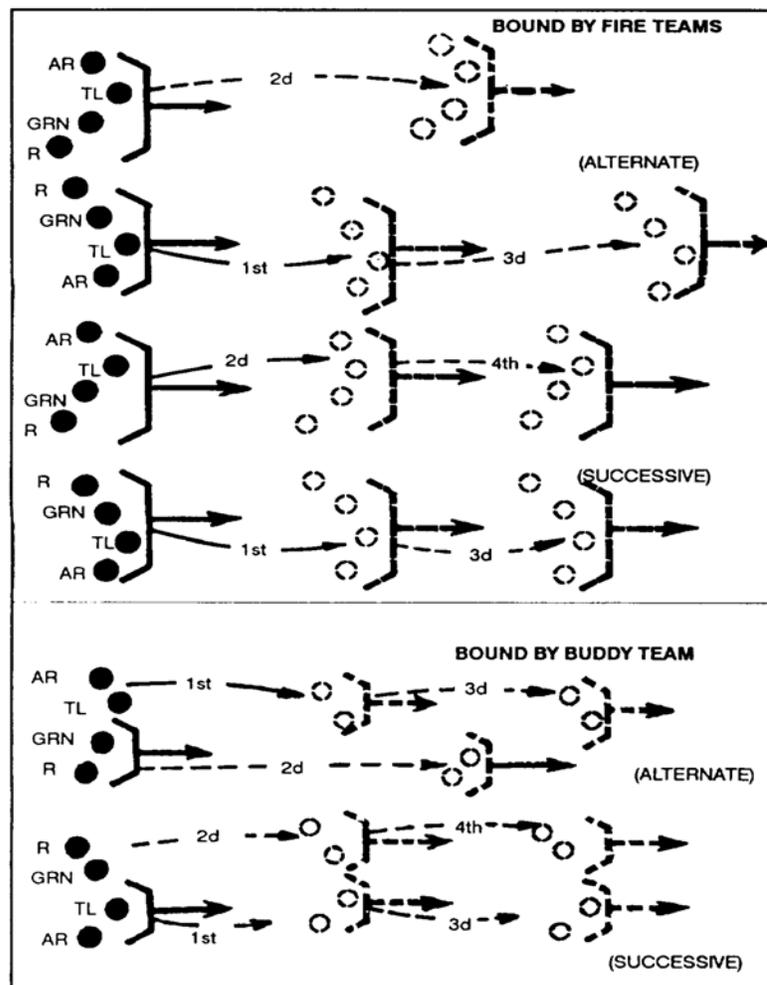


Figure 4-1. Movement to assault.

b. Reorganize.

- (1) The platoon performs the following tasks (only after it completes the consolidation of the objective):
 - (a) Reestablish the chain of command.
 - (b) Redistribute and resupply ammunition.
 - (c) Man crew-served weapons first.
 - (d) Redistribute critical equipment (radios, NBC, NVDs).
 - (e) Treat casualties and evacuate wounded.
 - (f) Fill vacancies in key positions.
 - (g) Search, silence, segregate, safeguard, and speed EPWs to collection points.
 - (h) Collect and report enemy information and materiel.
- (2) Squad leaders provide ammunition, casualty, and equipment (ACE) reports to the platoon leader.
- (3) The platoon leader consolidates ACE reports and passes them to the company commander (or XO).
- (4) The platoon continues the mission after receiving guidance from the company commander. The company follows the success of the platoon's flanking attack.

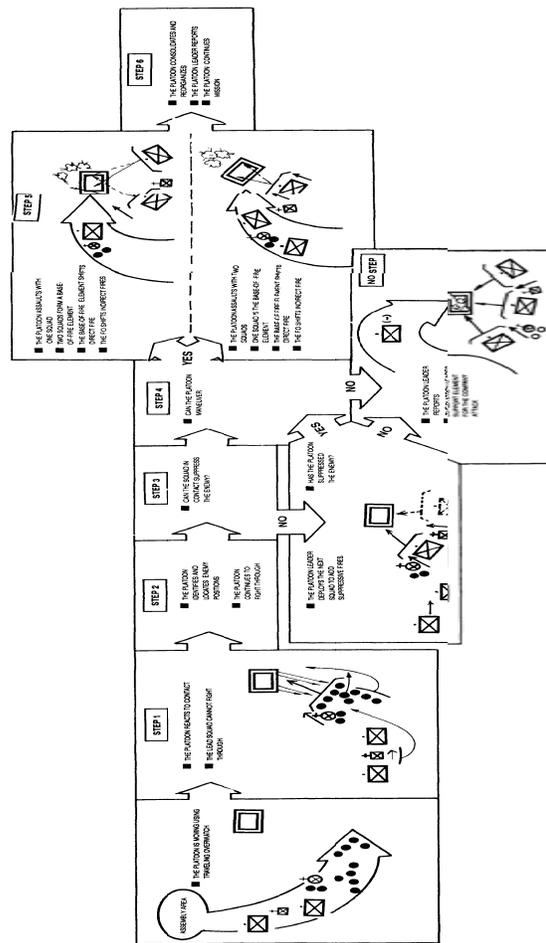


Figure 4-2. Platoon attack.

BATTLE DRILL 1A. SQUAD ATTACK

SITUATION: The squad is moving as part of the platoon conducting a movement to contact or a hasty or deliberate attack.

REQUIRED ACTIONS: (Figure 4-3):

STEP 1. Action on Enemy Contact.

- a. Soldiers receiving fire take up nearest positions that afford protection from enemy fire (cover) and observation (concealment).
- b. The fire team in contact immediately returns heavy volume of suppressive fire in the direction of the enemy.
 - (1) Soldiers in the fire team in contact move to positions (bound or crawl) from which they can fire their weapons, position themselves to ensure that they have observation, fields of fire, cover, and concealment. They continue to fire and report known or suspected enemy positions to the fire team leader.
 - (2) The team leader directs fires using tracers or standard fire commands.
 - (3) The fire team not in contact takes covered and concealed positions in place and observes to the flanks and rear of the squad.
 - (4) The squad leader reports contact to the platoon leader and moves toward the fire team in contact.

STEP 2. Locate the Enemy.

- a. Using sight and sound, the fire team in contact acquires known or suspected enemy positions.
- b. The fire team in contact begins to place well-aimed fire on suspected enemy positions.
- c. The squad leader moves to a position where he can observe the enemy and assess the situation.
- d. The squad leader requests, through the platoon leader, for immediate suppression indirect fires (normally 60-mm mortars).
- e. The squad leader reports the enemy size and location, and any other information to the platoon leader. (As the platoon leader comes forward, he completes the squad leader's assessment of the situation.)

STEP 3. Suppress the Enemy.

The squad leader determines if the fire team in contact can gain suppressive fire based on the volume and accuracy of the enemy fire.

- a. If the answer is YES, the fire team leader continues to suppress the enemy:
 - (1) The fire team destroys or suppresses enemy crew-served weapons first.
 - (2) The fire team places smoke (M203) on the enemy position to obscure it.
 - (3) The fire team leader continues to control fires using tracers or

standard fire commands. Fires must be well-aimed and continue at a sustained rate with no lulls.

(4) Buddy teams fire their weapons so that both are not reloading their weapons at the same time.

b. If the answer is **NO**, the squad leader then deploys the fire team not in contact to establish a support-by-fire position. He reports the situation to the platoon leader. Normally, the squad will become the base-of-fire element for the platoon. The squad continues to suppress the enemy and responds to orders from the platoon leader. (The platoon leader, his RATELO, the platoon FO, one machine gun team, and the squad leader of the next squad, as well as the platoon sergeant and the other machine gun team, are already moving forward IAW Battle Drill 1, Platoon Attack.)

STEP 4. Attack.

If the fire team in contact can suppress the enemy, the squad leader determines if the fire team not in contact can maneuver. He makes the following assessment:

- Location of enemy position(s) and obstacles.
- Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
- Vulnerable flank.

✓ Covered and concealed flanking route to the enemy position.

a. If the answer is **YES**, the squad leader maneuvers the fire team in the assault:

(1) The squad leader directs the fire team in contact to support the movement of the other fire team. He then leads or directs the assaulting fire team leader to maneuver his fire team along a route that places the fire team in a position to assault the enemy. (The assaulting fire team must pick up and maintain fire superiority throughout the assault. Handover of responsibility for direct fires from the supporting fire team to the assaulting fire team is critical.)

(2) Once in position, the squad leader gives the prearranged signal for the supporting fire team to lift fires or shift fires to the opposite flank of the enemy position.

(3) The assaulting fire team fights through enemy positions using fire and movement. (The supporting fire team must be able to identify the near flank of the assaulting fire team.)

(a) The team leader selects the route that allows him to reach his objective, while providing the best available cover and concealment for his team. The team leader then leads his team, from up front, in a shallow wedge throughout the attack.

(b) Fire team members conduct individual movement techniques as individuals or buddy teams, while maintaining their relative position in the assault formation. At the end of each move, soldiers take up covered and concealed positions and resume firing.

b. If the answer is **NO** or the assaulting fire team cannot continue to move, the squad leader deploys the assaulting fire team to add its fires against the enemy, reports to the platoon leader and requests instructions. The squad continues suppressing enemy positions and responds to the orders of the platoon leader.

STEP 5. Consolidate and Reorganize.

a. Once the assaulting fire team has seized the enemy position, the squad leader establishes local security. (The squad leader must quickly prepare to defeat any enemy counterattack. At the conclusion of the assault, the squad is most vulnerable.)

(1) The squad leader signals for the supporting fire team to move up into a designated position.

(2) The squad leader assigns sectors of fire for both fire teams.

(3) The squad leader positions key weapons.

(4) All soldiers take up hasty defensive positions.

(5) The squad leader develops an initial fire support plan against an enemy counterattack. (As the platoon moves up, he hands the plan to the platoon leader for further development.)

(6) The squad leader posts an OP to warn of enemy activity.

b. The squad performs the following tasks:

(1) Reestablish the chain of command.

(2) Redistribute and resupply ammunition.

(3) Man crew-served weapons first.

(4) Redistribute critical equipment (for example, radios, NBC, NVDs).

(5) Treat casualties and evacuate wounded.

(6) Fill vacancies in key positions.

(7) Search, silence, segregate, safeguard, and speed EPWs to collection points.

(8) Collect and report enemy information and materiel.

c. Team leaders provide ammunition, casualty, and equipment (ACE) reports to the squad leader.

d. The squad leader consolidates the ACE report and passes it to the platoon leader (or platoon sergeant).

e. The squad continues the mission after receiving instructions from the platoon leader. (The platoon follows the success of the squad's flanking attack with the remaining squads as part of the platoon attack.)

f. The squad leader reports the situation to the platoon leader.

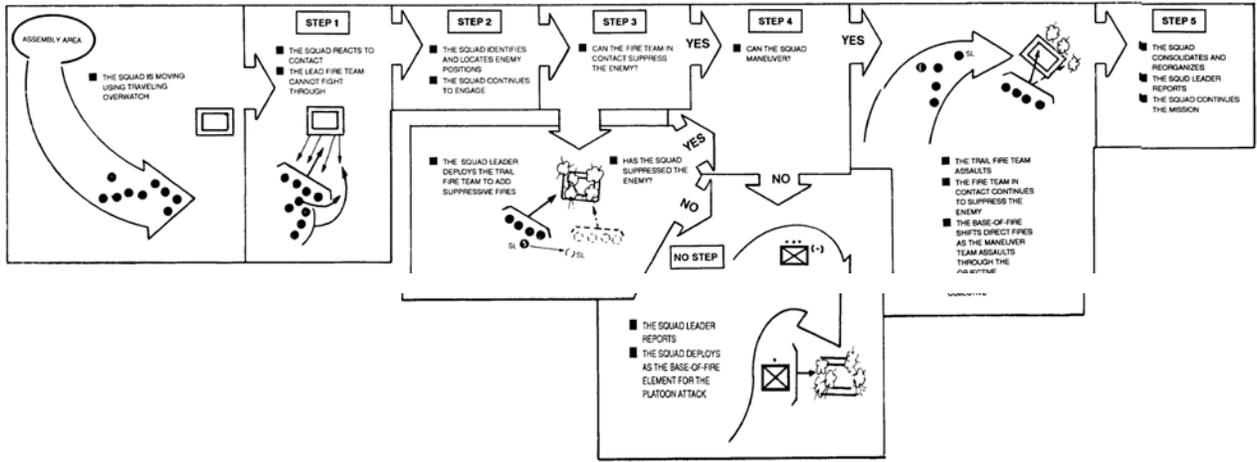


Figure 4-3. Squad attack.

BATTLE DRILL 2. REACT TO CONTACT

SITUATION: A squad or platoon receives fires from enemy individual or crew-served weapons.

REQUIRED ACTIONS: (Figure 4-4.)

1. Soldiers immediately take up the nearest covered positions and return fire in the direction of contact.
2. Team/squad leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the squad/platoon leader.
3. Fire team leaders control fire using standard fire commands (initial and supplemental) containing the following elements:
 - Alert.
 - Direction.
 - Description of target.
 - Range.
 - Method of fire (manipulation, and rate of fire).
 - Command to commence firing.
4. Soldiers maintain contact with the soldiers on their left and right.
5. Soldiers maintain contact with their team leaders and report the location of enemy positions.
6. Leaders check the status of their personnel.
7. The team/squad leaders maintain contact with the squad/platoon leader.
8. The squad/platoon leader—
 - a. Moves up to the fire team/squad in contact and links up with its leader. (The platoon leader brings his RATELO, platoon FO, the squad leader of the nearest squad, and one machine gun team. The squad leader of the trail squad moves to the front of his lead fire team. The platoon sergeant also moves forward with the second machine gun team and links up with the platoon leader, ready to assume control of the base-of-fire element.)
 - b. Determines whether or not his squad/platoon must move out of an engagement area.
 - c. Determines whether or not he can gain and maintain suppressive fires with his element already in contact (based on the volume and accuracy of enemy fires against the element in contact).
 - d. Makes an assessment of the situation. He identifies—
 - The location of the enemy position and obstacles.
 - The size of the enemy force. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of the enemy strength.)
 - Vulnerable flanks.
 - Covered and concealed flanking routes to the enemy position.
 - e. Determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or

trench).

f. Reports the situation to the platoon leader/company commander and begins to maneuver.

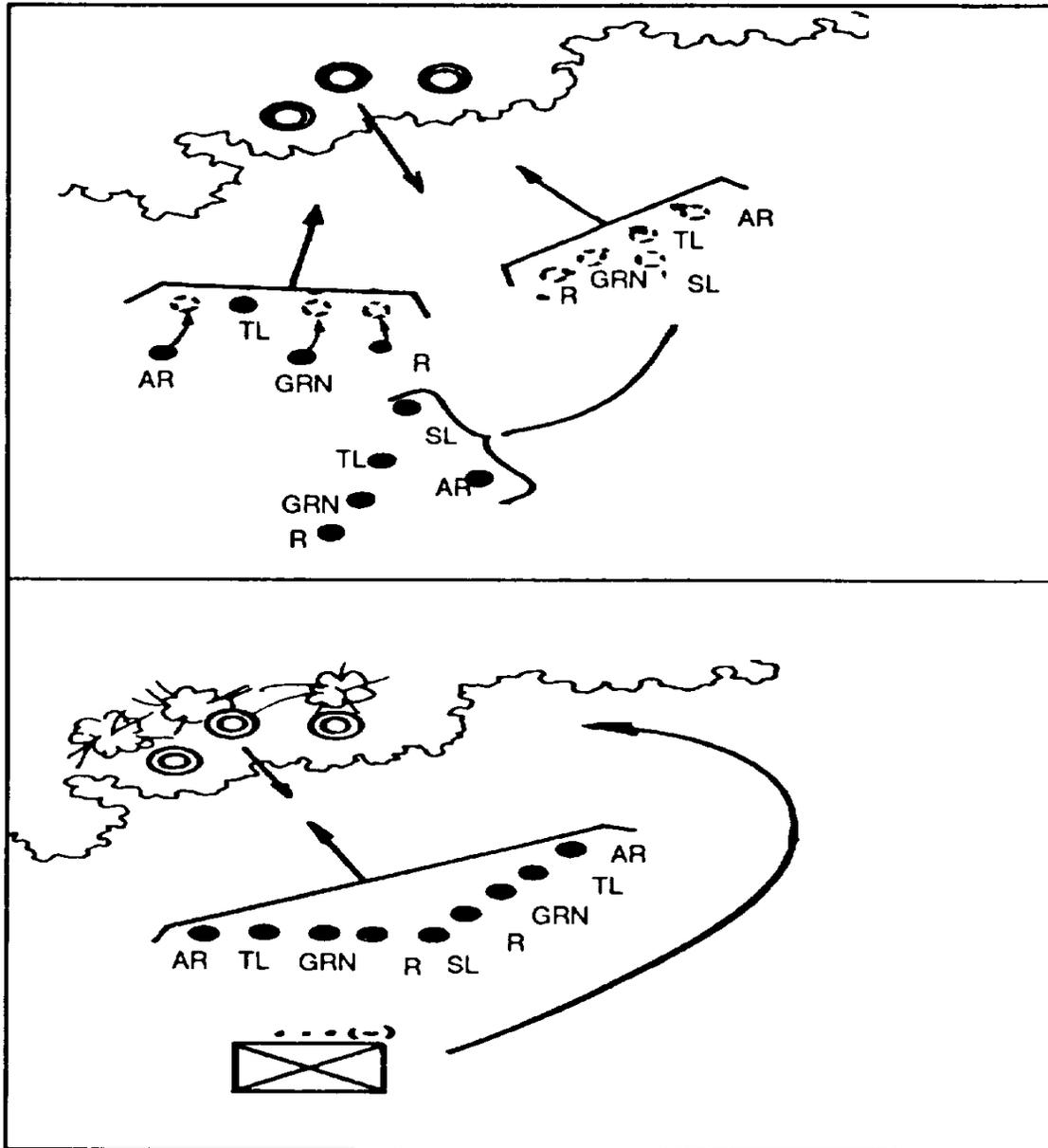


Figure 4-4. React to contact.

g. Calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay requests through the platoon leader.)
9. Team leaders lead their teams by example; for example, "Follow me, do as I do."
10. Leaders relay all commands and signals from the platoon chain of command.

BATTLE DRILL 3. BREAK CONTACT

SITUATION: The squad/platoon is under enemy fire and must break contact.

REQUIRED ACTIONS: (Figure 4-5.)

1. The squad/platoon leader directs one fire team/squad in contact to support the disengagement of the remainder of the unit.
2. The squad/platoon leader orders a distance and direction, or a terrain feature, or last objective rally point for the movement of the first fire team/squad.
3. The base of fire (fire team/squad) continues to suppress the enemy.
4. The moving element uses fragmentation, concussion, and smoke grenades to mask its movement.
5. The moving element takes up the designated position and engages the enemy position.
6. The platoon leader directs the base-of-fire element to move to its next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire team/squad may need to use fire and movement techniques.)
7. The squad/platoon continues to bound away from the enemy until (the squad/platoon must continue to suppress the enemy as it breaks contact)-
 - It breaks contact.
 - It passes through a higher level support-by-fire position.
 - Its fire teams/squads are in the assigned position to conduct the next mission.
8. The leader should consider changing the direction of movement once contact is broken. This will reduce the ability of the enemy to place effective indirect fires on the unit.
9. If the squad or platoon becomes disrupted, soldiers stay together and move to the last designated rally point.
10. Squad/platoon leaders account for soldiers, report, reorganize as necessary and continue the mission.

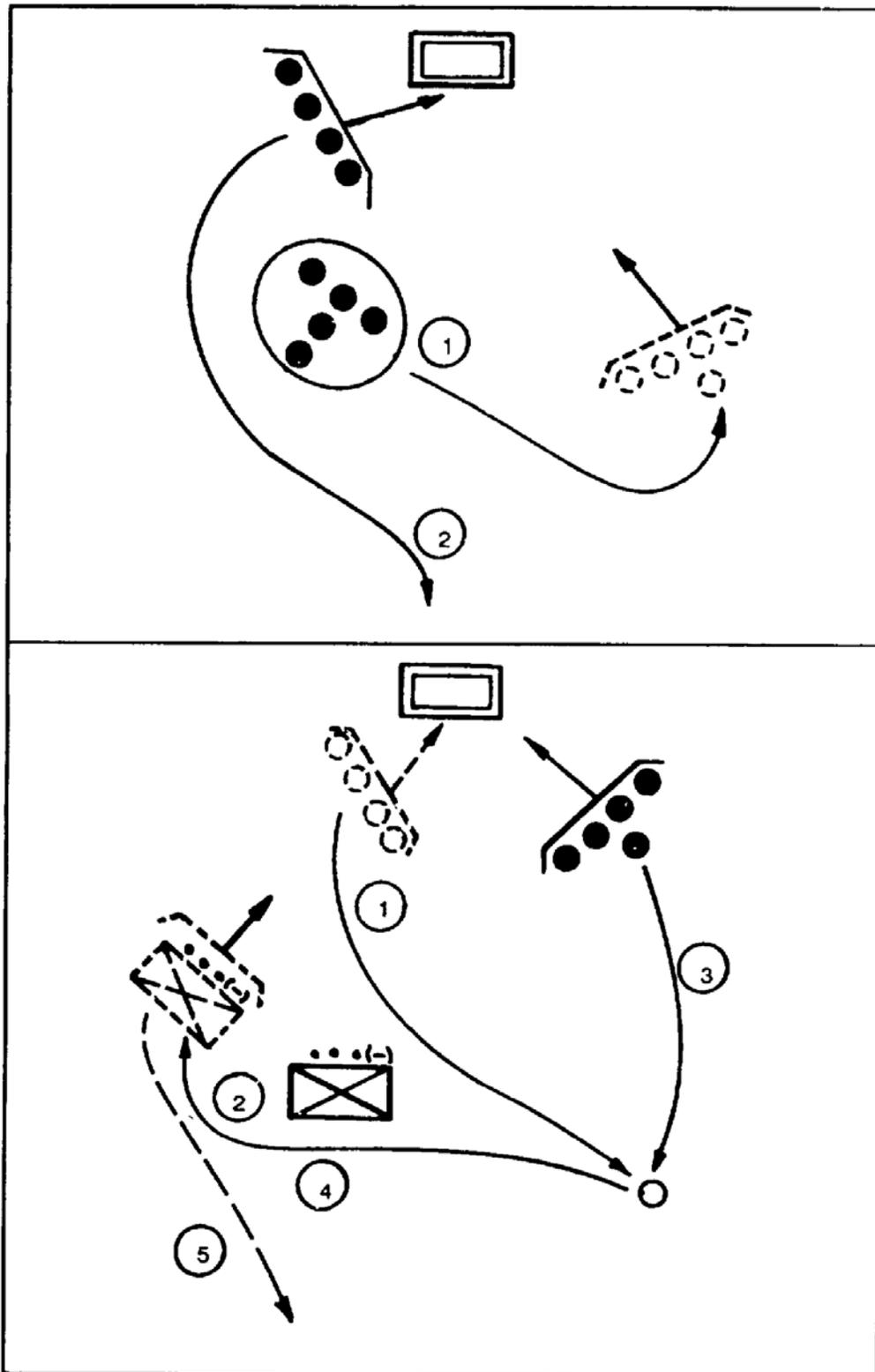


Figure 4-5. Break contact.

BATTLE DRILL 4. REACT TO AMBUSH

SITUATION: If the squad/platoon enters a kill zone and the enemy initiates an ambush with a casualty-producing device and a high volume of fire, the unit takes the following actions.

REQUIRED ACTIONS: (Figure 4-6.)

1. In a near ambush (within hand-grenade range), soldiers receiving fire immediately return fire, take up covered positions, and throw fragmentation concussion, and smoke grenades.
 - a. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement.
 - b. Soldiers not in the kill zone immediately—
 - Identify enemy positions.
 - Initiate immediate suppressive fires against the enemy.
 - Take up covered positions.
 - Shift fires as the soldiers in the kill zone assault through the ambush.
2. In a far ambush (beyond hand-grenade range). soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy by—
 - Destroying or suppressing enemy crew-served weapons first.
 - Obscuring the enemy position with smoke (M203).
 - Sustaining suppressive fires.
 - a. Soldiers (teams/squads) not receiving fires move by a covered and concealed route to a vulnerable flank of the enemy position and assault using fire and movement techniques.
 - b. Soldiers in the kill zone continue suppressive fires and shift fires as the assaulting team/squad fights through the enemy position.
3. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he lifts fires or shifts them to isolate the enemy position, or to attack them with indirect fires as they retreat.
4. The squad/platoon leader reports, reorganizes as necessary, and continues the mission.

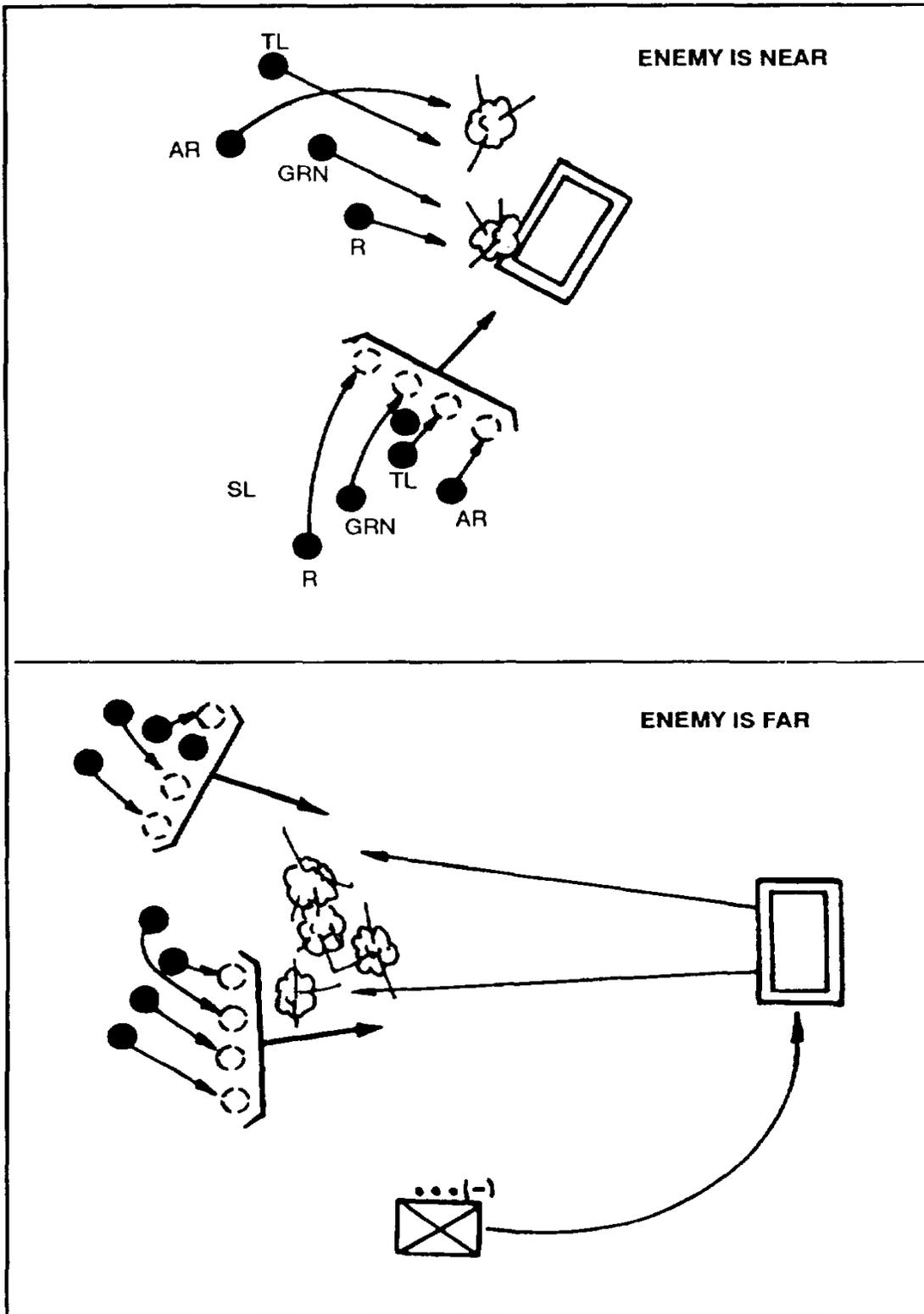


Figure 4-6. React to ambush.

BATTLE DRILL 5. KNOCK OUT BUNKERS

SITUATION: The platoon identifies enemy in bunkers while moving as a part of a larger force.

REQUIRED ACTIONS: (Figures 4-7 and 4-8.)

1. The platoon initiates contact:
 - a. The squad in contact establishes a base of fire.
 - b. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
 - c. The platoon sergeant moves forward with the second machine gun team and assumes control of the base-of-fire element.
 - d. The base-of-fire element–
 - (1) Destroys or suppresses enemy crew-served weapons first.
 - (2) Obscures the enemy position with smoke (M203).
 - (3) Sustains suppressive fires at the lowest possible level.
 - e. The platoon FO calls for and adjusts indirect fires as directed by the platoon sergeant.
2. The platoon leader determines that he can maneuver by identifying–
 - a. The enemy bunkers, other supporting positions, and any obstacles.
 - b. The size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. A vulnerable flank of at least one bunker.
 - d. A covered and concealed flanking route to the flank of the bunker.
3. The platoon leader determines which bunker is to be assaulted first and directs one squad (not in contact) to knock it out.
4. If necessary, the platoon sergeant repositions a squad, fire team, or machine gun team to isolate the bunker as well as to continue suppressive fires.
5. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker.
 - a. The squad leader moves with the assaulting fire team along the covered and concealed route to the flank of the bunker.
 - (1) The assaulting fire team approaches the bunker from its blind side and does not mask the fires of the base-of-fire element.
 - (2) Soldiers constantly watch for other bunkers or enemy positions in support of it.
 - b. Upon reaching the last covered and concealed position–
 - (1) The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker (includes the use of LAW/AT4s).
 - (2) The squad leader positions himself where he can best control his teams. On the squad leader's signal, the base-of-fire element lifts fires or shifts fires to the opposite side of the bunker from the assaulting

fire team's approach.

(3) The grenadier and rifleman continue forward to the blind side of the bunker. One soldier takes up a covered position near the exit, while one soldier cooks off (two seconds maximum) a grenade, shouts FRAG OUT, and throws it through an aperture.

(4) After the grenade detonates, the soldier covering the exit enters the bunker, firing short bursts, to destroy the enemy. The soldier who throws the grenade should not be the first one to clear the bunker.

c. The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the success of the attack against the bunker and continues the attack of other bunkers.

6. The platoon leader repositions base-of-fire squads as necessary to continue to isolate and suppress the remaining bunkers, and maintain suppressive fires.

7. The platoon leader either redesignates one of the base-of-fire squads to move up and knock out the next bunker; or, directs the assaulting squad to continue and knock out the next bunker.

<p>NOTE: The platoon leader must consider the condition of his assaulting squad(s) (ammunition and exhaustion) and rotate squads as necessary.</p>

a. On the platoon leader's signal, the base-of-fire element lifts fires or shifts fires to the opposite side of the bunker from which the squad is assaulting.

b. At the same time, the platoon FO shifts indirect fires to isolate enemy positions.

8. The assaulting squad takes action to knock out the next bunker (see paragraph 5, above).

9. The platoon leader reports, reorganizes as necessary, and continues the mission. The company follows up the success of the platoon attack and continues to assault enemy positions.

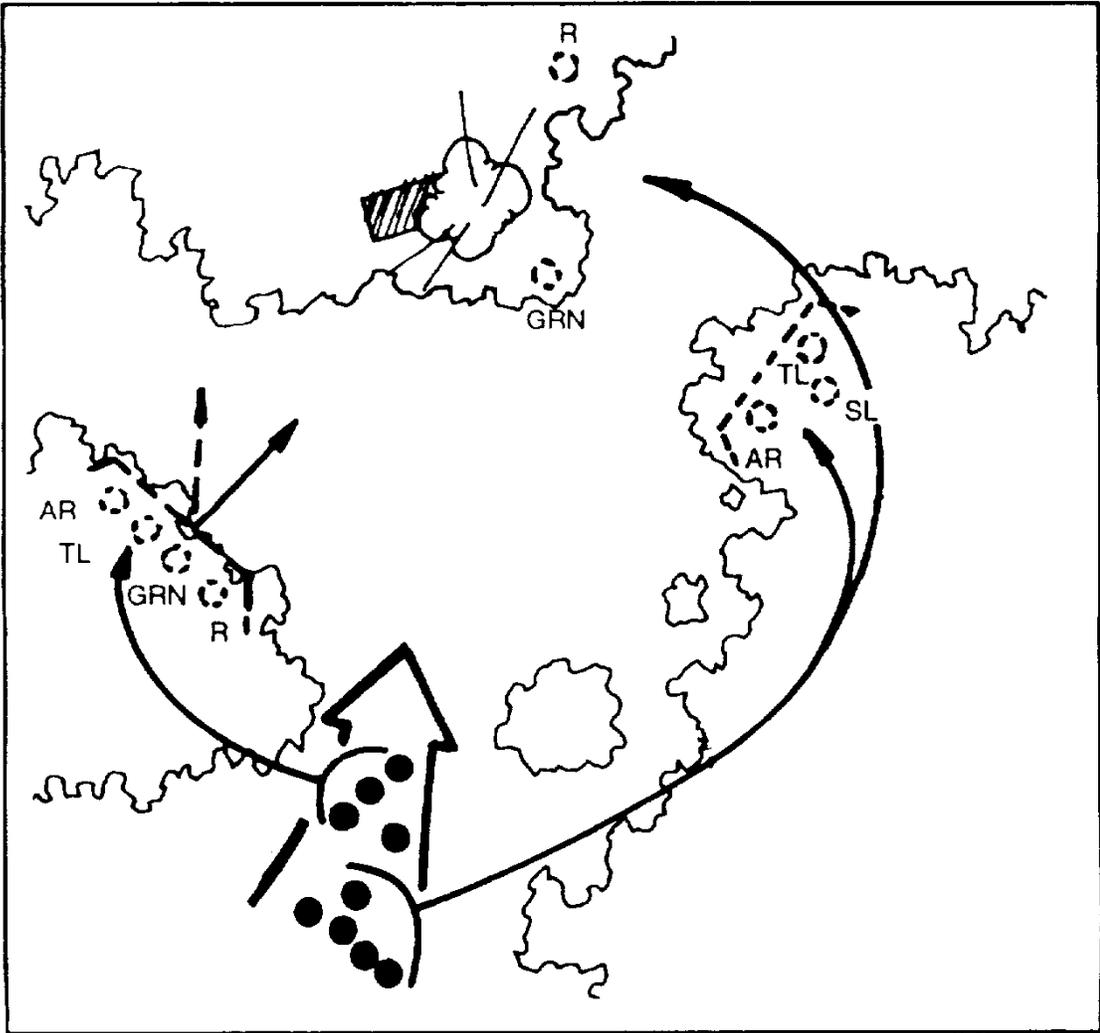


Figure 4-7. Knock out bunker (squad).

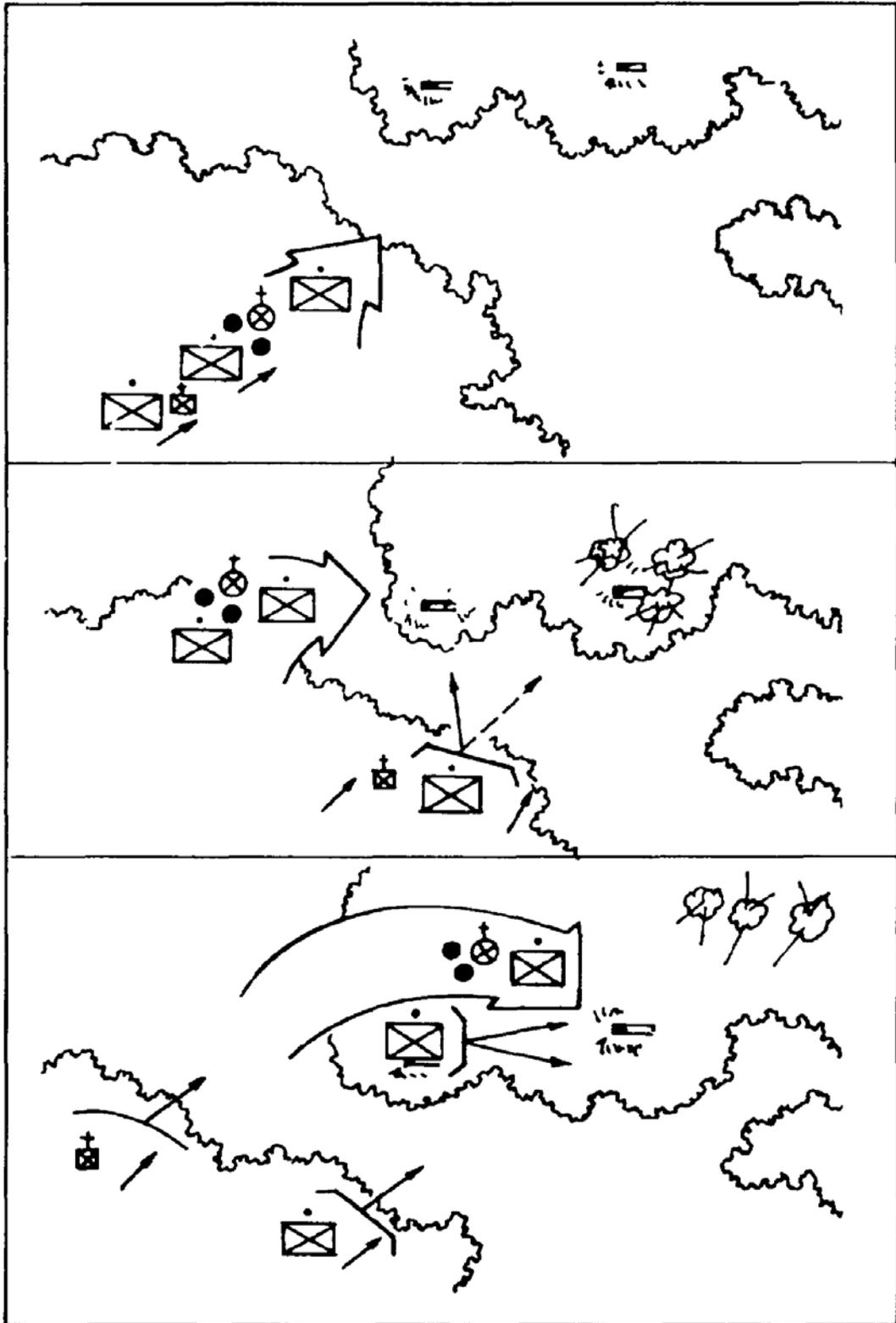


Figure 4-8. Knock out bunkers (platoon).

BATTLE DRILL 6. ENTER BUILDING/CLEAR ROOM

SITUATION: Operating as part of a larger force, the squad is moving and identifies an enemy force in a building.

REQUIRED ACTIONS: (Figures 4-9 and 4-10.)

NOTE: The discussion that follows assumes that the infantry squad is supported only by the platoon's organic weapons. The preferred method of entering a building is to use a tank main gun round; direct-fire artillery round; or TOW, Dragon, or Hellfire missile to clear the first room. Additionally, some MOUT situations may require precise application of firepower. This is true of a MOUT environment where the enemy is mixed with noncombatants. The presence of civilians can restrict the use of fires and reduce the combat power available to a platoon leader. His platoon may have to operate with "no fire" areas. Rules of engagement (ROE) can prohibit the use of certain weapons until a specific hostile action takes place. The use of hand grenades and suppressive fire to enter rooms may be prohibited to preclude noncombatant casualties and collateral damage. All leaders must be aware of the ROE. They must include the precise use of weapons in their planning for MOUT missions. This includes how the platoon will employ its organic weapons including snipers and other weapon systems it may have in support; for example, AC 130 or AH 64 aircraft. They must coordinate the use of marking systems to prevent casualties due to friendly fire. FM 90-10 and FM 90-10-1 provide additional techniques for platoons and squads in MOUT.

1. The fire team initiating contact establishes a base of fire and suppresses the enemy in and around the building.
2. The squad leader determines that he can maneuver by indentifying–
 - a. The building and any obstacles.
 - b. The size of the enemy force engaging the squad.
 - c. An entry point. (Assaulting fire teams should enter the building at the highest level possible.)
 - d. A covered and concealed route to the entry point.
3. The fire team in contact–
 - a. Destroys or suppresses enemy crew-served weapons first.
 - b. Obscures the enemy position with smoke (M203).
 - c. Sustains suppressive fires.
4. The squad leader directs the fire team in contact to support the entry of the other fire team into the building.
5. If necessary, the supporting fire team repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.)
6. The squad leader designates the entry point of the building. The platoon and squad shift direct fires and continue to suppress the enemy in adjacent positions and to isolate the building. The platoon FO lifts

indirect fires or shifts them beyond the building.

7. The squad leader and the assaulting fire team approach the building and position themselves at either side of the entrance. (Soldiers should avoid entering buildings through doors and windows, because they will normally be covered by enemy weapons inside the building.)

8. Allowing cook-off time (two seconds maximum), and shouting FRAG OUT, the lead soldier of the assaulting fire team prepares and throws a grenade into the building.

DANGER

If walls and floors are thin, they do not provide protection from hand grenade fragments.

9. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, up against the wall, engages all identified or likely enemy positions with rapid, short bursts of automatic fire, and scans the room. The rest of the team provides immediate security outside the building.

a. The size and shape of the room may cause the soldier entering the room to move to the left or right. The first soldier in the room decides where the next man should position himself and gives the command NEXT MAN IN, LEFT (or RIGHT). The next man shouts COMING IN, LEFT (RIGHT), enters the building, positions himself to the left of the entrance, up against the wall, and scans the room. Once in position, he shouts NEXT MAN IN (RIGHT or LEFT).

b. Depending on the enemy's situation, the size of the entry and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier goes high, the other low, to prevent firing at one another. This method puts more firepower in the room more quickly, but is more difficult and requires more practice. When both soldiers are in position, the senior soldier gives the command NEXT MAN IN (RIGHT or LEFT).

10. The assaulting fire team leader shouts COMING IN (RIGHT or LEFT), enters the building initially moving left or right and against the wall, and positions himself where he can control the actions of his team. He does not block the entrance way. He makes a quick assessment of the size and shape of the room, and begins to clear the room. He determines if the remaining man in his team is required to assist in clearing the room.

a. If the team leader decides to bring the last man in, he shouts NEXT MAN IN LEFT (or RIGHT). The last man in the fire team shouts COMING IN LEFT (or RIGHT), enters the building, and begins to clear through the room.

b. If the team leader decides not to bring the last man in, he shouts NEXT MAN, STAND FAST. The last man remains outside the building and provides security from there. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to

the squad leader and then assumes the duties of the soldier on the right of the entrance to provide support.

DANGER

While clearing rooms, soldiers must be alert for trip wires and booby traps. They should not expose themselves through open windows or doors.

11. Once the room is cleared, the team leader signals to the squad leader that the room is cleared.
12. The squad leader enters the building and marks the entry point in accordance with the SOP. The squad leader determines whether or not his squad can continue to clear rooms and still maintain suppressive fires outside the building. Normally, it takes a platoon to clear a building.
13. The squad leader and assault fire team move to the entrance of the next room to be cleared and position themselves on either side of the entrance. The squad enters and clears all subsequent rooms by repeating the actions discussed in paragraphs 8 through 12, above.
14. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep the soldiers fresh, to equitably distribute the dangerous duties, and to continue the momentum of the attack.
15. The squad leader follows the fire team that is clearing to ensure that cleared rooms are properly marked in accordance with the SOP.
16. The squad leader assesses the situation to determine if he can continue clearing the building. He reports the situation to the platoon leader. The platoon follows the success of the entry into the building.
17. The squad consolidates its position in the building and then reorganizes as necessary. Leaders redistribute ammunition.

NOTE: Normally the squad/platoons will suppress enemy in buildings with large caliber weapons (particularly if HMMWVs with caliber .50, BFVs, or tanks are available).

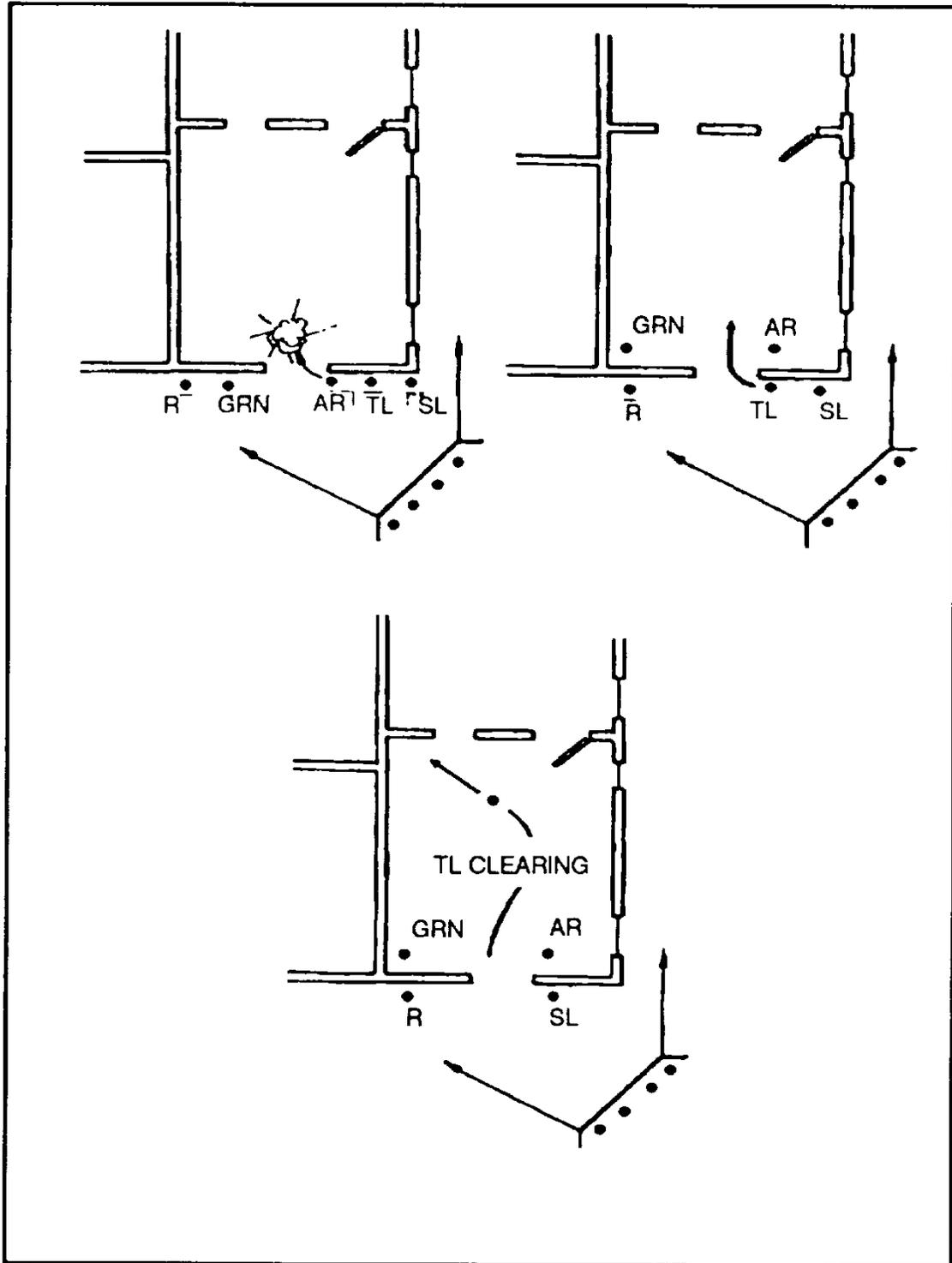


Figure 4-9. Enter a building (squad).

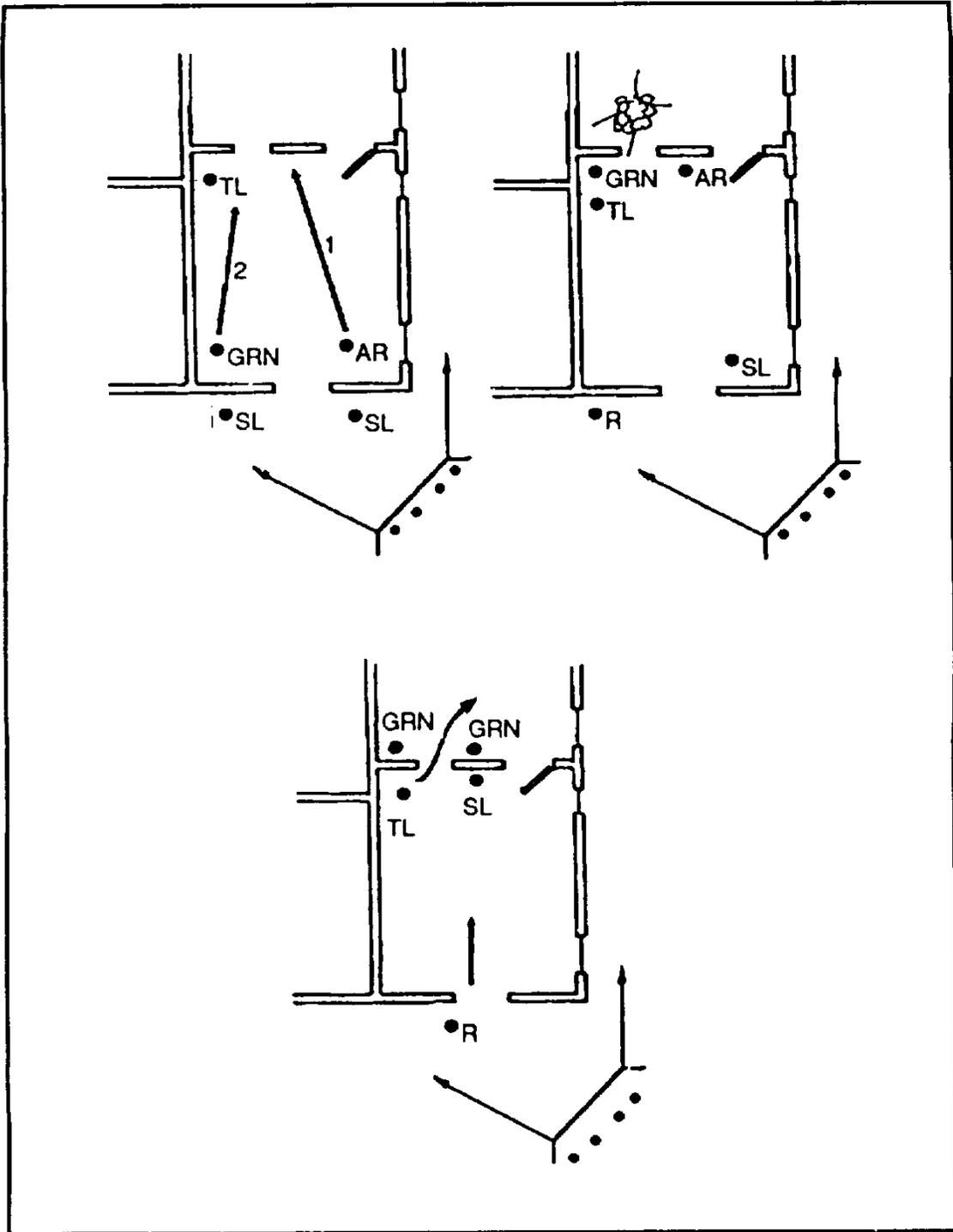


Figure 4-10. Clear a building (squad).

BATTLE DRILL 8. CONDUCT INITIAL BREACH OF A MINED WIRE OBSTACLE

SITUATION: The platoon is operating as part of a larger force. The lead squad identifies a wire obstacle, reinforced with mines, that cannot be bypassed and enemy positions on the far side of the obstacle.

REQUIRED ACTIONS: (Figures 4-13 and 4-14.)

1. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the lead squad.
2. The platoon leader determines that he can maneuver by indentifying–
 - a. The obstacle and enemy positions covering it by fire.
 - b. The size of the enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. A breach point.
 - d. A covered and concealed route to the breach point.
 - e. A support-by-fire position large enough for a squad reinforced with machine guns.
3. The platoon leader directs one squad to support the movement of another squad(s) to the breach point. He indicates the support-by-fire position, the route to it, the enemy position to be suppressed, the breach point, and the route that the rest of the platoon will take to it. He also gives instructions for lifting and shifting fires.
4. The platoon leader designates one squad as the breach squad, and the remaining squad, as the assault squad once the breach has been made. (The assault squad may add its fires to the base-of-fire element. Normally, it follows the covered and conceded route of the breach squad and assaults through immediately after the breach is made.)
5. The designated squad moves to and establishes a base of fire.
6. The platoon sergeant moves forward to the base-of-fire element with the second machine gun team and assumes control of the element.
7. On the platoon leader's signal, the base-of-fire element–
 - a. Destroys or suppresses enemy crew-served weapons, first.
 - b. Obscures the enemy position with smoke (M203).
 - c. Sustains suppressive fires at the lowest possible level.
8. The platoon leader designates the breach point and leads the breach and assault squads along the covered and concealed route to it.
9. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
10. The breach squad executes actions to breach the obstacle.
 - a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.
 - b. The squad leader identifies the breach point.
 - c. The base-of-fire element continues to provide suppressive fires and isolates the breach point.
 - d. The breaching fire team, with the squad leader, move to the breach point using the covered and concealed route.

(1) The squad leader and breaching fire team leader employ smoke grenades to obscure the breach point. The platoon base-of-fire element shifts direct fires away from the breach point and continue to suppress key enemy positions. The platoon FO lifts indirect fires or shifts them beyond the obstacle.

(2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.

(3) The grenadier and rifleman of the breaching fire team probe for mines, and cut the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.)

(4) Once the obstacle has been breached, the breaching fire team leader and the automatic rifleman move to the far side of the obstacle and take up covered and concealed positions with the rifleman and grenadier. The team leader signals to the squad leader when they are in position and ready to support.

c. The squad leader signals the supporting fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team, leaving the grenadier and rifleman of the supporting fire team on the nearside of the breach to guide the rest of the platoon through.

f. Using the same covered and concealed route as the breaching fire team, the supporting fire team moves through the breach and takes up covered and concealed positions on the far side.

g. The squad leader reports to the platoon leader and consolidates as needed.

11. The platoon leader leads the assault squad through the breach in the obstacle and positions them beyond the breach to support the movement of the remainder of the platoon or assaults the enemy position covering the obstacle.

12. The platoon leader reports the situation to the company commander and directs his base-of-fire element to move up and through the obstacle. The platoon leader leaves guides to guide the company through the breach point.

13. The company follows up the success of the platoon as it conducts the breach and continues the assault against the enemy positions.

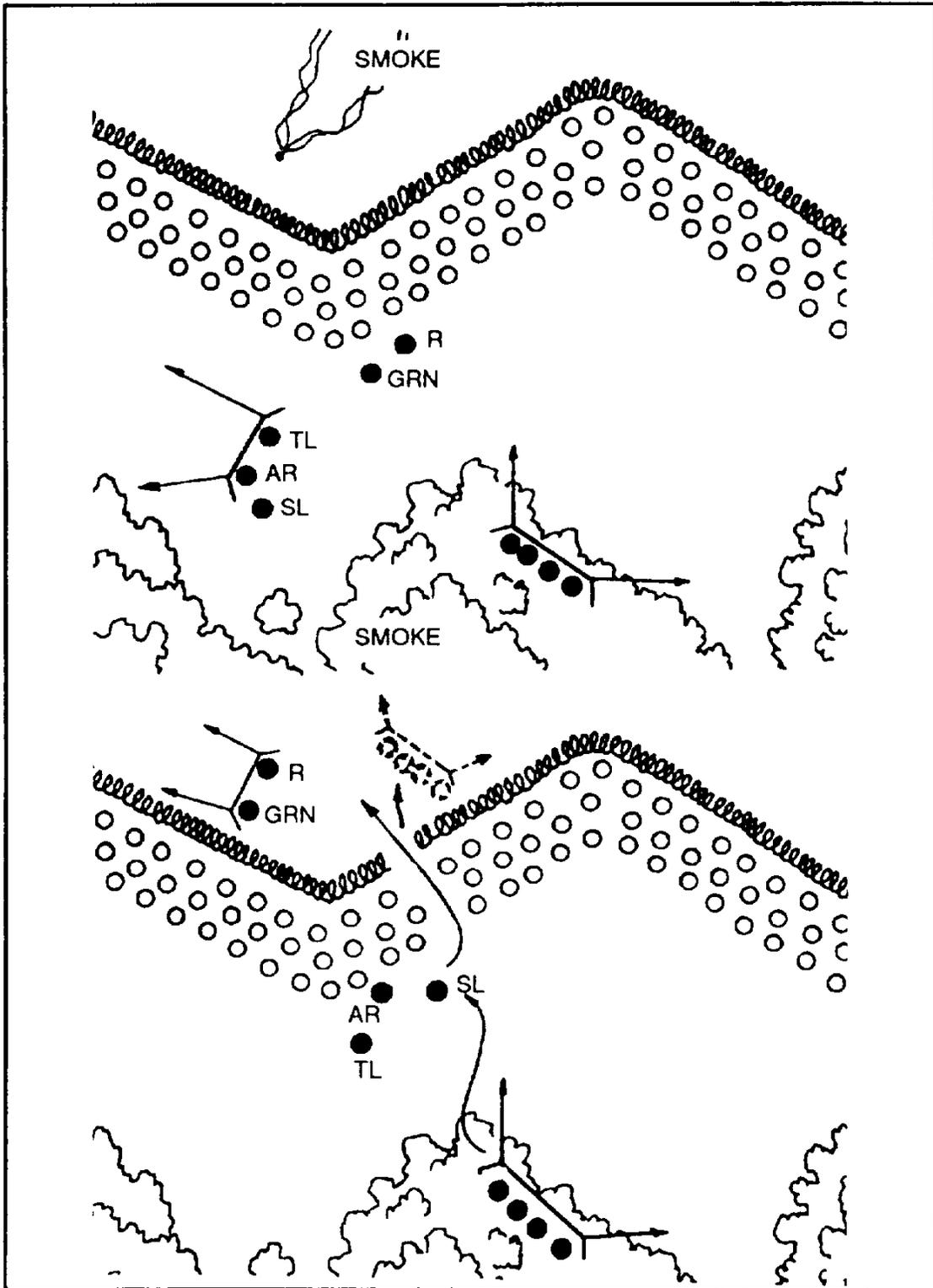


Figure 4-13. Conduct initial breach of a mined wire obstacle (platoon).

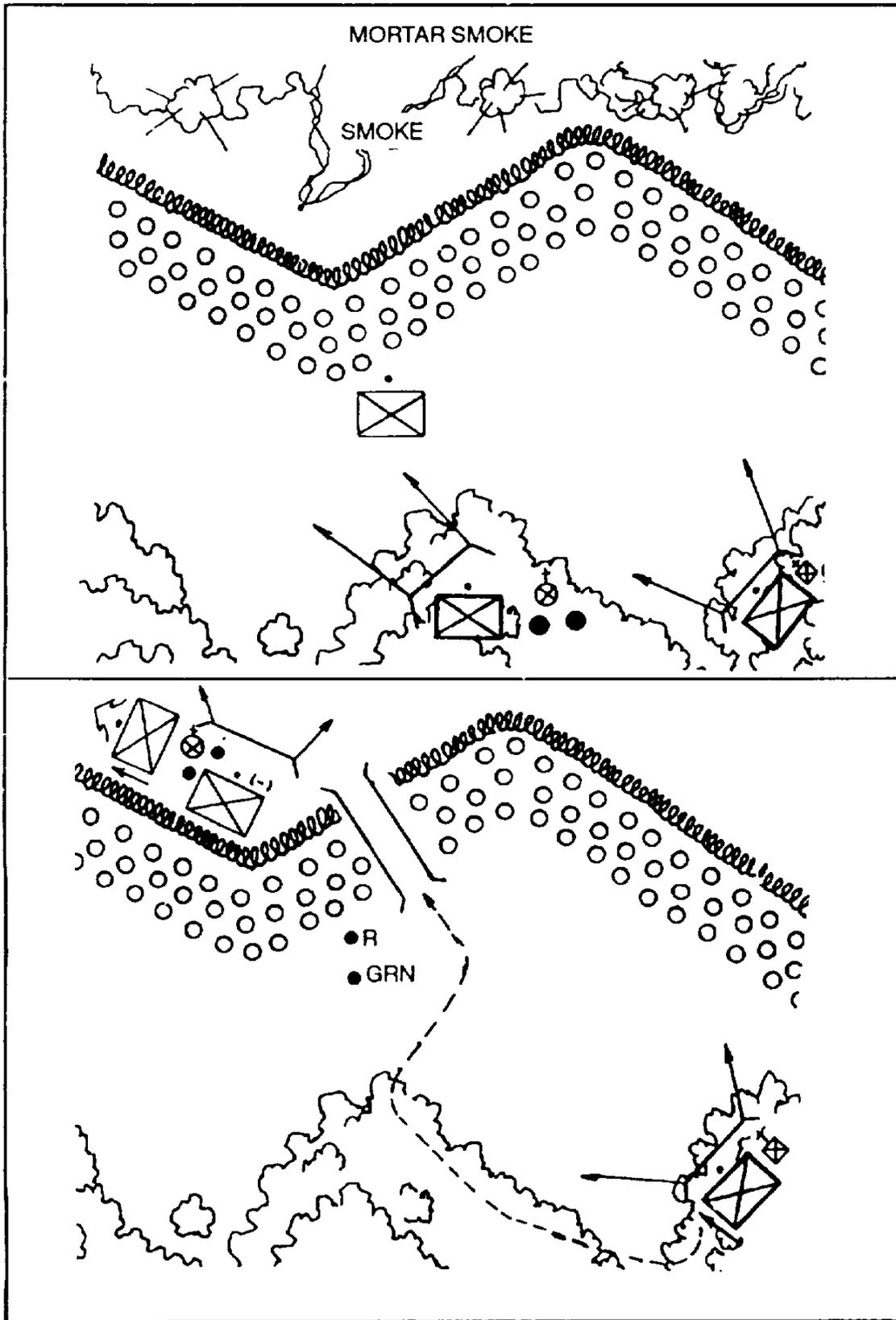


Figure 4-14. Conduct initial breach of a mined wire obstacle (platoon).

CHAPTER 11 – QUICK REFERENCES

SECTION I – COMBAT SERVICE SUPPORT

1. CARRIED OR WORN
 - a. BDU (COMPLETE) (1)
 - b. HELMET, KEVLAR (1)
 - c. ID TAGS with MEDICAL TAGS (as applicable)
 - d. LBE, TO INCLUDE:
 - (1) AMMO POUCH (2) W/ MAGAZINES (6)
 - (2) 1 QT CANTEEN W/COVER (2)
 - (3) CANTEEN CUP (1)
 - (4) FIRST-AID CASE (1)
 - (5) FLASHLIGHT W/RED LENS (1)
 - (6) LENSATIC COMPASS W/CASE (1)
 - (7) EARPLUG CASE W/EARPLUGS (1)
 - e. M-16 RIFLE W/BLANK ADAPTER
 - f. MAP AND PROTRACTOR
 - g. NOTEBOOK W/PEN & PENCIL
 - h. KNEE & ELBOW PADS
2. RUCK SACK
 - a. BAG, WATERPROOF (1)
 - b. CAP, BDU (1)
 - c. TROUSERS, BDU (1)
 - d. UNDERSHIRT, BROWN (1)
 - e. UNDERWEAR (1)
 - f. SOCKS (4 PR)
 - g. PARKA W/W (1)
 - h. TROUSERS W/W (1)
 - i. COLD WEATHER SHIRT / POLYPRO TOP (1)
 - j. RIFLE CLEANING KIT (1)
 - k. MRE'S (2)
 - l. FM 7-8 (1)
 - m. TACSOP (1)
 - n. 550 CORD
 - o. TERRAIN MODEL KIT
 - p. PERSONAL HYGIENE KIT
 - q. CHAPSTICK/SUNSCREEN
 - r. CAMO STICK/COMPACT
 - s. INSECT REPELLENT
 - t. FOOT POWDER
 - u. GLOVES, LEATHER BLACK AND WOOL INSERT (1 PR)
 - v. PONCHO (1)
 - w. 2 QT CANTEEN W/COVER (1)
 - x. E-TOOL W/CASE (1)
 - y. PONCHO LINER (1)**
 - z. BIVY COVER (1)**
3. DUFFLE BAG
 - a. MAT, SLEEPING (1) *
 - b. BAG, SLEEPING (1 EA)
 - c. BOOTS, COMBAT, ARMY ISSUE as per AR 670-1 (1 PR)
 - d. JACKET, BDU (2)
 - e. TROUSERS, BDU (2)
 - f. SOCKS (5 PR)
 - g. UNDERSHIRT, BROWN (4)
 - h. UNDERWEAR (4)
 - i. COAT, COLD WEATHER BDU (1)
 - j. RUNNING SHOES (1 PR)

*CAN BE CARRIED ON OUTSIDE TOP OF RUCK AS DETERMINED BY RTO

**ROLLED TOGETHER, CARRIED ON OUTSIDE BOTTOM OF RUCK

1. **SOLDIER'S LOAD** - Determining the soldier's load is a critical leader task. The soldier's load is always METT-T dependent and must be closely monitored. Soldiers cannot afford to carry unnecessary equipment into the battle. Every contingency cannot be covered. The primary consideration is not how much a soldier can carry, but how much he can carry without impaired combat effectiveness.
2. **SUPPLY** - Policies and procedures are applied for supply requests and resupply operations. CSS operations are driven by the tactical setting for the infantry platoon. Resupply operations are planned in advance so as to not interfere with combat operations. The team leader and squad leader implement CSS by inspecting their soldiers for shortages and shortcomings in equipment and supplies. Once the squads have compiled their lists, they report their status to the platoon sergeant who in turn reports his status to the company XO. To standardize resupply operations, requests are submitted to the company XO for resupply.
 - a. **Requests and Priority for Resupply.** Leaders must constantly assess the need for resupply, prioritize, and request as required.
3. **MAINTENANCE** - All weapons (daily or more frequently as needed) and equipment are cleaned by the user and inspected by squad leaders.
 - a. **Priority for Cleaning and Maintenance.** The priority is mission and situational dependent but will normally be anti-armor, crew-served weapons, and individual weapons.
 - b. **Stand-Down for Maintenance.** Stand-down occurs by having no more than 50 percent of the anti-armor and crew-served weapons at any time out of actions for maintenance. The rest of the squads' small-arms weapons will stand-down at no more than 33 percent at one time.
 - c. **PMCS Requirements.** All weapons systems and equipment receive an operator's cleaning inspection.
 - d. **Evacuation Responsibilities and Procedures.** Once the soldier completes the inspection of his weapons system, the squad leader verifies the work, and if a problem occurs, the squad leader fixes it or informs the platoon sergeant of the problem. The platoon sergeant then consolidates all of the maintenance requests, and informs the company XO during scheduled resupply. The XO evacuates the weapons and equipment to the battalion trains. The XO makes arrangement for a float from higher support.
4. **PERSONNEL**
 - a. **Strength Reports.** The platoon's strength is reported at least twice daily on a secure net or land line from the platoon battle roster.
 - b. **EPWs and Civilian Internees and Detainees.** All EPWs and civilians are handled IAW with the Law of Land Warfare.

SECTION II – LEADERSHIP DIMENSIONS

1. ARMY VALUES:

- a. **LOYALTY (LO):** bears true faith and allegiance to the Constitution, Army, units and soldiers
- b. **DUTY (DU):** fulfills professional, legal and moral obligations
- c. **RESPECT (RE):** promotes dignity, consideration, fairness and EO
- d. **SELFLESS SERVICE (SS):** places Army priorities before self
- e. **HONOR (HO):** adheres to ARMY'S CODE OF VALUES
- f. **INTEGRITY (IT):** exhibits high personal moral standards
- g. **PERSONAL COURAGE (PC):** manifests physical and moral courage

2. LEADERSHIP DIMENSIONS

- a. **ATTRIBUTES:** Fundamental qualities and characteristics
 - (1) **MENTAL (ME):** possess desire, will, initiative, and discipline
 - (2) **PHYSICAL (PH):** maintains appropriate level of physical fitness and military bearing
 - (3) **EMOTIONAL (EM):** displays self control; calm under pressure
- b. **SKILLS:** Skill development is part of self-development; prerequisite to action
 - (1) **CONCEPTUAL (CN):** demonstrates sound judgment, critical/creative thinking, moral reasoning
 - (2) **INTERPERSONAL (IP):** shows skill with people: coaching, teaching, counseling, motivating, and empowering
 - (3) **TECHNICAL (TE):** possess the necessary expertise to accomplish all tasks and functions
 - (4) **TACTICAL (TA):** demonstrates proficiency in required professional knowledge, judgment, and warfighting
- c. **INFLUENCING ACTIONS:** method of reaching goals while operating/improving
 - (1) **COMMUNICATE (CO):** displays good oral, writing, and listening skills for individuals/groups
 - (2) **DECISION MAKING (DM):** employs sound judgment, logical reasoning, and uses resources wisely
 - (3) **MOTIVATING (MO):** inspires, motivates, and guides others toward mission accomplish
- d. **OPERATING ACTIONS:** short-term mission accomplishment
 - (1) **PLANNING (PL):** develops detailed executable plans that are feasible, acceptable, and executable
 - (2) **EXECUTING (EX):** shows tactical proficiency, meets mission standards, and takes care of people resources
 - (3) **ASSESSING (AS):** uses after action and evaluation tools to facilitate consistent improvement
- e. **IMPROVING ACTIONS:** long-term improvement in the Army its people and organizations
 - (1) **DEVELOPING (DE):** invests adequate time and effort to develop individual subordinates

- (2) **BUILDING (BD):** spends time and resources improving individuals, teams, groups, and units: fosters ethical climate
- (3) **LEARNING (LR):** seeks self-improvement and organizational growth: envisioning, adapting, and leading change

SECTION III – INFANTRY PLATOON WEAPONS GUIDE

- ORGANIC WEAPONS** – weapons that are assigned to the platoon over which the platoon leader has direct control. All leaders must know how to employ these weapons effectively in all tactical situations (Table 1).

Weapon	M9 PISTOL	M16A2	M249 SAW	M203	M60	M240B
Weight (lbs)	2.6	8.7	15.5	11	23	27.6
Length (in)	8.5	39	41.1	39	43	49
Max Rng (m)	1800	3600	3600	400	3750	3725
Arming Rng (m)	n/a	n/a	n/a	14	n/a	n/a
Min Safe Rng (m)	n/a	n/a	n/a	31	n/a	n/a
Effective Rng (m)						
Area	n/a	800	800	350	1100	1100
Point	50	580	600	160	600	800
Moving	n/a	200	n/a	n/a	n/a	n/a
Rate of Fire (rpm)						
Cyclic	n/a	700-800	800	n/a	550	650-950
Rapid	n/a	n/a	200*	35	200*	200*
Sustained	60	16	85	35	100	100
Ammunition	Ball	Ball, Tracer, Blank	Ball, Tracer, Blank	HE,WP, CS, ILLUM, BUCK SHOT	Ball, Tracer, Blank	Ball, Tracer, Blank
Basic Load (rds)	30	210	600	24	900	900
* with barrel change						

Table 1. Organic Weapons

- SUPPORT WEAPONS** – provide the platoon and squad leaders additional firepower. They must know how to effectively integrate the fires of these weapons with the fires of their organic weapons. See Supporting Weapons (Table 2) and Fire Support (Table 3).

Weapon	M2 (.50 cal)	MK 19	M 3 RAAWS
Weight (lbs)	84	76	22
Length (in)	66	43	42.6
Max Rng (m)	6765	2212	1000
Min Safe Rnge (m)	n/a	28	50 - HEAT
			500 - ILLUM
			250 - HE
			50 - SMK
			50 - TNG
Effective Rng (m)			
Area	1830	2212	
Point	1200	1500	
Stationary	n/a	n/a	700
Moving	n/a	n/a	250
Back Blast			60
Rates of Fire (rpm)			
Cyclic	500	375	
Rapid	40*	60	
Sustained	40*	40	6
Ammunition			
Type	BALL,AP,	HEDP,HE	HEAT,
	TRACER,	TP,	ILLUM,
	API, API-T,	BUCK SHOT	HE, SMK,
	INCEN,		TP, TNG
	BLANK		

Table 2. Supporting Weapons

Caliber	60-mm	81-mm	81-mm (improved)	107-mm	120-mm	105-mm	105-mm	155-mm
	M224	M29A1	M252	M30	M285	M102	M119	M198
Max Rng (HE)(m)	3,490	4,595	5,608	6,840	7,200	11,500	14,000	18,100
Planning Rng (m)						11,500	11,500	14,600
Projectile Model	HE,W P, ILLUM,	HE,W P, ILLUM,	HE,W P, ILLUM, RP	HE,W P, ILLUM,	HE,SM K, ILLUM,	HE,W P, ILLUM, HEP-T, APIC M, CHEM , APER S, RAP	HE M760 ILLUM, HEP-T, APIC M, CHEM , RAP	HE,W P, ILLUM, SMK, CHEM , NUC, RAP, FASCAM, CPHD, AP/DP ICM
Max Rate of Fire	30 RPM FOR 1 MIN	30 RPM FOR 1 MIN	30 RPM FOR 2 MIN	18 RPM FOR 1 MIN	15 RPM FOR 3 MIN	10 RPM FOR 1 MIN	10 RPM FOR 1 MIN	4 RPM FOR 1 MIN
Sustained Rate of Fire (rd/min)	20	8	15	3	5	3	3	2
Min Range (m)	70	70	83	770	180		DIRECT FIRE	
Fuses	MO	PD, VT, TIME, DLY	PD, VT, TIME, DLY	PD, VT, TIME, DLY	MO	PD, VT, MT, MTSQ, CP, DLY	PD, VT, MTSQ, CP, MT, DLY	PD, VT, CP, MT, MTSQ, DLY

<p>LEGEND:</p> <p>AP - Armor Piercing</p> <p>APERS – Antipersonnel</p> <p>APICM - Antipersonnel Improved Conventional Munitions</p> <p>CHEM – Chemical</p> <p>CP - Concrete Piercing</p> <p>CPHD – Copperhead</p> <p>DLY – Delay</p> <p>DPICM - Dual Purpose Improved Conventional Munitions</p> <p>FASCAM - Family of Scatterable Mines</p> <p>HE - High Explosive</p> <p>HEP-T - High Explosive Plastic Tracer</p> <p>ILLUM – Illumination</p> <p>MIN – Minute</p>	<p>MO – Multi-option - VT, PD, DLY</p> <p>MT - Mechanical Time</p> <p>MTSQ - Mechanical Time Super Quick</p> <p>NUC - Nuclear</p> <p>PD - Point Detonating</p> <p>RAP - Rocket Assisted Projectile</p> <p>RP - Red Phosphorous</p> <p>RPM - Rounds per minute</p> <p>SMK - Smoke</p> <p>TIME - Adjustable Time Delay</p> <p>VT - Variable Time</p> <p>WP - White Phosphorous</p>
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Table 3. Fire Support

SECTION IV – LAND NAVIGATION

1. Back Azimuth
 - a. Greater than 180 degrees subtract 180
 - b. Less than 180 degrees add 180

2. G-M Angle Conversion
 - a. Westerly G-M Angle
 - (1) Grid to Magnetic - Add G-M Angle
 - (2) Magnetic to Grid - Subtract G-M Angle
 - b. Easterly G-M Angle
 - (1) Grid to Magnetic - Subtract G-M Angle
 - (2) Magnetic to Grid - Add G-M Angle

3. INTERSECTION: To Locate an Unknown Point
 - a. Orient Map Using Compass
 - b. Locate and Mark Your Position on the Map
 - c. Determine Magnetic Azimuth From Your Position to Unknown Point Using Compass
 - d. Convert the Magnetic Azimuth to a Grid Azimuth
 - e. Plot the Grid Azimuth From Your Position in the Direction of the Unknown Point
 - f. Move to a Second Known Position and Repeat Steps c, d, e.
 - g. The Unknown Point is Where the Lines Intersect on the Map

4. RESECTION: To Locate Your Own Position
 - a. Orient Map Using Compass
 - b. Locate two Known Points on the Ground and Mark Them on Your Map
 - c. Measure the Magnetic Azimuth to one of the Known Locations
 - d. Convert the Magnetic Azimuth to a Grid Azimuth
 - e. Convert the Grid Azimuth to a Back Azimuth
 - f. Use a Protractor to Plot the Azimuth and Draw a Line From the Known Point to Your Location
 - g. Repeat Steps c, d, e, f For the Second Known Point
 - h. Your Location is Where the Lines Cross

SECTION V – TRAINING SAFETY

1. TRAINING SAFETY LIST

- a. Incorporate the buddy system into all training and other events. Ensure buddy teams understand the importance of individual safety overwatch. (e.g. recognition and first aid for heat/cold injuries)
- b. Designate safety officers to assist in the planning and execution of training.
- c. Use training SOPs that include the use of the Risk Assessment Management Program (RAMP). Continuously update them.
- d. Check appropriate qualifications for instructors, trainers, drivers, lifeguards, etc.
- e. Require special or preliminary training prior to engaging in medium or high risk training. (e.g. PMI)
- f. Establish/enforce appropriate uniform and equipment requirements and prohibitions
- g. Make known the dangers inherent in a training event (risks associated with terrain, off - limits areas, weather, animals, vegetation, water, vehicles, equipment, weapons, ammunition and pyrotechnics.)
- h. Make known the location and responsibilities of safety personnel
- i. Make known the location/use of safety equipment/materials.
- j. Make known the type of medical support, evacuation plans and medical facility to be used if evacuation is needed. Make known emergency radio frequencies/call-signs and telephone numbers.
- k. Conduct safety briefings for all participants prior to and during training as needed.
- l. Establish reporting procedures for unsafe acts/conditions and accidents.
- m. Integrate sensitive items (weapons, night vision equipment, COMSEC, etc.) in RAMP and incorporate appropriate operational and security safeguards.

2. HAZARD REPORTING

- a. All soldiers and cadets will correct identified hazards if they are capable of doing so without endangering themselves or others.
- b. Where soldiers and cadets cannot correct a hazard, they will report informally to their supervisors or to the regiment/committee Safety Coordinator. Such reports may also be submitted directly to the Warrior Forge Safety Office or other appropriate points with in the command.
- c. A formal method of reporting of unsafe or unhealthy working conditions is the completion of DA Form 4755 (Employee Report of Alleged Unsafe or Unhealthy Working Conditions). Normally reports will be signed. However, anonymous reports will be investigated in the same manner as those signed. Submission may be made directly to the Warrior Forge Safety Office or through supervisory and command channels.
- d. All hazard reports will be investigated, and the originator (if known) will be notified in writing within 10 working days of receipt of the report. Notification will include the results of the investigation or an interim response of actions taken or anticipated.

- e. If investigation determines that a hazardous condition does not exist, the reply to the soldier will include the basis for that determination and a point of contact for further explanation.
- f. Hazard Reporting Appeal Process. Appeals may be submitted through the Warrior Forge Safety Office.

SECTION VI - CASUALTY FEEDER REPORT EXAMPLE

CASUALTY FEEDER REPORT (AR 600-10)		CONTROL NO.	CHECK APPLICABLE BOX <input checked="" type="checkbox"/> HOSTILE ACTION <input type="checkbox"/> NON-HOSTILE ACTION
1. LAST NAME - FIRST NAME - MIDDLE INITIAL RAMIREZ, RICHARD			
2. SERVICE NO. 000-00-0000	3. GRADE E5	4. HOUR AND DATE OF INCIDENT 202200 Z OCT 89	
5. UNIT 1st PLT B Co 5-87 INF	6. GEOGRAPHICAL LOCATION (nearby town) AND GRID COORDINATES BAMBERG		
7. TYPE OF CASUALTY (Check applicable box(es))			
<input type="checkbox"/> KILLED IN ACTION	<input type="checkbox"/> MISSING IN ACTION	<input checked="" type="checkbox"/> WOUNDED OR INJURED IN ACTION	
<input type="checkbox"/> DIED OF WOUNDS OR INJURIES	<input type="checkbox"/> CAPTURED	<input type="checkbox"/> LIGHTLY WOUNDED OR INJURED IN ACTION *	
<input type="checkbox"/> DIED NOT AS RESULT OF HOSTILE ACTION	<input type="checkbox"/> DETAINED	<input type="checkbox"/> SERIOUSLY WOUNDED OR INJURED IN ACTION *	
BODY RECOVERED <input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> INTERNED	<input type="checkbox"/> SERIOUSLY INJURED NOT AS RESULT OF HOSTILE ACTION	
BODY IDENTIFIED <input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> MISSING	<input type="checkbox"/> LIGHTLY INJURED NOT AS RESULT OF HOSTILE ACTION	
EVACUATED TO BN AID STATION			
* To be indicated by medical personnel only.			
DA FORM 1156, 1 Jun 66		REPLACES EDITION OF 1 MAY 61, WHICH WILL BE ISSUED AND USED UNTIL EXHAUSTED.	

8. WITNESSES WHO SAW INCIDENT OR IDENTIFIED REMAINS (Name, grade, service number and unit)		
JEFF RHEINWALD E6 000-00-0000, SGT PLT, 7-6 INF		
VIMBO KELLER E4 000-00-0000, SGT PLT, 7-6 INF		
9. REMARKS (Additional circumstances, any religious ministrations performed, etc.)		
10. FOR USE BY C.O. OR MED OFF (only for casualties not the result of hostile action)		AUTHENTICATED BY (CO or Med Off)
VERIFIED BY (Pers Off)		
LINE OF DUTY: <input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> UNDETM		
UNIT 1st PLT B Co, 5-87 INF	GRADE E7	SERVICE NO. 000-00-0000
DATE 20 OCT 89	SIGNATURE OF PERSON PREPARING REPORT Debra Carnes Kinklighter III	

SECTION VII - FIRE SUPPORT

1. **TARGETING** - During mission planning, the platoon leader makes adjustments to the company's indirect fire support plan. Possible targets include—
 - a. Known or suspected enemy locations not targeted by higher.
 - b. Dead space not covered by organic weapons.
 - c. Gaps between adjacent units not targeted by higher.
 - d. Likely mounted and dismounted avenues of approach and withdrawal.
 - e. Key terrain or obstacles not targeted by higher.

2. **FIRE SUPPORT IN THE OFFENSE TARGETS:**
 - a. In front of and on the objective to support the platoon's approach, deployment, and assault during the attack.
 - b. Beyond the objective to support the platoons consolidation and reorganization after the attack.
 - c. All known or suspected enemy positions.
 - d. Likely enemy withdrawal and counterattack routes.
 - e. Key terrain features throughout the platoon area of operations.
 - f. Smoke is planned to obscure the platoon's movement through or across danger areas.

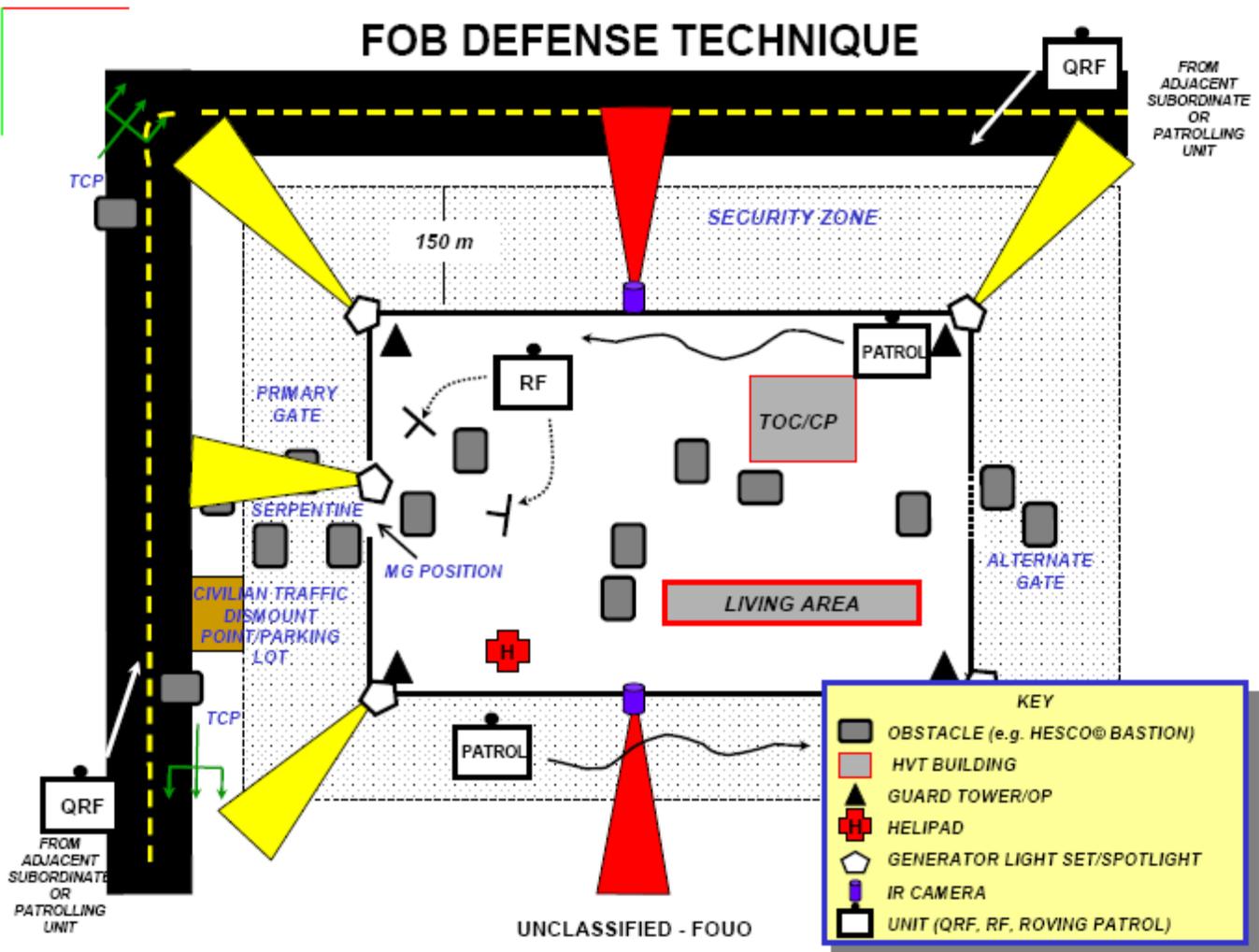
3. **FIRE SUPPORT IN THE DEFENSE TARGETS:**
 - a. All known or suspected enemy positions.
 - b. Along likely enemy avenues of approach.
 - c. In front of, on top of, and behind the platoon battle position.
 - d. An FPF is planned along the enemy's most dangerous avenue of approach.
 - e. Smoke is planned to screen the platoon's withdrawal to alternate or supplementary positions.
 - f. Illumination is planned **BEHIND THE ENEMY**. This exposes the enemy without exposing the platoon.

4. **INDIRECT FIRE CONTROL**
 - a. Before the start of any operation, the platoon leader ensures the FO knows the following:
 - (1) Target locations and descriptions.
 - (2) The effects required or purpose of the target.
 - (3) The priority of targets.
 - (4) Target engagement criteria.
 - (5) The method of engagement and control for the target.
 - (6) The location of all TRPs, trigger lines, and any other fire control measure used by the platoon leader.

5. **CALL FOR FIRE.** A call for fire is a message prepared by an observer. It has all the information needed to deliver indirect fires on the target. Any soldier in the platoon can request indirect fire support by use of the call for fire. Calls for fire must include—
 - a. Observer identification and warning order: adjust fire, fire for effect, suppress, immediate suppression (target identification).

- b. Target location methods: grid, polar, shift from a known point.
- c. Target description. A brief description of the target using the acronym SNAP is given: Size/shape, Nature/nomenclature, Activity, Protective/posture.

SECTION VIII - FOB DEFENSE



CONDUCT FOB DEFENSE

TASK: DEFEND A FORWARD OPERATING BASE

CONDITIONS: Company-task force/battalion command post and subordinate units occupy a fixed position for an extended duration (more than 7 days) in rural, suburban, urban, or industrial environment; In daylight or limited visibility conditions. The enemy employs a squad-sized mounted or dismounted infantry element to overwhelm outer security elements and allow the passage of vehicle bearing an improvised explosive device to the inner space of the FOB and destroy critical C² nodes or cause as much damage as possible ("breach and blow" technique)

STANDARDS: Unit denies extended enemy mounted/dismounted reconnaissance, defeats enemy dismount threat outside security zone and prevents employment of VBIED within security zone or inside FOB perimeter; CP continues to function

DOCTRINAL BASELINE: ARTEP 71-3 MTP, MISSION TRAINING PLAN FOR THE MOUNTED BRIGADE COMBAT TEAM, SEP 2002



POTENTIAL THREAT TASKS
(FROM ARTEP 71-3)

- CONDUCT A HASTY ATTACK (DISMOUNTED)(17-OPFOR-0025)
- CREATE A CIVIL DISTURBANCE (17-OPFOR-0082)
- CONDUCT HOSTILE CIVILIAN ACTIVITIES (17-OPFOR-0083)
- DISRUPT MOVEMENT (17-OPFOR-1002)
- CONDUCT RECON PATROL (MOUNTED)(17-OPFOR-1004)(DISMOUNTED)(17-OPFOR-0012)
- CONDUCT INTELLIGENCE OPERATIONS (17-OPFOR-1019)
- ESTABLISH OBSERVATION POST (17-OPFOR-0010)



UNIT TASKS:

- 71-6-0106.17.0BDE EMPLOY A QRF DURING STABILITY OPERATIONS
- 71-6-0409.17.0BDE ESTABLISH BASE OPERATIONS
- 71-6-0261.17.0BDE DEFEND THE MAIN COMMAND POST
- 71-6-1083.17.0BDE MAINTAIN COMMAND POST SECURITY
- 71-6-6001.17.0BDE PROVIDE SUPPORT TO HHC ELEMENTS & COMMAND POSTS
- 71-6-0407.17.0BDE CONTROL A CIVIL DISTURBANCE
- 71-6-0410.17.0BDE CONDUCT AREA SECURITY OPERATIONS
- ARTEP 17-97F-30-MTP
- 17-2-0415.17.RSTT CONDUCT AREA SURVEILLANCE

UNCLASSIFIED - FOUO

CONDUCT FOB DEFENSE

ESSENTIAL OPERATING CHARACTERISTICS (POTENTIAL PERFORMANCE MEASURES)

1. ESTABLISH SECURITY ZONE

- MINIMUM OF 150m
- CLEAR FOLIAGE (OUT TO 300m IF POSSIBLE) OR DENY USE OF ADJACENT BUILDINGS (DEMOLITION, BOARD UP)
- CONDUCT UNPREDICTABLE RECON PATROLS OUTSIDE FOB PERIMETER IN SECURITY ZONE
- ESTABLISHED ELEVATED SURVEILLANCE/DIRECT FIRE OVERWATCH (GUARD TOWERS WITHIN PERIMETER, VACANT BUILDINGS OUTSIDE PERIMETER)
- EMPLOY REMOTE SURVEILLANCE ON AREAS NOT DIRECTLY OBSERVED (IR CAMERAS, GSR)
- UTILIZE GENERATOR LIGHT SETS/SPOTLIGHTS TO DENY DISMOUNTED APPROACHES IN LIMITED VISIBILITY
- DESIGNATE/ENFORCE A CIVILIAN TRAFFIC DISMOUNT POINT/PARKING LOT TO KEEP VEHICLES OUT OF FOB
- DENY VEHICLE ACCELERATION BY ESTABLISHING TCPs USING BARRIER MATERIALS/SPOTLIGHTS ON MAJOR AVENUE OF APPROACH TO MAIN GATE
- DESIGNATE ADJACENT SUBORDINATE UNITS OR PATROLLING ELEMENTS TO MAINTAIN/REHEARSE QRF FUNCTION TO DEFEAT THREATS, CONDUCT COUNTERRECONNAISSANCE OR REINFORCE FRIENDLY FORCES IN SECURITY ZONE

2. CONTROL ACCESS TO MAIN GATE

- ESTABLISH SECURITY SCREENING POINTS IN-DEPTH ON ACCESS ROAD
- 100% ID CHECK FOR ALL CIVILIANS
- ESTABLISH SERPENTINE BARRIER OF CLASS IV/HESCO® BASTIONS
- CONSTRUCT HARDENED MACHINE GUN EMPLACEMENT IN OVERWATCH
- BUILD SECURITY POSITIONS IN-DEPTH (2-3 SENTRY FIGHTING POSITIONS) OUTSIDE AND INSIDE MAIN ENTRANCE
- DEVELOP AN ALTERNATE ENTRY/EXIT GATE ("BAT CAVE") THAT CAN ONLY BE OPENED FROM INSIDE THE PERIMETER AND USED ONLY FOR SPECIFIC REQUIREMENTS (i.e., DISTURBANCE AT FRONT GATE)

3. PREPARE TO DEFEND WITHIN THE PERIMETER

- DISTRIBUTE KEY FUNCTIONS BETWEEN SEPARATE BUILDINGS OR WITHIN BUILDINGS (KEEP LIVING AREA AWAY FROM TOC IF POSSIBLE)
- CREATE BLAST BARRIERS/SERPENTINE ON THE ROUTE BETWEEN MAIN GATE AND KEY BUILDINGS (DON'T ALLOW A STRAIGHT DRIVE)
- MAINTAIN/REHEARSE INTERNAL REACTION FORCE (RF) TO REINFORCE MAIN GATE DEFENSE OR REACT TO CONTACT WITHIN THE PERIMETER TO BLOCK ACCESS TO KEY NODES
- DEVELOP/REHEARSE GENERAL DEFENSE PLAN FOR ALL PERSONNEL OCCUPYING THE FOB
- ESTABLISH/REHEARSE CASUALTY COLLECTION POINTS, MEDEVAC LANDING ZONE, AMMUNITION RESUPPLY POINT, RALLY POINTS

UNCLASSIFIED - FOUO

SECTION IX – MEDEVAC

Line 1 - Location of the pick-up site.

Line 2 - Radio frequency, call sign, and suffix.

Line 3 - Number of patients by precedence:

- A - Urgent
- B - Urgent Surgical
- C - Priority
- D - Routine
- E - Convenience

Line 4 - Special equipment required:

- A - None
- B - Hoist
- C - Extraction equipment
- D - Ventilator

Line 5 - Number of patients:

- A - Litter
- B - Ambulatory

Line 6 - Security at pick-up site:

- N - No enemy troops in area
 - P - Possible enemy troops in area (approach with caution)
 - E - Enemy troops in area (approach with caution)
 - X - Enemy troops in area (armed escort required)
- * in peacetime - number and types of wounds, injuries, and illnesses

Line 7 - Method of marking pick-up site:

- A - Panels
- B - Pyrotechnic signal
- C - Smoke signal
- D - None
- E - Other

Line 8 - Patient nationality and status:

- A - US Military
- B - US Civilian
- C - Non-US Military
- D - Non-US Civilian
- E - EPW

Line 9 - NBC Contamination:

- N - Nuclear
 - B - Biological
 - C - Chemical
- * In peacetime - terrain description of pick-up site

MEDEVAC

Line 1 - _____(Location)

**Line 2 - _____(Freq), _____(Call sign),
_____ (suffix)**

**Line 3 – A _____ (Urgent)
B _____ (Urgent Surgical)
C _____ (Priority)
D _____ (Routine)
E _____ (Convenience)**

Line 4 - _____ (A, B, C, or D) (Special Equip)

**Line 5 - A _____ (Litter)
B _____ (Ambulatory)**

Line 6 - _____ (N, P, E, or X)

Line 7 - _____ (A, B, C, D, or E)

Line 8 - _____ (A, B, C, D, or E)

Line 9 - _____ (N, B, or C)

***See Previous Page for More Details**

CALL FOR FIRE

- “_____ THIS IS _____ FIRE FOR EFFECT (OR ADJUST FIRE), OVER”
- “GRID _____, DIRECTION _____ (IN MILS), OVER”
- “(TARGET DESCRIPTION), OVER”
- “(MUNITION REQUESTED-IE. HE, SMOKE), IN EFFECT, OVER”
- (IF ADJUST FIRE) “ADD/DROP, OVER”
- (IF ADJUST FIRE) “FIRE FOR EFFECT, OVER”
- “END OF MISSION, (TARGET DISPOSITION), (ESTIMATED CASUALTIES). OVER”

IED SPOT REPORT

LINE 1. DATE-TIME-GROUP: [State when the item was discovered.]

LINE 2. UNIT:

LINE 3. LOCATION OF IED: [Describe as specifically as possible.]

LINE 4. CONTACT METHOD: [Radio frequency, call sign, POC.]

LINE 5. IED STATUS: [Detonation or no detonation.]

LINE 6. IED TYPE: [Disguised static / Disguised moveable / Thrown / Placed on TGT.]

LINE 7. NUMBER OF IEDs:

LINE 8. PERSONNEL STATUS:

LINE 6. EQUIPMENT STATUS:

LINE 7. COLLATERAL DAMAGE OR POTENTIAL FOR COLLATERAL DAMAGE:

LINE 8. TACTICAL SITUATION: [Briefly describe current tactical situation.]

LINE 9. REQUEST FOR: [QRF / EOD / MEDEVAC].

LINE 10. LOCATION OF L/U WITH REQUESTED FORCE (S):

BLANK WARNING ORDER
(WHO, WHAT, WHEN, WHERE, WHY)

1. SITUATION

2. MISSION

3. EXECUTION

(a) CONCEPT

(b) TIME SCHEDULE

(c) REHEARSAL

(d) TASKS TO SUBORDINATES

4. SERVICE SUPPORT

5. COMMAND AND SIGNAL

6. SPECIAL INSTRUCTIONS

BLANK OPERATION ORDER

Task Organization:

1. SITUATION

a. Enemy forces.

Composition:

Disposition:

Capabilities:

Recent Activities:

b. Friendly forces.

(1) Mission/INTENT/Concept 1 level up:

(2) Location/mission unit to:

North

South

East

West

c. Attachments and detachments.

2. MISSION.

3. EXECUTION.

a. Concept of the Operations.

(1) Maneuver (may include “Actions on the Objective” at the squad level).

(2) Fires.

c. Tasks to maneuver units.

d. Tasks to combat support units.

e. Coordinating instructions.

(1) Time schedule.

(2) Commander's critical information requirements (CCIR).

(3) Rules of engagement (ROE).

(7) Movement plan.

(a) Order of movement, formation, and movement technique.

(b) Actions at halts (long and short).

(c) Routes.

(e) Rally points and actions at rally points (plan must include IRP, ORP, PF, and RRP and all other planned rally points to include grid location and terrain reference).

(f) Actions at danger areas (general plan for unknown linear, small open areas and large open areas; specific plan for all known danger areas that unit will encounter along the route).

4. SERVICE SUPPORT.

a. General:

b. Materiel and Services:

(1) Supply (may also consider how the unit is fueled, fixed, sustained, manned, moved and armed).

(a) Class I – Rations plan.

(b) Class V – Ammunition.

(c) Distribution methods.

(2) Maintenance (weapons and equipment).

(a) Medical evacuation and hospitalization.

(b) Personnel support. Method of handling EPWs and designation of the EPW collection point.

5. COMMAND AND SIGNAL.

a. Command.

(1) Location of the higher unit commander and CP.

(2) Location of key personnel and CP during each phase of the operation.

(3) Succession of command.

(4) Adjustments to the SOP.

b. Signal.

(1) ANCD day ____ is in effect.

(2) Methods of communication in priority.

(3) Pyrotechnics and signals, to include arm-and-hand signals

(4) Code words.

(5) Challenge and password (used when behind friendly lines).

(6) Number combination (used when forward of friendly lines).

(7) Running password.

(8) Recognition signals (near/far and day/night).

c. Special Instructions to RATELOs.

ISSUE TIME HACK, ASK FOR QUESTIONS

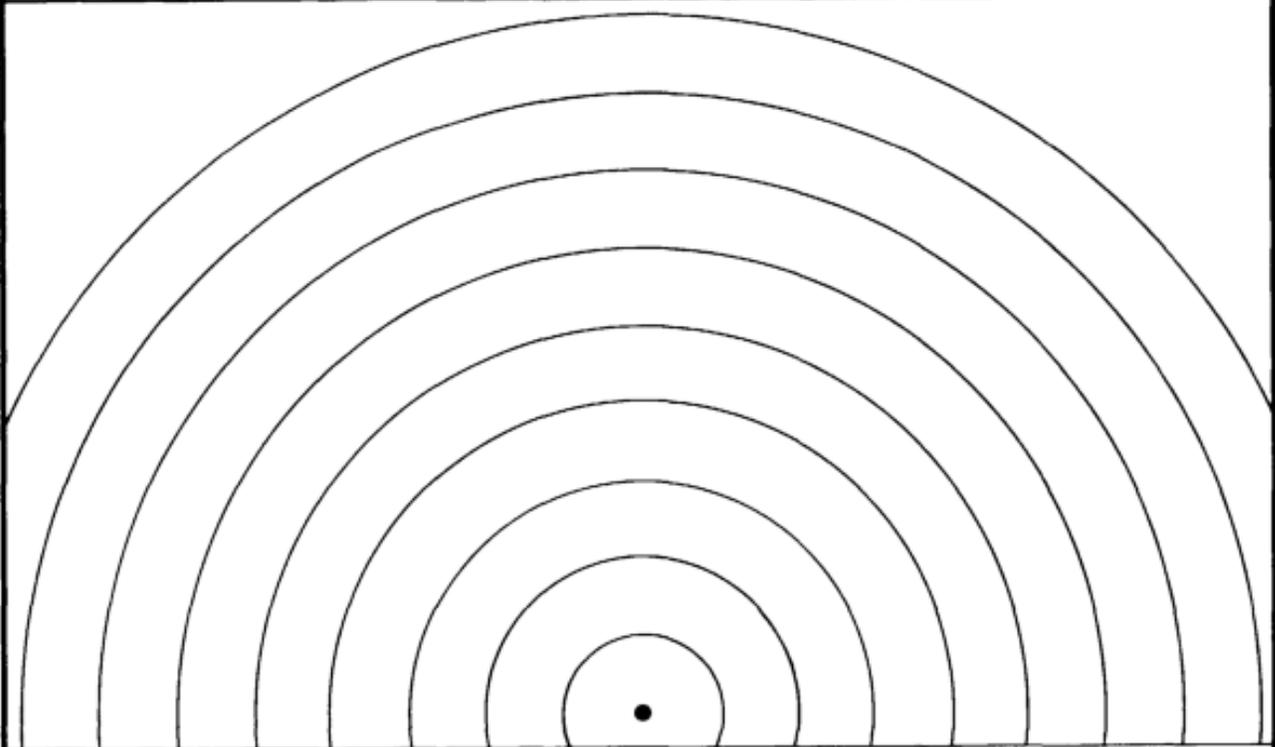
STANDARD RANGE CARD

For use of this form see FM 7-8. The proponent agency is TRADOC

SQD _____
 PLT _____
 CO _____

May be used for all types of direct fire weapons.

MAGNETIC
NORTH



DATA SECTION

POSITION IDENTIFICATION

DATE

WEAPON

EACH CIRCLE EQUALS _____ METERS

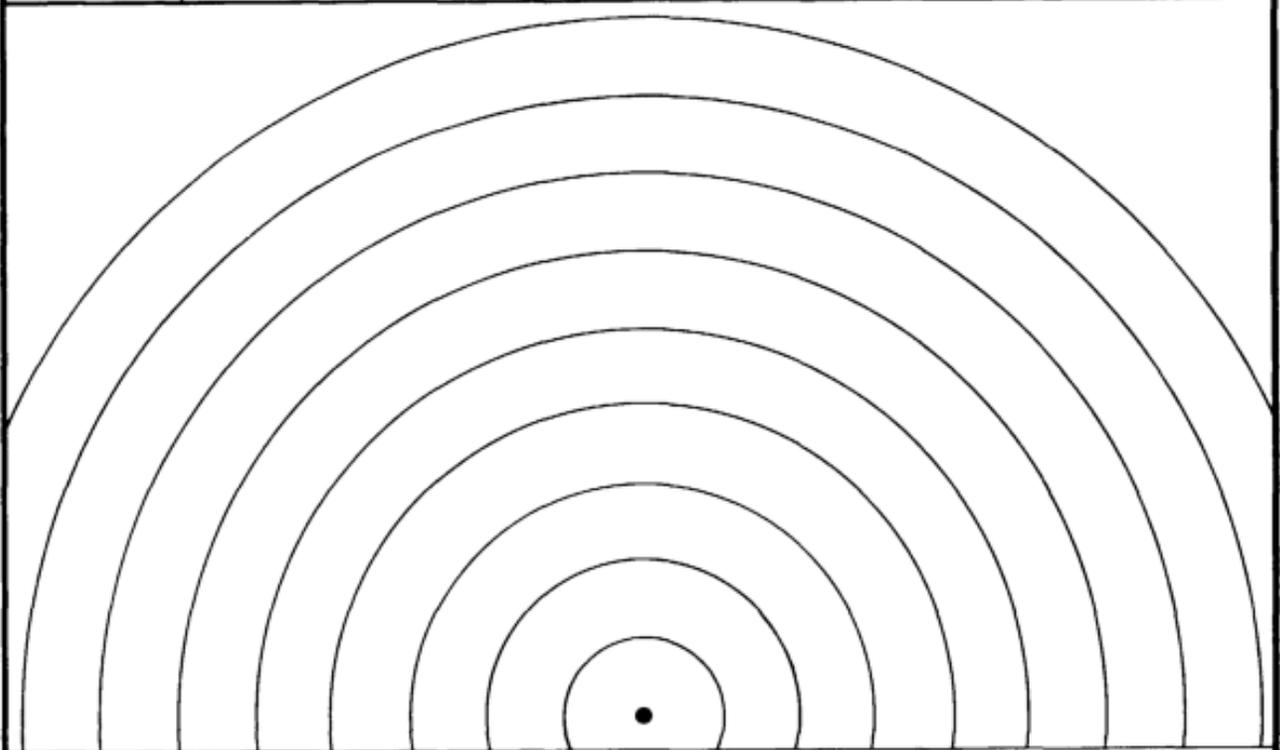
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION

REMARKS:

STANDARD RANGE CARD

For use of this form see FM 7-8. The proponent agency is TRADOC

SQD _____ PLT _____ CO _____	May be used for all types of direct fire weapons.	MAGNETIC NORTH
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DATA SECTION

POSITION IDENTIFICATION			DATE		
WEAPON			EACH CIRCLE EQUALS _____ METERS		
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION

REMARKS:

SECTOR SKETCH

DTG PREPARED _____

UNIT	LEGEND	MAGNETIC NORTH

SECTOR SKETCH

DTG PREPARED _____

UNIT	LEGEND	MAGNETIC NORTH

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