

3D BATTALION, 8TH MARINES

COMBINED ANTI-ARMOR TEAM

STANDARD OPERATING PROCEDURESTable of Contents for Standard Operating Procedures

**3d Battalion, 8th Marines**

**Combined Anti-Armor Team**

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| \*Chapters 1 – 9 apply to Mounted Operations and Chapters 10 -14 apply to Dismounted Operations | | |
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## Chapter 1

Introduction

**Section 1:**

**Introduction**: The Combined Anti-Armor Team (CAAT) Platoon is a task-organized unit that integrates the Heavy and Medium Machine Gun, and Anti-Armor Assets of the Battalion. The platoon uses its mobility, flexibility, and combined arms to provide the Battalion with a significant anti-armor capability and multi-mission capacity. Through centralized command, decentralized control, and flexible employment, the CAAT Platoon can credibly meet and defeat the modern threat of a fluid, fast moving battlefield.

The CAAT Standard Operating Procedures (SOP) exists to ensure that CAAT accomplishes its assigned missions. A good portion of this SOP is made up of checklists. These checklists ensure the Platoon is prepared with everything it needs to fight and win.

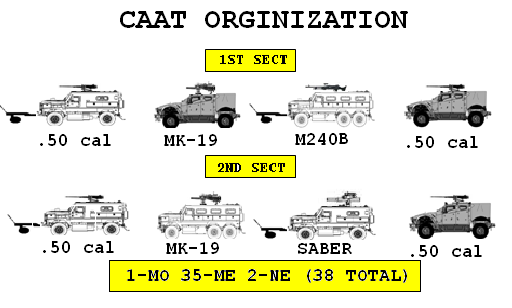
This document is a compilation of tried and true tactics, techniques, and procedures (TTP’s) used by CAAT platoons throughout the Marine Corps. This SOP is not the end all, be all of how to fight; it is a constantly evolving document as the TTP’s outlined here are validated or negated. Likewise it will change and grow as the missions that we are assigned in our current fight continue to evolve.

Regardless, the best SOP in the world is worthless unless it is used in the everyday execution of missions, whether training or real. Use this SOP in all training, especially when preparing for the field. Until the concepts outlined in this SOP become second nature, you should always refer to it while conducting training, and especially prior to crossing the line of departure on all combat missions.

**Section 2:**

**Mission:** The primary mission of CAAT Platoon is to provide the Battalion Commander with task organized Anti Armor, Heavy, and Medium machinegun teams to rapidly support and conduct security, observation, target acquisition, economy of force operations, and to serve as the Battalion's primary direct fire anti-armor asset. It is imperative that we be constantly prepared to deploy with little notice, which further implies achieving and maintaining a high level of training and readiness to employ our combat power whenever or wherever we are called upon.

**Section 3:**

**Task Organization**: Specific task organization for CAAT Platoon will vary based on mission requirements and assets available. The guiding principle in CAAT task organization is the combination of heavy machine guns with anti-armor assets in order to maximize weapons lethality through complementary fires. This is achieved by the combination of the Heavy Machine Gun Platoon with the Anti-Armor Platoon creating the hybrid known as CAAT. Basic organization for V38 will be two CAAT Platoons with two sections each with the ability to adjust as needed. Basic organization and structure will be as follows:

**Section 4:**

**Duties and Responsibilities**: Specific billets will vary based on task organization. Consistent duties and responsibilities that are not affected are:

# Platoon Commander:

The Platoon Commander is responsible to the Company Commander for the discipline, combat readiness and training of the Platoon. He must have a thorough knowledge of all weapons systems organic to the platoon, the tactical employment of the platoon, as well as the capabilities and limitations of the platoon and its assets. He must provide clear guidance and direction to subordinate leaders and is solely responsible for maintaining continuity between the two sections. Most of all, the platoon commander must be versatile. He must be able to exercise sound judgment and make correct decisions quickly based on his commander’s intent and the tactical situation at hand.

In addition, the Platoon Commander performs the following:

* Recommends task organization, employment techniques, and positioning of sections to support the Battalion’s scheme of maneuver.
* In accordance with the battalion OPORD, plans for fire support and develops his supporting platoon plan. The amount of detail and time spent developing the supporting plan may vary, based on the situation.
* Selects and reconnoiters new positions and routes for the platoon; controls the movements of all elements of the platoon not attached or OPCON to other units.
* Keeps abreast of the enemy situation and locations of friendly units through solid battle tracking and ensures good battle space geometry at all times.
* Assigns missions and issues instructions and orders to subordinate leaders.
* Supervises the execution of orders.
* Ensures security measures are enforced to increase the survivability of the platoon against the ground, air, and indirect fire attacks.
* Provides command and control for the execution of all platoon missions, coordinates fires, and displacement of the sections.
* Is responsible for the welfare of his men.
* Is responsible for the training of the platoon to ensure technical and tactical proficiency, and combat lifesaver skills; cross trains personnel within the platoon on mission essential tasks to ensure sustainability of continuous operations.
* Enforces platoon safety precautions. He trains his platoon on the proper execution of all firing and misfire procedures to minimize risks.

# Platoon Sergeant:

The Platoon Sergeant leads elements of the platoon as directed by the platoon commander and assumes command of the platoon in the absence of the platoon commander. During tactical operations, he may assist in the control of the platoon. The Platoon Sergeant assists the platoon commander in maintaining discipline, as well as in training and controlling the platoon. He supervises equipment maintenance, supply operations, and other combat service support (CSS) activities. His is the primary enforcer of timelines and accountability for the platoon.

In addition, the Platoon Sergeant is responsible for the following:

* Inspects and supervises to ensure the platoon commander's orders are executed.
* Supervises training, management of maintenance, and accountability of the platoon’s weapons, vehicles, and equipment.
* Requests, coordinates, and distributes logistical supplies for the platoon.
* Supervises pre-combat inspections.
* Supervises movements, as required. When the platoon is operating in two sections, he normally directly supervises one.
* Supervises camouflage, field hygiene, and sanitation.
* Supervises the platoon's security and sleep plans.
* Ensures platoon personnel are trained in their primary job assignments and cross-trained to perform key functions within the platoon mission set.
* Ensuring that drivers and assistant drivers are trained and licensed to operate platoon vehicles and equipment.
* Ensures the required basic load and platoon equipment are on hand.
* Monitors ammunition expenditures and ensures ammunition records are maintained.
* Submits timely ammunition resupply requests.
* Ensures maintenance is actively supervised by subordinate leaders.
* Coordinates and supervises POL resupply and maintenance support.
* Coordinates resupply needs.
* Coordinates casualty evacuation.
* Assists in the preparation of paragraph 4 of the platoon OPORD.

The Platoon Sergeant has primary responsibility for most of the platoon’s maintenance activities. His duties include:

* Directing and supervising unit maintenance of platoon equipment, vehicles, and weapon systems.
* Ensuring that unit-level PMCS are performed on all assigned equipment in accordance with the appropriate operator’s manuals.
* Developing and supervising an ongoing maintenance training program.
* Coordinating with the maintenance representative or motor transport chief to arrange unit repairs or to request intermediate (DS) maintenance.
* Supervising and accounting for platoon personnel during maintenance periods.
* Planning and rehearsing a maintenance evacuation plan for every mission.
* Ensuring that repair parts are used or stored on a timely basis as they are received.
* Collecting and consolidating reports of the platoon’s maintenance status in the field and sending the appropriate reports to higher maintenance personnel.
* Ensuring that vehicles are always topped off with fuel in garrison and that they receive fuel in the field.
* Keeping the platoon commander informed of the platoon’s maintenance and logistics status.

# Section Leader:

Section leaders are responsible to the platoon commander for the training and discipline of their sections. They are also responsible for the tactical employment and control of the section. They are responsible for the maintenance and operation of all vehicles and equipment organic to their sections. In addition, Section Leaders are responsible for the following:

* Supervise movements, as required. When the platoon is operating in two sections, the section leaders directly supervise their section.
* Directs the sections preparation for combat (PCI’s/PCC’s).
* Submits section fire plan sketches to the platoon commander.
* Directs camouflage, field hygiene, and sanitation of the section.
* When operating independently, supervises the section's security and sleep plans.
* Conducts test firing and zeroing of weapons.
* Ensures communication nets are established and personnel use proper radio operating procedures.
* Ensures section personnel are trained in their primary job assignments, cross-trained, and able to perform key functions within the platoon mission set.
* Ensures the required basic load and section equipment are on hand.
* Monitors ammunition expenditures and ensures ammunition records are maintained.
* Submits timely ammunition resupply requests to the platoon sergeant.
* Supervises all required maintenance and preventive maintenance on sections vehicles and weapon systems.
* Coordinates POL resupply and maintenance support through the platoon headquarters.
* Coordinates vehicle recovery through the platoon headquarters.
* Requests fortification materials when operating in combat outposts.
* Coordinates resupply needs.
* Adjusts personnel as needed and cross-levels personnel within teams to maximize combat effectiveness as the mission requires.

# Vehicle Commander:

The vehicle commander carries out orders from the team leader. Vehicle commanders are responsible for all aspects dealing with their vehicle. In addition, the Vehicle Commanders:

* Direct maintenance of crew served weapons and their vehicle.
* Responsible to prepare their vehicle for operations to include conducting inspections and loading of vehicle in accordance with platoon SOP (PCC’s/PCI’s).
* Ground guides the vehicle when terrain dictates or in any close proximity to ground troops.
* Ensure all members wear required PPE.
* Direct their vehicle over preplanned routes.
* Direct their vehicle during mounted and dismounted operations.
* Maintain NVGs and use them during night/low light maneuvers. Ensure that the driver complies with the same.
* Verify and maintain vehicle EDL sheets. Directly responsible for all gear and equipment organic to their crew.
* Assist the gunner in acquiring and identifying enemy vehicles.
* Observe and identify dismounted positions.
* Select and mark vehicle positions.
* Supervise the camouflaging of their vehicle.
* Keep the Team Leader informed.
* Identify enemy and friendly vehicles and their capabilities.
* Deliver proper reports to higher as listed in this SOP.

Vehicle commanders are the platoon’s first-line maintenance supervisors. In large part, the platoon’s maintenance status, and thus its combat readiness, depends on their commitment to proper maintenance procedures. The vehicle commander’s duties in this area include the following:

* Ensuring that the crew is properly trained in PMCS procedures and that PMCS are performed on the vehicle and all assigned equipment in accordance with the appropriate technical manuals.
* Ensuring that, as a minimum, the assigned vehicle driver or equipment operator is properly trained and licensed. In preparing for continuous operations, vehicle commanders must ensure that all crewmembers are cross-trained and as many as possible are licensed as drivers.
* Ensuring that repair parts are installed upon receipt or are stored in authorized locations.
* Ensuring that all tools and basic issue items are properly marked, stored, maintained, and accounted for.
* Ensuring that the vehicle is always topped off in garrison and that it receives as much fuel as possible at every opportunity in the field.
* Constantly updates the Platoon Sergeant on the maintenance and logistics status of the vehicle.

# Gunner:

Gunners are responsible for the operation of their weapon system. Gunners will accomplish the following:

* Wear goggles at all times on your helmet
* Acquire, identify, and engage targets in accordance with team fire commands.
* Prepare two range cards whenever in a static position for more than 5 minutes.
* Conduct immediate and remedial actions when required.
* Help the driver camouflage the vehicle.
* Receive and pass on all hand and arm signals.
* Assist the VC loading the vehicle.
* Ensure weapon is clean and maintained at all times.
* Keep the vehicle commander informed.
* Assist the VC with vehicle placement to maximize terrain.
* Identify enemy and friendly vehicles and their capabilities.
* Assume all responsibilities of the VC in his absence.

# 

# Driver:

* Ultimately responsible for safe operation of vehicle and the safety of his passengers
* Maintain the vehicle with crew assistance.
* Complete the vehicle inspection sheet before and after each mission.
* Check for any mechanical / safety defaults prior to signing for vehicle.
* Maintain trip ticket and responsible for log and re-trip in a timely fashion
* Report any mechanical problems to chain of command.
* Advise VC of fuel status.
* Ensure all passengers have seatbelts fastened prior to movement.
* Daily PM during tactical evolutions.
* Drive the HMMWV tactically and perform evasive maneuvers.
* Maintain NVGs and use them for all night / low light driving.
* Camouflage the vehicle with VC’s help.
* Keep the Vehicle Commander, Team Leader, and Section Leader informed of vehicle status.

##### A-Gunner/ Loader

* Inspects and stows ammunition as per load plan.
* Prepares ammunition for loading.
* Helps driver camouflage vehicle.
* Maintains communication equipment as per load plan.
* Provides dismounted security when vehicle is stationary.
* Acts as scout for reconnaissance and security patrols.

# Scouts:

* Inspect and stow ammunition as per load plan.
* Prepare ammunition for reloading.
* Assist driver with vehicle maintenance.
* Provide dismounted security when vehicle is stationary.
* Conduct 5/25’s on all long security halts.
* Act as a scout for reconnaissance and security patrols.
* Be prepared to assume the role of the gunner or driver in their absence.

**Section 5:**

**Readiness Conditions (REDCONs)**

During operations, the platoon must maintain different levels of alertness. REDCONs are a way to ensure the platoon is ready to execute its mission when needed. There are five REDCONs.

* REDCON 1
* REDCON 1 Silent
* REDCON 2
* REDCON 3
* REDCON 4

Each REDCON denotes an increasingly higher state of readiness.

* REDCON 1
  + Platoon prepared to move immediately
  + Vehicles loaded and secured
  + Engines running
  + Crew Served Weapons manned
* REDCON 1 Silent
* Same as REDCON 1 except engines off
* REDCON 2
* Platoon prepared to move in 15 minutes
* Pre Combat Checks (PCC) completed
* All equipment stowed except as needed for local security
* Vehicles and weapons manned
* Local Security established
* Status reports submitted to Patrol Leader
* Engines off
* REDCON 3
* Platoon prepared to move in one hour
* 50 % alert – one half stood down for rest, planning and preparation
* Security posted
* REDCON 4
* Platoon prepared to move in two hours
* 25% alert – ¾ of the platoon stood down for rest, planning and preparation
* Security posted

##### Chapter 2

**Administration and Logistics**

**Section 1:**

**CASEVAC**

*CASEVAC Procedures*: In the event of casualties the first priority is to deal with the enemy situation at hand. When Marines disregard the enemy and immediately rush to assist casualties they end up creating more confusion, ultimately resulting in more casualties that the patrol has to deal with. While the patrol leader is focusing on the enemy it is important that the vehicle commander passes pertinent information that assists the PL with decision making.

* A casualty's medical condition and the availability of transportation assets will govern the mode of evacuation.
* Critical casualties should be evacuated by the quickest method available, while stable casualties may be evacuated by less expedient methods such as ground transportation.
* Casualty moved by Aid/Litter team – link up at pre-assigned CCP
* URGENT – Priority I. Emergency cases that should be evacuated as soon as possible and within a maximum of two hours to save live, limb, or eyesight.
* URGENT SURGICAL – Priority 1A. Patients who must have far forward surgical intervention to save life and to be stabilized for further evacuation.
* PRIORITY – Priority II. Sick, injured, and wounded personnel requiring prompt medical care. It is used with the individual should be evacuated within 4 hours or his/her condition will deteriorate to such a degree that he/she becomes an urgent precedence.
* ROUTINE – Priority III. Personnel requiring evacuation, but whose medical condition is not expected to deteriorate significantly. The sick, injured, or wounded in this category should be evacuated within 24 hours.
* CONVENIENCE – Priority IV. Patients for whom evacuation is a matter of medical convenience rather than a necessity.

|  |  |  |
| --- | --- | --- |
| **Precedence** | **Priority** | **Time to Evac** |
| Urgent | I | Within 2 hours |
| Urgent Surgical | IA | Within 2 hours |
| Priority | II | Within 4 hours |
| Routine | III | Within 24 hours |
| Convenience | IV | Convenience |

* Until Corpsman and Aid/Litter team arrive on scene, apply basic combat lifesaving skills: Self Aid, Buddy Aid, Corpsman Aid
* Request additional support and relief from the BAS if necessary.
* Corpsmen will use triage cards and appropriate chem.-lights to mark casualties and label their condition
* A/L Teams will extract most serious casualties first
* Casualties will be extracted to BAS as soon as possible or evacuated by air.
* All serialized gear will be taken from a Marine that is being evacuated.
* **Bottom line**: Destroy the enemy that caused the casualties first. Then begin the CASEVAC. If we do not, the same enemy can cause further casualties.
* Make sure triage is conducted and personnel are separated according to precedence at the Casualty Collection Point (CCP)
* In MOUT the CCP will always be the foothold or the first room that we clear that is large enough to hold our CCP
* Make sure CCP is in a secure position far enough from the kill zone where the Helo is not in a position to take fire from the enemy
* In most cases it will be necessary to transport our wounded via vehicle to the CCP

**Section 2:**

**Landing Zone Procedures**

* When choosing an appropriate LZ the ground unit needs to ensure that the area is level, secure, and large enough for the bird to land safely.
* General rule of thumb is 100m by 100m
* Inform pilot of any obstructions (water/obstacles) within LZ
* Be especially watchful of overhead electrical wires
* Place LZ at least 300m from the kill zone and set up 360 degree security

**Day Landing Zone Control Procedures:**

Initial contact is generally initiated by the aircraft. The following procedures are outlined for landing zone control. If aircrew is familiar with the LZ or the situation dictates, you may abbreviate the transmission.

(1) All Air-evac freqs will be pre-loaded into each radio. If they are not, the freqs will be located in the CEOI.

(2) Once initial contact has been made, give the pilot an LZ brief.

(3) Pop a smoke grenade when you see or hear the bird. The pilot will identify the color. **Do not** identify smoke color prior to pilot’s color identification.

(4) Air panels can be placed in the LZ to mark the landing point for the aircraft. (NATO Y or NATO T)

(5) Directional control of the aircraft from the ground is accomplished by using the clock system.

(6) Inform the pilot of the load that he can expect.

**Night Landing Zone Procedures:**

1. The criteria for selection of night LZ’s is the same as for day zones. Zones that do not have obstacles in or around them are preferable for night operations.

(2) IR lights, dim lights or red/amber tinted lights shall be used when

available. (Avoid shining any light directly at the pilots).

(3) IR buzz saws are the preferred method, although strobe lights can

be effective when not in an urban environment.

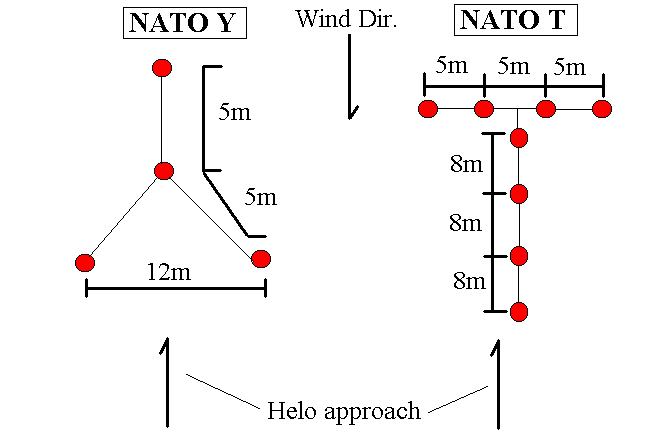
(4) Pilot should be briefed on wind direction, which lights indicate the

direction of the wind and where to land in relation to the lights.

(5) NATO Y or NATO T with chem.-lights will be used.

(6) Refer to LZ brief in reports formats for an example of information

required in an LZ brief.



**Section 3:**

**Searches**

**CHECKPOINT SEARCH GUIDELINES:** Searches must be conducted by at least two people. They should be conducted *immediately* upon apprehension of a suspicious person. Also, the searchers must not have other checkpoint duties (overwatch, etc.) because they have to focus their full attention on the detainee to prevent surprise or a preplanned dangerous act. Marines must not search a member of the opposite sex. This means that tight security has to be maintained on a suspicious person until a member of the appropriate gender is available to make the search. If there are no female military or local police force members available to search a female offender, any qualified woman, such as a medical professional, can be called on to conduct the search. If left with no other option, use corpsman to search women. A member of either sex can search items that can be easily removed, such as luggage, packages, shoes, hat, coat, and handbags.

**PERSONNEL SEARCHES**: The person being searched should be made to stand with legs apart in a leaning position, placing hand against a wall or vehicles. This position prohibits movement without falling down and allows subject to be knocked over easily. Use two searchers, one to conduct the search and the other to cover.

□ The searcher should always work from behind the individual being searched.

□ Use a quick body search or “frisk” as a preliminary search to detect weapons that might be used against the searcher or as the usual form of search in a low threat area.

□ Randomly select (e.g., every 7th or 8th person) people for a more thorough search.

□ Use a meticulous, detailed body search to check for concealed weapons or other contraband.

□ Follow a logical sequence from head to toe.

□ Do not “pat” clothing, use a stroking movement instead.

□ Use both hands to carefully check the following areas:

□ hair (in or under hats)

□ Armpits.

□ Inside legs

□ Shoes/boot.

□ Half-clenched hands

□ Any medical dressings

□ Carry bags or cases

□ Walking sticks

□ Umbrellas – crutches

**VEHICLE SEARCHES:** Remember to:

□ Always have someone covering the searchers and those being searched.

□ Make the vehicle driver open all doors and compartments.

- Do not do it by yourself.

□ Use explosive detectors or dogs in searches whenever possible.

□ Remove occupants from vehicles and search drivers, all passengers and any loose baggage in the passenger area.

□ Direct the driver to open the trunk or cargo area and identify contents

- Helps you understand any irregular objects, and

- Threatens the driver with the effects of any possible IED or booby trap

□ Remain alert for any IED or booby trap, search:

- Under and around the spare tire,

- Toolboxes,

- Luggage,

- Partition between trunk and rear seat,

- Spare tire and spare tire housing if it is under the vehicle,

- Test for air in the spare tire.

□ Direct the driver to open the hood so you can check for

- Items taped to bulkhead or hood,

- All containers, including oil and air filters

- Behind soundproofing

- Front grill

- Heater

With all passengers disembarked, check the car interior. Be suspicious of strong smelling perfume that could be used to cover the smell of any explosive mix. Check methodically from front to rear:

□ Behind the dash,

□ Fittings such as a radio/cassette player,

□ Glove compartment,

□ Behind panels, noting whether screws have recently been removed,

□ Under the floor mats,

□ In, under, and behind seats and cushions,

□ Window tracks (by rolling them down),

□ Toys and decorative animals,

□ Ashtrays.

Car exterior; search:

□ Wheel wells,

□ Behind bumpers,

□ Headlights,

□ Hubcaps,

□ Underside;

- Use mirrors affixed to long poles to view this area if available.

For commercial/ vehicles, search:

□ Driver’s cab,

□ Space between body and cab,

□ External stowage area/bins,

□ Wooden bodies, false doors, and sides;

□ Space between rear double wheels,

□ Wheel chocks that can be hollowed out.

**Section 4:**

**Enemy Prisoners of War**

* Each SQUAD AND SECTION designates a prisoner Search and Handling Team.
* Each VEHICLE WILL CARRY FOUR Search & Handling Kit (PUC KITS).   
  Minimum kit contains:
* Prisoner ID tags
* Flex-cuffs
* Blindfolds
* SANDBAGS (for gear collection/inventory only)

**EPW Procedures**

* Handling of enemy prisoners is dictated by using by the five S’s and a T. These stand for the following:
* Search - Confiscate weapons. Ensure weapons are out of reach of EPW and taken to demo site. All EPW load bearing equipment will be removed and placed aside. Initiate search. Use two-man method:
* (Marine 1) guards the EPW with shouldered weapon while (Marine 2) conducts search. (1) slings (2)’s weapon while (2) conducts search.
* (2) puts EPW face down on the ground from behind, placing his hands behind his back and flex cuffed.
* (2) searches from head to toe paying special attention to pockets. All captured documents will be placed in (2)’s cargo pocket or appropriate packaging (to be turned over to the Marine in charge of the EPW collection site.)
* When rolling EPW, (2) lays down on EPW with (1) to EPW’s head. (2) counts to three and rolls using EPW as a shield in case of booby traps. [Lay on top of the prisoner, hook his leg (the opposite leg of the direction you are going to roll) and grab his blouse. Tell your buddy to move behind you in the direction you are going to roll (to be protected from an explosive device the prisoner may have hidden). When your buddy is ready, tell him you are rolling, and proceed to roll the prisoner onto his side, shielding yourself from any explosion. Wait 10-15 seconds, and roll him back. Have your buddy go back to the front.]
* Sit the prisoner up on his knees and then his feet (if you are moving him). When the prisoner has been taken to the designated site, he is placed on his knees with his face on the back of the prisoner in front of him. If he is first, his face will be on the ground. One Marine will be located in front of the entire row of prisoners, so he is able to aim in on all the prisoners at once.

If there is no time for a detailed search at the scene of capture, a detailed search will be performed at the EPW collection point (ECP).

* **Silence** – use riggers tape or other material and goggles to silence
* **Segregate** - once at the ECP, EPWs will be placed face down, head to toe to ensure they do not communicate with each other. EPWs will be segregated into “searched” and “not searched” groups.
* **Speed** – EPWs/ PUCS must be consolidates quickly to control their actions as well as get maximum intelligence value.
* **Safeguard** – EPWs/ PUC will keep their protective equipment i.e. gas masks, helmets, flak jackets. They will be kept under adequate cover to protect them from fire. EPW/PUC WILL NOT BE MISTREATED OR HARMED. EPW casualties will receive whatever medical support is needed or can be provided based on the circumstances. When EPWs are to be transported, EPW casualties will be extracted along with friendly casualties on the first available lift.
* **TAG** – EPW/ PUC will be tagged with appropriate PUC tag
* As stated the EPW’s need to be transferred to the rear as quickly as possible. Coordinate with the Company Gunny for the transport of the EPW’s.
* If any documents are confiscated ensure that they are tagged the same as the EPW’s. If the documents were taken from a prisoner ensure that you identify from which prisoner they were taken.
* If material is captured tag the same as EPW’s. Also write down the name of the Marine who captured the material in case there is need for him to be contacted about specifics of the capture.
* Forward all confiscated material to XO/ Intel officer

**Rights of POWs, EPWs**

* The following are rights of any combatant who is taken into custody by an enemy:
* Once a combatant has surrendered (laid down his weapon and signals surrender), he must not be attacked or harmed in any way.
* The prisoner is entitled to the same medical care as that of his captors.
* You may not use threats, torture or other forms of coercion to obtain information. That is a job for specially trained personnel.
* A prisoner may not be used for labor other than the digging of holes or bunkers for his own protection. A prisoner may not be used to carry any of your equipment.
* You may not use prisoners as human shields against enemy attacks.
* You may only take objects of clear military value from a prisoner. Only an officer may take money from a prisoner.

**Section 5:**

**Standard Individual Gear List**

Worn:

1. (1) Pair Combat Boots (Servicable) With I.D. Tag On Left Boot
2. Utility Uniform
3. I.D. Card (Left Breast Pocket)
4. (1) Set I.D. Tags Worn
5. (1) Kill Card left arm pocket, (1) inside front SAPI pouch, closest to the body, and (1) in IFAK
6. Writing Material W/Pen
7. Flak Jacket with name tape
8. Front, back, and (2) side SAPI’s
9. Kevlar (NVG plate, elbow mount, and goggles)
10. Magazine Pouches with (6) M16 Magazines and/or (2) 9mm
11. K-Bar and/or Bayonet\*\*
12. Tourniquet (IAW Bn SOP)
13. IFAK
14. Camelback or appropriate water source
15. Watch
16. Flash Light with x2 sets of Spare Batteries (red/white lens)
17. Nomex gloves
18. Ballistic eye protection (day/night lens)
19. Night Vision Optics with x2 sets of Spare Batteries
20. Weapons Cleaning Gear

Additional—by billet/weapon system—equipment list:

Vehicle Commanders and up:

1. Map, protractor, map writing gear
2. Compass
3. GPS
4. Pyro/Smoke
5. (1) Magazine with all tracers

Gunner:

1. Pen flare
2. Pyro
3. Flag/air panel
4. Laser dazzler (if available)

Dismounts:

1. Frag grenade (Mission dependent)
2. Smoke grenade
3. LZ marking kit (IAW SOP)

Standard Ammunition load

M9: (2) Magazines

M16/M4: (6) Magazines; last (4) rounds per magazine are tracers

M203: (4) HE, (1) Illum, (1) Smoke

M249: (300) rounds. 100 round sack on weapon and drum on body

M240B: (3,000) rounds

M2 .50 Cal: (1,500) rounds API preferred

MK 19: (250)

TOW 2: Bunker buster preferred (4)

**Section 6:**

**Pre Combat Checks and Inspections**

**Squad Leader/Team Leader PCC/PCI**

PCC

* Weapon: Function check
* Optics: Function check
* NVDs: Function check, NVGs comp.
* Water: Canteens and Camelback full, 5-gallon water jugs full.
* Comm: PM and radio checks
* Fighting Load: Secured, gear IAW BN SOP and Packing list.
* Main Pack: Adjusted to proper fit, pack correctly and stowed in vehicle correctly.

PCI

* Does Marine know the Sqd/Ft mission?
* Does Marine know the SOP’s associated w/ the mission?
* Does Marine know how to operate his equipment?
* Does Marine know who is adjacent?
* Does Marine understand the threat/and Terrain?
* Does Marine understand his collateral duty (CLS, breach team, aid/litter team, etc.) ?
* Does Marine know challenge/password?
* Does Marine know Comm. Plan?
* Does Marine know Brevity Code SOP?
* Hygene/Injury and feet inspection.
* Fighting load-cleanliness (no graffiti), no patches, dummy cord serialized gear
  + Uniform: Don’t cuff sleeves, blouse boots, always wear rank.
  + Helmet/Flak: Goggles, NVG mount, SAPIs in at all times
  + Weapon: sight—BZO set (iron sights and RCO), proper lube,   
    sling attached properly (no 550 cord), cleaning gear, K-Bar/Bayonet.
  + Ammo: Ammo pouches, mags (loaded per SOP w/tracers, frags stowed. Do not prep frags, smoke or pop-ups .
  + NVDs: Optics BZO’d, properly secured, batteries and extras present, Dummy cord all serialized gear
  + Water: (2) 2-quart canteens (w/ CBRN caps) and 1 (100 oz) camelback.
  + IFAK: Worn IOW BN gear SOP.
  + Nav Equipment: Compass, map, protractor, map pens, GPS.
  + Misc. Equipment: Assault pack, e-tool, binos, glove IOW BN gear SOP, ear plugs, sunscreen, chap-stick, 30 ft. 550 cord, red lens flashlight, whistle, EDL/personnel roster.
  + Comm Equipment: CEOI, and extra batteries.
* Designated Personnel: hasty breachers kit—grap hook, chem. lights, pole less litter, CLS bag, air panel, IR markers, paint (marking), chalk, and engineer tape.
* Main Pack: straps tightened and tucked, sleeping system, wp bag, utes, socks, boots, gortex, watch cap, balaclava, trash bags, sewing kit, knee/elbow pads, and hygiene gear.

**Vehicle Commanders**

* Mission essential equipment (Helmet, Flak, Personal weapon, ILBE system, sleeping system).
* Trash Bags (10)
* Cammie Nets and poles (SL-3 complete)
* 2 Fuel Cans (full)
* 2 Water Cans (full)
* Road gear (Safety triangles, fire extinguisher, tool kit, troop strap, Jack, Tire Iron, Chock block, Trip Ticket).
* Spare Tire
* Air Panel
* All Available Comm Assets:
  + Driver Knows comm.. paln
  + Driver Knows Convoy plan and Route.
  + Radio is operational
  + Freq’s are loaded IAW CEOI
  + Extra batteries
* Pioneer gear (pick, axe, shovel)
* 2 Qt. Oil (from MT pool)
* Maps, Compass, GPS, Map pens, protractor
* Flashlight
* Light Proofing Equipment (Tarp or poncho, 100 mph tape)
* Route marking Equipment (engineer stakes, engineer tape, IR chemlights/reg chemlights)
* (2) Cases of MRE’s
* Check all fluid levels (oil, coolant, brake fluid, power steering, windshield wiper)
* Tires (Serviceable and properly inflated
* Lights work (Head, tail, Brake, Turn, Emergency and trailer lights). Taped for Tactical Ops
* Battery Serviceability (Check water levels).
* Leaks (Fuel, exhaust, oil, water, etc.)
* Brakes (Parking Brake)
* Seat Belts Serviceability
* Windshield Wiper Serviceability
* All equipment in vehicle is securely fastened and evenly distributed.
* Fire extinguishers (Green, Full Charged, and accessible)
* Tow Chain/straps, D-rings and Tow bar if SL-3 to vehicle.
* Tech Manual
* Weekly PM log completed.

**Plt Cmdr/Plt Sgt PCC/PCI**

PCC

* Comm Checks: Sqd Leaders (152/153 or PRC 119), Section Leaders (152/153 or PRC-119)
* Spot Check anything that runs on batteries or fuel.
* Check your gear.

PCI

* Attachment Squad Leader, Fire team leaders understand the Mission and intent.
* Team Leaders, VC’s know their mission and coordinating instructions.
* Know EN and FR situation.
* Has specialty equipment needed for mission accomplishment been ID’d and planned for?
* Understands signal plan (redundancy built in), marking or IR system on vehicles.
* Understands IA plan (contact, IDF, sniper, IED)
* EPW collection plan/loc—marking plan (day/night)
* CCP/loc—marking plan (day/night)
* Link-up Plan/SOP, guides designated/briefed (day/night)
* POL Plan/SOP, guides designated/briefed (day/night)
* Knows Astro data/weather and gear plan to support it.
* Knows logistical resupply plan.
* Understands location of key leaders/chain of command w/ in plt, sqd, team.
* Understands timeline.
* Understands continuing actions most applicable.
* Down vehicle plan/ Bump Plan
* Understands Sector Plan/ Sectors of Fire, observation,
* Has control measures on map—FBCB2 if applicable
* Must know loc of Bn, Reg, Div, GS assets in your Battlespace.
* Hygiene/Injury checks
* Sqd ldr equipment—maps, protractor, map pens, compass, binos, EDL/personnel roster, ISR
* Specialty Equipment—breach kit (ropes, grap hook, wire cutters, smoke grenades, illum, WP, flashbangs, CS, signal pyro)

# Section 7:

**Vehicle Rollover Drills**

Once a rollover begins, all Marines in vehicle yell ‘ROLL OVER, ROLL OVER, ROLL OVER”. Driver wraps arms around steering wheel, clutching it to his chest. Vehicle Commander wedges knees in dash and braces hands on ceiling. Gunner is pulled down into back by Marines in rear seats. Marines wrap arms around gunner, holding his center of gravity low. Marines in rear seats wedge knees in front seat.

**Section 8:**

**Down Driver**

If the driver becomes unable to control the vehicle (i.e. IED blast injury), and the vehicle is still moving, the following actions will be taken to safely bring the vehicle to a halt:

* The dismount behind the driver immediately grabs the steering wheel and attempts to keep the vehicle on the road/on course.
* The vehicle commander reaches over and pulls the emergency brake. If unable to do so, this responsibility goes to the dismount behind the vehicle commander.
* If possible and/or need be, the vehicle is shifted into park in order to further arrest the forward movement and halt the vehicle.
* \*\*Prior to the first step and throughout the drill, all personnel in the vehicle need to be informing the gunner of the actions about to be taken or the actions under way; i.e. “Down driver, down driver…”

**Section 9:**

**Down Vehicle**If the vehicle breaks down in a hostile area, move another vehicle into position to setup a soft tow and move down vehicle to a more secure location. In designated location, establish over-watch and begin rigging for hard tow or longer transport. \*If the patrol has completed more than half the distance of the original route, continue on to the destination. If not, return to the closest friendly position along the route or the starting location. If it is not a hostile environment, establish local security and emplace over-watch to allow for immediate setup of hard tow.

If the vehicle is not able to be towed by organic assets, move the vehicle as best as possible to a position that can be defended. Establish security and request a recovery team. Ensure to provide a recommendation for the most secure ingress route. If the situation becomes too severe or the position becomes untenable, execute vehicle destruction plan.

**Section 10:**

# Vehicle Destruction

One vehicle per section will carry one thermite grenade and one fragmentation grenade. These will be reserved for destruction of a vehicle. Vehicle destruction will be accomplished as follows all radios, gear, and classified material will be removed from the HMMWV and all serialized gear will be placed in unit leaders truck and all non-serialized gear in the rear truck. The thermite grenade will be set-off on top of the engine block. A SNCO will inspect to ensure no material has been left behind which may be of use to the enemy. Vehicle destruction will be conducted only on the orders of the Platoon Commander or Platoon Sergeant.

**Section 11:**

**Vehicle Load Plans**

* Every vehicle in the platoon will be loaded in a standard manner - this load plan is the only approved way to pack out a vehicle
* It is the Vehicle Commander’s responsibility to ensure the vehicle stays packed correctly
* The purpose of a uniform load plan is so everyone in the vehicle knows where everything is
* Each vehicle in the platoon is the same, so everyone in the platoon can find any piece of gear they need
* A correctly loaded vehicle is one that the crew can effectively fight

**Vehicle Configuration (HMG)** 



**Tow Strap**

**Vehicle Configuration (TOW)** 



**GUNNER**

**PIONEER**

**KIT**

**WINCH**

x1 Roll of

Concertina

Air Panel

TOW

Missile

System

M240

(Location

will vary

based on

mount).

Water

**TOW BAR OR CHAIN**

Packs (Need to be placed low enough to

remain out of

backblast

).

Fuel Cans,

Camouflage Netting

**Section 12:**

**Preventive Maintenance**

Garrison PMCS

The following checks will be conducted twice daily during use in a garrison environment or in an administrative field environment.

\*Tighten all nuts and bolts on vehicle (mirrors, doors, lug nuts, canvas hooks, canvas bows inside cab and seats)

1. **Left front side exterior**

a. Check underneath for fluid leaks

b. Check front and left side of vehicle for damage

2. **Left side tires** – check air pressure, cuts and gouges, uneven wear, objects in tires

3. **Rear exterior**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

5. **Right front exterior**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

6. **Right side tires** - check air pressure, cuts and gouges, uneven wear, objects in tires

7. **Front**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

8. **Cooling system** – Check surge tank for coolant level, check lines for leaks or cracks, and check for temperature tag on tank, check fan for broken or cracked blades and check belts, check radiator for proper mounting and cracks or leaks, and fins for damage.

9. **Seats and seat belts**

a. Check all seat belts for security, damage and operation

b. Check seats for operation and security

10. **Fire extinguisher** – Check for bracket and security of bracket

11. **Gear shift lever**

a. Check transmission shifter lever for proper operation through all ranges

b. Check transfer shifter lever for proper operation

12. **Instrument panel** – Check all gauges, wait to start light, brake light, turn signal indicator light, and air restriction

13. **Steering** – Check for damage, and check steering for proper operation

14. **Brakes**

a. Check foot brake for proper operation

b. Check hand brake for proper operation

16. **Weapons**

a. Check weapons station for binding

b. Check armament mounting plate and bearing sleeve for security of mounting and proper operation

c. (TOWs) Check inclinometer for proper operation, and level vial for breaks and/or bubbles

23.  **Transmission fluid** – Check to ensure fluid is at proper level (vehicle running at least 10 min) check for improper color or bubbles, and ensure stick and tube are serviceable

24 **Fuel filter**

a. Start vehicle check valve for operation and drain in cup. Drain fuel until it runs clear then close valve. Check fluid for contamination

b. Check for leaks

26. **Left side mirrors** – Check for looseness, cracks and movement, tighten if necessary

31. **Right side mirrors** - Check for looseness, cracks and movement, tighten if necessary

33. **Engine oil** – Check for fluid at proper level and dipstick and tube for serviceability

34. **Power steering lines and fittings** – Check for leaks and cracks in hoses or fittings

35. **Power steering reservoir** – Check for leaks and cracks on reservoir and brackets, fluid level and caps (ensure cap has fording line attached)

37. **Master cylinder**- Check for leaks, check fluid level, check gasket for serviceability, and check for dirt in cylinder

38. **Lights**-

Check for presence and operation of service lights, blackout lights, and dash/turn signal indicator lights.

Check operation of all brake lights, hazard lights

39. **Horn**- Check for proper operation

40. **Windshield and wipers**

a. Check windshield for damage, and wipers/washers for operation

43. **Exhaust system**- Check for presence, leaks and damage to muffler, x-over, pipes, and fording exhaust

44. **Shock absorbers**- Check for security of mounting, leaks, and damage

45**.** **Doors and windows**- Check for proper operation and serviceability

46. **Tailgate**- Check for proper operation and damage

47. **Armament**-

a. Check cargo shell for damage to shell, damaged or missing cylinders, locking mechanisms, and weather stripping

b. Inspect straps for serviceability and accountability of straps and latches, and check proper mounting

c. Check cargo shell door for proper alignment

51. **Air cleaner**- Check air cleaner for damage to or missing weather cap, air intake hose and check for proper mounting

52. **Alternator brackets**- Check brackets for proper mounting, check bolts for looseness, and check for damage or broken brackets

54. **Batteries**-

a. Check batteries for damage casing, terminal posts, and security of mounting

b. Check fluid level

c. Check battery box for corrosion

56. **TOW missile rack**-

a. Inspect missile rack latch assembly and support braces for presence and ease of operation

b. Inspect straps for tears or frays

c. Check for presence of TOW adaptor

57. **Gunners platforms**- Inspect gunner’s platform risers for binding, ease of operation, or missing lock pins

58. **Tie downs**- Inspect all straps/lock downs for presence, damage, and security of mounting

62. **Canvas and bows**

a. Inspect cargo cover for tears, rips and punctures

b. Inspect bows for mounting and damage

c. Inspect bow straps for mounting and damage

63. **Tow pintle**- Check for damage, looseness, and presence of chain and pin

64. **Tow hooks**- Check for presence, and damage

65. **Trailer electrical connector**- Check for damage

72. **Winch**- Check for operation, and check cable for kinks, frays, or breaks

73. **Troops seats**-

a. Inspect troop’s seats for missing or damaged lock pins

b. Inspect troop’s seats for damage boards and security of mounting

74. **TOW power cable**- Inspect power cable where it exists the battery box, if there is any evidence of exposed wire it needs to be replaced

75. **Zippers**- Check all zippers for serviceability and damage

Tactical PMCS

The following checks will be conducted in a tactical environment. All checks will be conducted with close attention paid to noise and light discipline and security. Further checks may be conducted at the discretion of the vehicle commander.

1. **Left front side exterior**

a. Check underneath for fluid leaks

b. Check front and left side of vehicle for damage

2. **Left side tires** – check air pressure, cuts and gouges, uneven wear, objects in tires

3. **Rear exterior**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

5. **Right front exterior**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

6. **Right side tires** - check air pressure, cuts and gouges, uneven wear, objects in tires

7. **Front**

a. Check underneath for fluid leaks

b. Check Rear of vehicle for damage

8. **Cooling system** – Check surge tank for coolant level, check lines for leaks or cracks, and check for temperature tag on tank, check fan for broken or cracked blades and check belts, check radiator for proper mounting and cracks or leaks, and fins for damage.

13. **Steering** – Check for damage, and check steering for proper operation

14. **Brakes**

a. Check foot brake for proper operation

b. Check hand brake for proper operation

23.  **Transmission fluid** – Check to ensure fluid is at proper level (vehicle running at least 10 min) check for improper color or bubbles, and ensure stick and tube are serviceable

33. **Engine oil** – Check for fluid at proper level and dipstick and tube for serviceability

34. **Power steering lines and fittings** – Check for leaks and cracks in hoses or fittings

35. **Power steering reservoir** – Check for leaks and cracks on reservoir and brackets, fluid level and caps (ensure cap has fording line attached)

37. **Master cylinder**- Check for leaks, check fluid level, check gasket for serviceability, and check for dirt in cylinder

54. **Batteries**-

a. Check batteries for damage casing, terminal posts, and security of mounting

b. Check fluid level

c. Check battery box for corrosion

**Section 13: Checklists**

**VEHICLE INVENTORY CHECKLIST**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Vehicle # \_\_\_\_\_\_\_\_\_\_\_\_\_ | | |  |  |  |  |  |  |  |
| Date | | |  |  |  |  |  |  |  |
| Veh. Cmdr:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |  |  |  |  |  |  |  |
|  |  |  | Initial |  | Initial |  | Initial |  |  |
| Inventory | | |  |  |  |  |  |  |  |
| Jack with tire iron | | |  |  |  |  |  |  |  |
| Spare Tire | | |  |  |  |  |  |  |  |
| Tow straps with clevice rings | | |  |  |  |  |  |  |  |
| Telescopic Tow Bar | | |  |  |  |  |  |  |  |
| Tool bag/box | | |  |  |  |  |  |  |  |
| Map or overlay with route/check points | | |  |  |  |  |  |  |  |
| Reporting Formats | | |  |  |  |  |  |  |  |
| SSE Kit | | |  |  |  |  |  |  |  |
| Detainee Kit | | |  |  |  |  |  |  |  |
| LZ Kit | | |  |  |  |  |  |  |  |
| Aid/Litter Kit | | |  |  |  |  |  |  |  |
| Signaling Kit | | |  |  |  |  |  |  |  |
| Combat Lifesaver Bag | | |  |  |  |  |  |  |  |
| EOF Kit (not Blocking Kit) | | |  |  |  |  |  |  |  |
| Fire extenguisher (not discharged) | | |  |  |  |  |  |  |  |
| (2) Boxes of MREs | | |  |  |  |  |  |  |  |
| (2) C-Wire | | |  |  |  |  |  |  |  |
| Blocking Position Kit | |  |  |  |  |  |  |  |  |
| Spike strip | | |  |  |  |  |  |  |  |
| Cones | | |  |  |  |  |  |  |  |
| Signs (if applicable) | | |  |  |  |  |  |  |  |
| Binos/Optics dummy corded in turret | | |  |  |  |  |  |  |  |
| Water (2 jugs) | | |  |  |  |  |  |  |  |
| Fuel Cans (2 jugs) | | |  |  |  |  |  |  |  |
| Poncho (for radio/CSW) | | |  |  |  |  |  |  |  |
| Slave cable (serviceability) | | |  |  |  |  |  |  |  |
|  |  |  | Initial |  | Initial |  | Initial |  |  |
| **Comm** | | |  |  |  |  |  |  |  |
| Radio tightly screwed into mount | | |  |  |  |  |  |  |  |
| Proper frequencies loaded top and bottom | | |  |  |  |  |  |  |  |
| Spare ISR Batteries | | |  |  |  |  |  |  |  |
| Comm Checks complete (BFT also) | | |  |  |  |  |  |  |  |
| VRC-110 (ser #'s \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | | 152 (ser# \_\_\_\_\_\_\_\_\_\_\_) 152 (ser # \_\_\_\_\_\_\_\_\_\_\_) | | | | |  |
| ECM (ser # \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | | BFT (ser # \_\_\_\_\_\_\_\_\_\_\_) Dagr (ser # \_\_\_\_\_\_\_\_\_\_\_) | | | | |  |
| **Ammunition/ Pyrotechnics** | | |  |  |  |  |  |  |  |
| .50 cal headspace/timing guage | | |  |  |  |  |  |  |  |
| Ammunition Secured | | |  |  |  |  |  |  |  |
| .50 cal link (Qty \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
| 7.62 link (Qty \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
| 40 mm link (Qty \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
| 5.56 link (Qty \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
| Pyro (Type \_\_\_\_\_\_\_\_\_\_\_\_ Qty \_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
| Smoke (Type \_\_\_\_\_\_\_\_\_\_ Qty \_\_\_\_\_\_\_\_) | | |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| VEHICLE CMDER: PCC COMPLETE | | |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

**VEHICLE CONDITION CHECKLIST**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Victor \_\_\_\_\_\_\_\_\_\_\_\_\_ | | |  |  |  |
| Date | | |  |  |  |
| Veh. Cmdr: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |  |  |  |
|  |  |  | Initial |  | Initial |
| PRE-PATROL Vehicle Condition | | |  |  |  |
| Fuel Tank full | | |  |  |  |
| Front Exterior (cracks, leaks, loose bolts/parts) | | |  |  |  |
| Right Exterior (cracks, leaks, loose bolts/parts) | | |  |  |  |
| Left Exterior (cracks, leaks, loose bolts/parts) | | |  |  |  |
| Rear Exterior (cracks, leaks, loose bolts/parts) | | |  |  |  |
| Check underneath for leaks | | |  |  |  |
| Coolant level | | |  |  |  |
| Oil Level | | |  |  |  |
| Wiper Fluid | | |  |  |  |
| Transmission Fluid | | |  |  |  |
| Fan Belts (check for dry rot and cracks) | | |  |  |  |
| Air Filter cleaned daily | | |  |  |  |
| Turn Signals | | |  |  |  |
| Headlights | | |  |  |  |
| Brake Lights | | |  |  |  |
| Horn | | |  |  |  |
| Windshield and Windows clean/serviceable | | |  |  |  |
| Wipers serviceable | | |  |  |  |
| Side Mirrors secure | | |  |  |  |
| Engine (starts properly, holds idle) | | |  |  |  |
| Smooth gear shifts | | |  |  |  |
| Proper steering | | |  |  |  |
| All gauges normal reading | | |  |  |  |
| Turret (360 degrees turning and locking) | | |  |  |  |
| Wheels and Tires serviceable | | |  |  |  |
| Antennas Tied and Tightly Screwed in | | |  |  |  |
|  |  |  |  |  |  |
| Interior clear of trash/unnecessary items | | |  |  |  |
|  | | |  |  |  |
| VEHICLE COMMANDER: PCC COMPLETE | | |  |  |  |
|  |  |  |  |  |  |
| POST-PATROL Vehicle Condition | | |  |  |  |
| Check underneath for leaks | | |  |  |  |
| Coolant level | | |  |  |  |
| Oil Level | | |  |  |  |
| Wiper Fluid | | |  |  |  |
| Transmission Fluid | | |  |  |  |
|  |  |  |  |  |  |
| VEHICLE COMMANDER: PCC COMPLETE | | |  |  |  |
|  |  |  |  |  |  |

##### Chapter 3

Movement

**Section 1:**

**Vehicle Formations**: The following formations are the standard for a four-vehicle section. In all diagrams movement is from left to right. Fields of fire are represented by dashed lines and arrows. **Base of movement will always be second vehicle.**

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good 360 degree security. | Good 360 degree fires. | Flexible formation, easy to control. | Moderate. |

Best when contact is likely but direction of attack unknown.



|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good 360 degree security. | Good to flank and fronts. | Less difficult than on-line. Still flexible. | Faster than line. |

Best when contact is likely and direction of attack likely to the front.



**4**

**2**

**1**

**3**

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Excellent to the front, poor to the flanks and rear. | Excellent to the front, poor to the flanks and rear. | Difficult to control. Inflexible. | Slow. |

Best when contact is imminent and direction of attack is to the front.



**2**

**4**

**1**

**3**

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Very good to the front. Good to the flanks and rear. | Very good to the front.  Good to the flanks and rear. | Very difficult. | Slow |

Best when contact is imminent and direction of attack likely to the front.



**4**

**2**

**1**

**3**

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good to the echeloned flank and front. | Good to echeloned flank and front. | Difficult. | Slow. |

Best when contact is imminent and direction of attack is likely to one specific flank.



**4**

**2**

**3**

**1**

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Excellent to the front, poor to the flanks and rear. | Excellent to the front, poor to the flanks and rear. | Difficult to control. | Slow. |

Best when contact is imminent and likely direction of attack is to the front. Variation of line that allows better depth and protects anti-armor vehicles. Preferred to on-line.



**4**

**2**

**3**

**1**



|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good dispersion. Good 360 degree security. | Good to front and rear. Excellent to flanks. | Easy to control. Flexible formation. | Fast. |

Best when contact is possible and likely direction of attack unknown. Preferred formation for convoy.



|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good 360 degree security. | Good to flank and fronts. | Easy formation to enter. | Not applicable. |

Best means of halted security when off-road.  
Note: Lead vehicle enters through 6 o’clock and then travels counter-clockwise one and a half turns, halting at the 12 o’clock. Other vehicles fall in to established positions (3, 6, 9) and are then given fields of fire by the unit leaders.

|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Least secure.  Most effective means of concealment. | Poor to front and rear. Excellent to flanks. | Very easy to control. | Very Fast. |

Best when contact is unlikely and speed is of the essence. Best formation for vehicle infiltration.





|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good 360 degree security. | Good to flank and fronts. | More difficult formation to enter. | Not applicable. |

Variation of squad coil for highway or urban areas. Can be used on convoy with “soft” vehicles on interior. Lead vehicle posts to left front, second vehicle to right front, third vehicle to left rear and last vehicle to right rear.



|  |  |  |  |
| --- | --- | --- | --- |
| Security | Fires | Control | Speed |
| Good security to flanks. | Good fires to flanks. | Very easy formation to enter. | Not applicable. |

Preferred halted formation on convoy. Best if used for short halts.  
Note: Not a preferred method when danger of IEDs exists.

**Section 2:**

**Movement Techniques**:

**Traveling:**

In **traveling**, security element (A) and main body (B) maintain consistent speed and dispersion as a single unit. This is the fastest, least secure technique, used when speed is important and enemy contact unlikely. Traveling is most commonly seen in convoy operations where escorts and escorted vehicles act as a single unit.

**Overwatch:**

A tactical technique in which one element is positioned to support by fire the movement of another element by observing known or suspected enemy locations and engaging the enemy if he is visible or tries to fire on the friendly element. The overwatching element must be told if it is to destroy, suppress, or fix the enemy.

**Traveling Overwatch**

Traveling overwatch movement technique is employed when enemy contact is likely (possible). Unit moves in column with a 50-meter interval with designated lead and trail elements. The trail element moves continuously, following covered and concealed routes. The lead element is approximately 50 to 100 meters ahead of the trail element, depending on terrain and vegetation. The trail element moves at varying speeds, stopping as required to overwatch the lead vehicle. Visual contact is maintained with the lead element at all times.

The trail element overmatches at such a distance that should the enemy engage the lead element, it will not prevent the trailing element from firing or moving to support the lead element. In wooded areas or restricted terrain, the units reduce speed and interval. In adverse weather conditions, the crew of the lead vehicle dismounts to verify the trafficability of the route. The following vehicle(s) provides overwatch. The unit maintains local security according to its SOP.

**Bounding Overwatch**

Bounding overwatch is employed when enemy contact is expected. The basic movement formation is the staggered column with 50-to 100-meter intervals between vehicles. Lead element bounds forward following a covered and concealed route. The bounding element may be a single vehicle for a section movement or an entire section for a platoon movement. The overmatching element covers the progress of the bounding element from covered and concealed positions offering observation and fields of fire against suspected enemy positions. Visual contact is maintained at all times.

The length of a bound is based on terrain analysis and the ranges and fields of fire from the overmatching vehicles. When cresting a hill, entering an open area, exiting a defile, or moving through any other restrictive terrain, a crewman dismounts from the vehicle. He or she moves forward on foot to a point where he or she can observe all suspected or likely enemy firing positions. The unit maintains local security according to its SOP.

Note: A TOW Vehicle is equally capable of securing a danger area in overwatch or battle drills.



**Section 3:**

**Immediate Action Drills**: The following are a collection of basic vehicle battle drills. Convoy and standard maneuver battle drills are interchangeable.

# Short Halts (Less than 3 minutes, unscheduled)

* + - Marines will remain inside vehicle, but anticipate the command to dismount upon command from patrol leader
    - Gunner is scanning assigned sector
    - VC continues to monitor radio and develops the situation

# Long Halts (Greater than 3 minutes, unscheduled)

* + - * + Vehicles will conduct modified herringbone
        + Vehicles will maintain proper dispersion
        + Gunners will direct driver to best position for employment of CSW
        + Engineer will dismount and begin sweeping around their vehicle
        + VC and scouts will dismount and conduct 5’s/25’s while providing security for the engineer
        + Engine stays running unless told otherwise
        + Weapons at the alert carry
        + Scanning assigned sector
        + Marines move to position where they can best scan and protect vehicle
        + Do not occupy a position that is directly next to the vehicle – Maximize micro terrain!
        + Take into account visibility, cover and likely avenues of approach
        + Set up blocking positions and emplace EOF lines on command

# Long Halts (Scheduled- Observation Posts)

* + Coil off the road
  + Same security posture as long halt dismount procedure
  + Gunners construct range cards
  + EOF mechanisms at the ready – lines emplaced as required
  + Dismounts return to vehicle when tasks complete
  + Engine is turned off
  + Report when all tasks are complete and set

**Dismounting**

Marines will dismount from the vehicle on command or automatically under the following circumstances: a) after 1 minute in a short halt, b) during any long halt, and c) in the coil or box formation. The driver and gunner will never dismount from the vehicle but will retain responsibility for vehicle mobility and assigned fields of fire. Vehicle Commander will be the last to dismount.

**5m/25m Checks**

5m/25m checks are intended to establish local security for the vehicle. Turret gunner will scan immediate 5m area in his sector and all Marines riding in vehicle will scan 5m area in their sector, once all Marines have completed scan and determined there is not threat within 5m, they will notify the VC who will announce “CLEAR TO 5”, at which point one dismount will exit the vehicle, checking the under carriage of the vehicle then working out in a circular scan pattern of 360 degrees to 25m. Once scan is complete, further tasking for VC may occur.

**Dust Out**

When visibility is limited due to severe dust or smoke conditions, day or night, any vehicle affected will send over the radio “Dust Out.” All vehicles will turn on headlights and taillights and maintain speed briefed until through dust or smoke, if increasing the interval is required, the VC will make the call.

**Overpasses**

At overpasses, the gunner temporarily releases his primary weapon, locking it into the T&E and bringing his M16 or M9 to bear on the overpasses. The vehicle “snakes” under the overpass, exiting from a different lane than the lane entered. The gunner turns, covering the overpass both on entry and exit. After clearing the overpass, the gunner secures his personal weapon and returns to his primary weapon.

**The following drills are adaptable to different tactical situations. The specific vehicle to conduct the maneuver is at the discretion of the unit leader and will vary.**

**Example: Vehicle 1 blocks for a U-Turn on order of the section leader.**

**Actions at a Linear Danger Area (Road Intersection or Restricted Terrain)**



**Block for U-Turn (Dead End or Blocked Route)**



**Block at On-Ramp**



**Security at Bridges and Fords (Restricted Terrain)**



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## Chapter 4

**Offensive Operations**

**Section 1:**

**Movement to Contact**: A form of the offense designed to develop the situation and to establish or regain contact.

**Planning Considerations**

* Conduct extensive rehearsals on immediate actions drills.
* Maintain communication with flanks and point. Ensure signal plan supports battle drills.
* Initiate contact using the smallest unit first. Develop the situation. Deploy into the attack when contact is made with the enemy’s main body. Do not waste time and combat power on screening elements unless necessary.
* Use connecting files for command and control.
* Choose movement formations and techniques based on expectation of enemy contact.

**Control Measures**

* March Objective
* Phase Lines
* Checkpoints
* Contact Points
* Boundaries

**Fires**

* Plan on-call targets to support maneuver.
* Shift priority targets to support maneuver.

**Formation**:

**Platoon Approach March**



**Movement to Contact Battle Drills**:

**ON-LINE**

Lead Section sights

enemy, sends Contact

Report to Platoon HQ.

Platoon Commander

sends “On-line” over Net.

Platoon HQ pushes to rear

of Advance Guard.

Main Body moves to right

and online with Advance

Guard.

Rear Guard moves to left

and online with Advance

Guard.

Once online all elements

of platoon assault through

objective.

Once objective is secured,

Platoon re

-

forms into

Approach March under

overwatch

of Main Body

**1**

**3**

**4**

**2**

**MANEUVER**



**MANEUVER & ASSAULT**



**CONTACT LEFT/RIGHT**



**BREAK CONTACT**



**Section 2:**

**Screen**: A task to maintain surveillance; provide early warning to the main body; or impede, destroy enemy reconnaissance within its capability without becoming decisively engaged.

**Planning Considerations**

* Do not become decisively engaged.
* Maintain constant surveillance of all assigned named areas of interest or avenues of approach.
* Coordinate with S-2 for latest intelligence of enemy operations in sector.
* Set observation posts to warn of enemy’s approach.
* Gain and maintain contact with enemy main body and report its activity.

**Control Measures**

* Phase Lines
* Boundaries
* Engagement Area

**Fires**

* Plan on-call targets to support maneuver.
* Shift priority targets to support maneuver.
* Use non-organic fire agencies (81s, Artillery, CAS) to impede and harass enemy.

**Guard**: A task to protect the main force by fighting to gain time, while observing and reporting information.

* This task is conducted with CAAT acting as part of a guard force. CAAT cannot complete this mission on its own. It is only sustainable for a limited time. Indirect fire assets from higher must be utilized. Receiving the task is dependant upon the enemy composition and disposition.

**Cover**: A task that can be used both as an Offensive or defensive actions to protect the force.

* This task needs to be conducted as two CAAT platoons reinforced. Reinforcement is dependent upon the enemy composition. The tactical task requires the cover force to be completely independent and self-sustaining from the main body.

# Section 3:

# Support by Fire: A task in which a maneuver element moves to a position on the battlefield where it can engage the enemy by direct fire in order to support the maneuver of other elements.

**Planning Considerations**

* Conduct Leader’s Recon of Support by Fire Position (Aerial, Map, Physical)
* Establish Left and Right Limits of fire.
* Establish Target Reference Points.
* Establish Primary and Alternate signals for “Shift” and “Cease Fire.”
* Ground Mount Weapons systems with sandbags if required.
* If occupying by covert means, use cover and concealment to occupy position with stealth.
* If occupying by deliberate mean, deploy assault force ahead of support element in order to seize position. Plan internal support by fire and make use of supporting arms as available.

**Control Measures**

* Target Reference Points
* Left and Right Lateral Limits

**Fires**

* Maintain fire control at pre-determined rates.
* Spread load ammunition.

**Section 4:**

# Infiltration: Movement into territory occupied by enemy forces. The movement is made by small groups at extended or irregular intervals along multiple routes in order to avoid enemy contact. Infiltration can also apply to a road march into a friendly area. Units stagger themselves at irregular distances in order to avoid massing of forces.

**Planning Considerations**

* Recon tentative passage lanes.
* Conduct infiltration at night.
* Always use deception to support maneuver (examples: AAVs, feints, harassment fires).
* Use a ground guide and night optics.
* Maintain vehicle RPMs to reduce audio signature.
* Near and far recognition signals.
* Lost Marine Plan.
* Lost Communications Plan.
* Escape and evasion procedures.
* Rendezvous time.

**Control Measures**

* Release points.
* Infiltration lane.
* Rendezvous point (primary and alternate).
* Assembly Areas.
* Attack Position.
* Objective.

**Fires**

* Plan fire support to allow units to break contact if decisively engaged

**Chapter 5  
Defensive Operations**

**Section 1:**

**Traffic Control Points**: a place at which traffic is controlled either by military police or by mechanical means.

There are three types of traffic control points: permanent, hasty and snap. A permanent TCP is found in well-defended areas, such as a forward operating base (FOB) and will most likely operate using standard guard procedures.

**Hasty Traffic Control Point**



**Detailed Illustration of PAX placement during Hasty VCP**



**Snap Traffic Control Point**



The section leader (B) sights vehicles in the “kill zone” and calls “Snap.” Vehicle D deploys to opposite lane, blocking traffic from escaping the “kill zone.” Vehicle B accelerates and prevents traffic from backing out or turning around. Vehicle A moves forward and sets frontal security, also standing by to act as a chase vehicle. Vehicle E stops, turns around and sets rear security, also standing by to act as a chase vehicle. Vehicle C pulls forward and dismounts two Marines with ACOG equipped rifles to scan the trapped vehicles. When they designate all clear, Marines from vehicles B and D dismount and approach the vehicles. The drivers are instructed to open all compartments and are then moved to a separate area where they are searched and questioned. Marines from A and E dismount to provide flank security. When all vehicles have been searched and cleared, the drivers are thanked for their patience and the patrol continues on its route.

**Section 2:**

**Blocking Position**: A tactical task assigned to a unit that requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement.

**Planning Considerations**:

* Establish forward and flank security
* Establish sectors of fire/range cards
* Occupy/Mark/camouflage vehicle positions.
* Prepare obstacles.
* Emplace trip flares or flashbangs.
* Emplace any demo or mines.
* Report to Higher when (a) occupation is complete, (b) obstacles are complete, (c) request to lay minefield, (d) minefield emplaced, and (e) blocking position complete.
* Priority of work based on security, automatic weapons, fields of fire, entrench (SAFE).

**Control Measures**:

* Trigger Line: A line which when crossed by the enemy or by friendly causes some action by fires whether they are direct or indirect.
* Terrain Reference Point (TRP): A static point on the ground used by leaders and gunners that is easily visible to set lateral limits and de-conflict fires. This is crucial to establishing battlefield geometry when building range cards and fire plan sketches.
* Maximum engagement line: An imaginary line at the furthest extent of the Gunner’s field of vision or maximum range he can engage the enemy at while in a particular position.
* Disengagement line: An imaginary line on the ground which when crossed will cause certain elements of the platoon to disengage end move to another position, often used in delaying actions.

**Fires**:

* Plan Final Protective Fires
* Engagement and disengagement criteria and instructions.
* Rates of fire.
* Target precedence.

**Section 3:**

**Anti-Armor Engagement Areas**

**Tactical Considerations**

* Identify and prioritize mechanized avenues of approach and mobility corridors.
* Establish the means to detect enemy armor.
* Conduct intelligence preparation of the battlespace (IPB).
* Establish forces for security.
* Use the terrain to gain advantage.
* Ensure the barrier plan supports the defensive plan. Barriers are essential in the defense.
* Integrate all supporting arms into the combined-arms counter-mechanized scheme.
* Employ weapons in mass and in depth.
* Decide whether to fight from battle position(s) or sector(s).

**Control Measures**

* TRPs.
* Sectors of fire.
* Engagement criteria.
* Target precedence.
* Criteria for initiating fires (event, command, or time).
* Trigger lines/points.
* Break lines allow weapons to displace to alternate, supplementary, or successive positions.
* Successive battle positions.

**Fires**

**Counter-mechanized Fires (two types)**

**HAW/MAW/LAW**

* Concentric and ever-increasing volumes of fire delivered by—

Heavy weapon (HAW) (TOW)

Medium weapon (MAW) (JAVELIN)

Light weapon (LAW) (AT-4)



HAW/MAW/LAW

**Massed Surprise Fires**

* Direct fire weapons engage simultaneously in an ambush.
* Supporting arms may be used in the same manner as concentric method.

**Engagement Areas**

* Use engagement areas as a tool to help concentrate fires and optimize fire distribution.
* Identify the engagement area by target reference points (TRPs) or by prominent terrain features.
* Design defense around avenues of approach, not around engagement areas.
* Used most effectively with combined arms.
  + Fixed-wing close air support (CAS).
  + Rotary-wing CAS.
  + Artillery.
  + Tanks.
  + Weapons organic to the infantry battalion/rifle company.

**Weapons Employment Considerations**

* Mutual support.
* Overlapping sectors of fire.
* Dispersion.
* Primary, alternate, and supplementary positions.

**Section 4:**

**Heavy Machine Gun Range Card:**

**Elements**

Data Section (Complete First)

* Target Identification
* Target Location (Direction/Deflection, Elevation, Range)
* Ammunition
* Target Description
* Remarks

Sketch Section (Complete Second)

* Operational Graphics
* Left and Right Limits
* PDF or FPL
* Targets
* Key Terrain

All Directions in Mils Magnetic and Degrees Magnetic (To assist higher unit in fire plan sketches).

All Ranges in Meters

### Final Protective Line



**Primary Direction of Fire**



## Section 5:

**Anti-Armor Range Card**

Nine Elements of Anti-Armor Range Card: **To be filled out in this order by all gunners**.

* Weapon Symbol and 6 Digit Grid
* Back Azimuth to a Known Point
* Right and Left Lateral Limits
* Maximum and Minimum Engagement Lines
* Target Reference Points
* Anticipated Target Engagement Area
* Dead Space
* North Seeking Arrow (Magnetic)
* Marginal Data (Name and Rank, Type of Position, Unit, Time and Date)

Note: The above is only an example. Anti-armor weapons will use the same template as the machinegun range card with “TOW” or “Javelin” entered under “Weapon.”

**Chapter 6**

**Convoy Operations**

**Section 1:**

**Planning Considerations**

* Conduct test-fire of weapon systems.
* Rest plan for drivers on extended convoys.
* Pass clear rules of engagement for gunners.
* Disperse Combat Lifesavers and Corpsman through convoy.
* Determine Light Usage (Black Lights, Head Lights, NVGs).
* Create a deception plan by varying departure times for regular convoys.
* Conduct rolling radio checks with units adjacent to your route.
* Coordinate with adjacent units along route informing them of the scheme of maneuver, specifically the start and end time.
* Vehicle Bump Plan.
* CASEVAC procedures pre-determined.
* MEDEVAC LZs pre-determined along route and briefed to Vehicle Commanders
* Escape and Evasion Plan.
* Lost Marine/Lost Vehicle Plan.
* Use inboard lane or drive on the median in order to offset danger of IEDs.
* Determine formation based on enemy threat
* Open Column- Typically used in daylight or periods of good visibility.
* Closed Column- Typically used in daylight or in periods of poor visibility.
* Infiltration- Forces staggered at extended and irregular interval individually and in small groups. Used when security and dispersion is most critical.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Conditions | Interval (M) | | Speed (MPH) | | Catch-Up Speed (MPH) | |
|  | Open | Closed | Open | Closed | Open | Closed |
| Off-Road | 100 | 50 | 25 | 20 | 30 | 25 |
| Unimproved Surface | 100 | 50 | 35 | 25 | 40 | 30 |
| Urban Area | 25-50 | 25-50 | 25 | 20 | 30 | 25 |
| Highway | 100 | 50 | 40 | 35 | 45 | 40 |

All intervals and speeds are flexible based on conditions such as weather and dust.

**Convoy Formation (Tactical Column)**



**Control Measures**

* Start point.
* Checkpoint.
* Phase Lines.
* Rally Points.
* Release Points.
* Critical Points.
* Routes (Primary and Alternate).
* Passage Points.
* Passage Lanes.

**Fires**

* Plan fire support using on-call aviation escort and pre-planned targets that support maneuver at critical points
* Shift priority targets throughout convoy to support maneuver.
* Coordinate with FSC to ensure complete knowledge of any Restricted Fire Areas or No Fire Areas along route.
* Set Restricted Fire Area around convoy on-the-move.

**Section 2:**

**Duties and Responsibilities**:

##### Convoy Commander-

* Issue Warning Order
* Ensure Coordination with Higher, Adjacent, and Supporting Units
* Receive intelligence updates from S-2
* Coordinate Route Planning
* Conduct Reconnaissance of Route (Aerial, Map, or Motorized)
* Set Convoy Task Organization
* Set Order of March
* Conduct Final Rehearsals
* Deliver Convoy Order
* Conduct Confirmation Brief
* Conduct Final Inspection

##### Assistant Convoy Commander-

* Supervise all vehicle preventive maintenance
* Supervise all communications checks
* Ensure preparations are conducted in accordance with timeline
* Conduct Initial Rehearsals
* Conduct Initial Inspection
* Prepare and Issue Strip Maps
* Prepare and Issue Vehicle Smart Packs
* Coordinate medical equipment supply
* Coordinate ammunition supply
* Supervise construction of terrain model
* Conduct logistical supply as directed by Convoy Commander
* Collect and compile vehicle manifests and pre-field reports
* Sets security and fields of fire during long halts.

##### Vehicle Commander-

* Supervise preparation and function check of weapons systems
* Supervise preparation and function check of communications
* Supervise vehicle preventive maintenance
* Rehearse vehicle immediate action drills
* Inspect all gear, weapons, and optics for vehicle.
* Review strip map with vehicle crew

##### Driver-

* Conduct vehicle preventive maintenance
* Fuel vehicle
* Review strip map
* Mount and conduct function checks with all vehicle communications gear.
* Inspect vehicle load for safety
* Inspect tow chains or bar, slave cables, tools, spare parts, and pioneer gear
* Clean vehicle, specifically windows and headlamps

##### Gunner-

* Ensure weapons are cleaned, lubricated, function checked, and loaded
* Inspect weapons and SL-3 gear
* Conduct function check on vehicle turret
* Inspect ammunition

**Section 3:**

**Battle Drills:**

### Contact Front/Rear/Left/Right

**Small Arms/Rocket Attack**

**Route Clear**



**Improvised Explosive Device (IED)/Mine/Vehicle Carried Improvised Explosive Device (VCIED)**

**Explosive Device does not Detonate**



Explosive Device Detonates



### Vehicle-borne Improvised Explosive Device



### Vehicle Breakdown



### Counter to Combined Ambush

### Smalls Arms/Rocket & Improvised Explosive Device (IED)/

**Vehicle Carried Improvised Explosive Device (VCIED)**



## Contact Front/Left/Right Break Contact Drill

## Small Arms/Rocket Attack

**Route Blocked/Resistance Heavy**



### Contact Rear Break Contact Drill Small Arms/Rocket Attack

**Route Blocked/Resistance Heavy**



### In-Stride Breach: Suppress Obscure Secure Reduce



### Indirect Fire



### Aerial Attack



**Reaction to Unarmed Mob (Human Obstacle)**



**Chapter 7**

**Patrolling**

**Section 1:**

**Patrol**: A detachment of ground, sea, or air forces sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up, or security mission.

**Types of Patrols:**

* Reconnaissance
  + Route
  + Area
  + Zone
* Combat
  + Raid
  + Ambush
  + Contact
  + Economy of Force
  + Security

**Patrol Planning Steps**

Consider all patrol steps when planning and use only those that are needed for mission accomplishment.

* Study the mission.
* Plan use of time (backwards planning).
* Study terrain and situation.
* Determine requirements.
* Task organize the patrol.
* Select men, weapons, and equipment.
* Issue a patrol warning order.
* Conduct patrol coordination.
* Make reconnaissance.
* Complete detailed plans.
* Issue the patrol order.
* Supervise inspections and rehearsals.
* Execute the mission.

**Coordinating Instructions**

* Specify time of departure.
* Specify time of return.
* Specify immediate actions/battle drills.
* Specify procedures for departure and re-entry of friendly lines.
* Specify debrief time, location, and personnel.
* Specify brevity codes for altering primary route or frequency.

**Control Measures**

* Primary and Alternate Routes.
* Checkpoints.
* Rally Points.

**Fires**

* Target probable enemy locations.
* Shift priority targets to support maneuver.

**Section 2:**

# Patrol Coordination

# S-2

* Current enemy situation
* Terrain and vegetation
* Weather and light data
* Previous patrol reports
* Aerial photos and imagery
* Photos/info on enemy uniforms/weapons
* Intel/info requirements (RFIs, CCIRs)
* Debrief (Time, Location, Personnel)
* Special equipment (Sensors, Cameras, UAVs)
* Sniper attachments

#### S-3

* Submission of overlay
* Current friendly situation
* Departure/reentry of friendly lines
  + Time and place (coordinated w/ forward unit commander)
  + Emergency signals
* Adjacent patrols
* Restrictions (illum, smoke, riot control agents, pyro-technic)
* Required reports/reporting occasions
* Location and time of rehearsal
* Location/time of test firing of weapons

#### Fire Support Coordinator

* Fire support means available
* Ammunition types and fuzes available
* Priority of fires
* Priority targets
* Control measures (coordinated fire line and boundaries)
* Frequencies and call signs
* Submission of fire support overlay

# Company Operations Chief

* Equipment requests
* Time and location to draw
* Ammunition and pyrotechnic requests
* Transportation

# Air Officer

* Aircraft availability (MEDEVAC)
* Frequencies and call signs
* Close Air Support available

# Communications Officer

* Frequencies, call signs, fills and timing
* Reporting instructions
* CEOI

### Adjacent Patrols

* Identity of patrol leader
* Identity of unit
* Size of patrol
* Time of departure/time of return
* Enemy action
* Routes (primary/alternate)
* Mission
* Frequencies and call signs
* Challenge and password

##### Section 3:

##### Forward Unit Commander Coordination

# Information Provided by Patrol Leader

* Identity of the patrol leader
* Identity of the unit
* Size of patrol (at time of departure and time of return)
* Mission of patrol
* Time of departure and time of return
* General area of operation
* Patrol frequencies and call signs

# Information Collected by Patrol Leader

* Terrain and vegetation
* Enemy situation
* Friendly positions
* Barrier plan
* Fire support plan
* Units’ frequencies and call signs
* Challenge and password

# Information Coordinated

* Location of initial rally point
* Location of return rally point
* Location of point of departure from friendly lines
* Location of point of return to friendly lines
* Departure/reentry procedures
* Frequencies and call signs
* Emergency signals/plans
* Passage of information to relief

# Support Requested

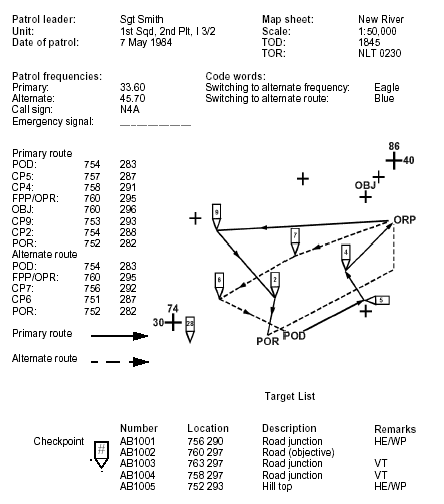
* Guide through lines
* Fire support
* Reaction force
* Litter team
* Navigational aids

**Section 4:**

**Patrol Overlay**

**Elements**

* Time and date of patrol
* Primary and alternate routes
* Map Datum
* Patrol Frequencies
* Brevity Codes
* Checkpoints
* Targets



**Section 5:**

# Urban Patrolling

**Planning Considerations**

* Conduct Leader’s Reconnaissance (Aerial, Map or Physical)
* Remain conscious of 3 Dimensional Threat
* Be prepared to interact with civilian non-combatants
* Use translators, attempt to gain intelligence through casual conversation
* Watch for BOLO vehicles or warning indicators such as: absence of vehicles or pedestrians, observation,
* Assign Designated Marksmen for point targets
* Always have security set
* Without Dismounts
  + Not preferred
  + Avoid restricted areas, use major roads
  + Avoid high traffic areas
  + Move vehicle in bounds through danger areas
  + Tempo of movement key to success
  + Maintain safety distance based on Rules of Engagement
* With Dismounts
  + Establish radio communications with all dismounted elements
  + Establish hand and arms communications with dismounted element
  + Deploy dismounts forward for security in danger areas
  + Use fire control template (see Fires section) to direct HMG/Anti-Armor fires.

**Control Measures**

* Build terrain model, use for rehearsals and orders.
* Re-name buildings and routes
* Create Phase Lines
* Standard building template: assign numbers to floors and letters to doors and windows

from left to right. Roof is called “roof” and basement is called “basement.” See example

below:



Fires

* Plan fires based on level of conflict, in accordance with Rules of Engagement.
* When providing fires in support of dismounted elements, use the following format:

|  |  |
| --- | --- |
| **Line 1** | **Current Friendly Position** ex. “Squad, Route Blue, South side” |
| **Line 2** | **Target Position** ex. “Route Blue, North Side, Building one, Delta 4” |
| **Line 3** | **Target Description** ex. “Sniper” |
| **Line 4** | **Route to Target** ex. “Route Packers to Route Blue” |
| **Line 5** | **Remarks** ex. “Unarmed civilians, building one, Alpha 3” |

If supported unit does not use this format, vehicle commanders must ask for all of the above information.

Section 6:

**Reconnaissance Patrols**

**Route Reconnaissance Checklist**

* Determine the trafficability of the route. Submit route report.
* Check all adjacent routes which influence the primary route (Out to threat weapons maximum range at minimum).
* Reconnoiter, to the limit of direct fire range, terrain that dominates the route.
* Reconnoiter all built-up areas along the route.
* Reconnoiter all defiles along the route.
* Locate mines, obstacles, and barriers along the route and mark and report them as per annex.
* Locate a bypass around built up-areas, obstacles, and contaminated areas.
* Find and report all enemy forces that can influence movement along the route.
* Report bridges: Length, width, type of surface, etc…A detailed bridgerep can be done with engineers or by the PLT CMDR, PLT SGT, or SECTION LEADERS. Check underpass clearance, locate bypasses and ford sites.

**Area/Zone Reconnaissance Checklist**

* Reconnoiter all terrain (landing zone, built-up area, or major road intersection) within the zone/area.
* Inspect and classify all bridges within the zone.
* Locate suitable fording or crossing sites near all bridges within the zone.
* Inspect and classify all overpasses, underpasses, and culverts.
* Locate bypasses around built-up areas, obstacles, and contaminated areas.
* Locate mines, obstacles, and barriers within the area.
* Find and report all enemy forces within the zone.

Chapter 8

Specialized Tasks

**Section 1:**

**Passage of Lines**: An operation in which a force moves forward or rearward through another force’s combat positions with the intention of moving into or out of contact with the enemy.

**Planning Considerations**

* Conduct reconnaissance/coordination for assembly areas, lanes of passage, release points, linkup points, and check-points.
* Coordinate for guides from stationary units.
* Establish primary and secondary means of communications.
* Establish near and far recognition signals, day and night.
* Coordinate security hand-over point.
* Coordinate battle hand-over point.
* Coordinate fire control hand-over point.

**Control Measures**

* Assembly Area
* Passage lane
* Start point
* Release point
* Link-up Points
* Checkpoints

**Fires**

* Plan fires that protect unit from enemy contact during passage.
* Place restricted fire area along passage lanes during transit of lines.

# Section 2:

# Link-Up: A meeting of friendly ground forces.

**Planning Considerations**

* Set and man primary and alternate link-up points, passage lanes, and assembly areas.
* Use personnel at link-up points as guides.
* Set shared communication plan between units.
* Set near and far recognition signals.
* Set link-up time.

**Control Measures**

* Link-up Point

**Fires**

* Coordinate a Restricted Fire Line through FSC.

# Section 3: Relief in Place

**Planning Considerations**

* Conduct full leader’s reconnaissance of area to be occupied.
* Co-locate command post for coordination during relief in place.
* Set a clear event/time for full battle hand-over of tactical command.
* Establish route for relieved unit.
* Relieve crew served weapons systems last.
* Establish order by which units in line are relieved.

**Control Measures**

* Assembly Areas
* Routes
* Start Point
* Checkpoint
* Release Point

**Fires**

* Hand-over all fire-plan sketches, obstacle plans and fire support coordination between off-going and oncoming unit.

**Chapter 9**

**Command and Signals**

**Section 1:**

**Succession of Command**

Standard Succession of Command will be:

* Platoon Commander
* Platoon Sergeant
* 1 section leader
* 2 section leader
* Supported Unit Commander

**Section 2:**

**Standard Radio Allocation**

Communications assets available will vary but the standard allocation will be as follows:



**Section 3:**

**Standard Radio Channels**

All communication gear will hold frequencies as per the following:

|  |  |
| --- | --- |
| Channel 1 | Battalion Tac 1 |
| Channel 2 | Weapons Company Tac |
| Channel 3 | CAAT Platoon Tac |
| Channel 4 | Section Tac (Varies per Section) |
| Channel 5 | Mortar Conduct of Fire Net |
| Channel 6 | MEDEVAC Net |

Vehicle Commanders will maintain a card containing the Fills/Frequencies for the following other nets:  
 Tactical Air Control Party Local  
 Artillery Conduct of Fire  
 Battalion Tac 2

Specific Fills/Frequencies will be written on the inside of the windshield with map pen in front of the vehicle commander.

**Section 4:**  
**Hand and Arm Signals**

|  |  |
| --- | --- |
| **Wedge**  Arms extended below torso at a 45º angle. | **Vee**  Arms extended above head at a 45º angle. |
| **Echelon (Right or Left)**  Arms extended, one above the head, one below, at a 45º angle. Direction of movement is indicated by the direction the Marine is facing. | **File**  Palm remains flat. Arm bends at the elbow, moving forward and backward. |
| **Long Count/Short Count**  Right hand is balled in fist with trigger finger extended. Right hand makes a horizontal figure eight until all vehicles respond with thumbs up. Left hand conducts count down from five long count or three if short count. | **Diamond**  Arms extended above head, elbows bent, forearms come together at 45º angle. |
| **Coil**  Right arm extended forward of torso. Arm rotated in large circle in front of body. | **Column**  Right arm rotated underhand in a softball throw. |
| **Move Out**  Right arm rotated overhand in a baseball throw. | **Vehicle Commander’s Up**  Tug at collar with either arm repeatedly. |
| **Herringbone**  Arms begin crossed, extending to left and right at a 45º angle. | |
| **Alternating Bounding Overwatch (The Bound)**  Arms held at chest level. Fists rotated in circular fashion around each other. | **Successive Bounding Overwatch (The Bump)**  Arms at chest level. Fists collide, one on top of the other, and then separate. |
| **Cease Fire**  Palm outboard, right arm bent, hand waved in front of face. | **Danger Area**  Arm extends across neck at furthest extension. Dramatic exaggerated movement of entire arm across neck from one side to the other. |
| **Turn Off Vehicles**  Palm towards body, arms tucked against chest, hand rotating back and forth across throat in short choppy motion. | **Assemble**  Arm extended horizontal to deck, forearm bent at 90º, finger pointed vertically. Hand rotates in a 360º motion at wrist, finger remains pointed upward. |
| **Increase Dispersion**  Palms face outward, arms extended straight forward from body, horizontal to deck. Arms move outward to sides in sweeping motion, remain horizontal to deck. | |
| **Decrease Dispersion**  Palms face inboard, arms extended to sides, horizontal to deck. Arms move inside in sweeping motion, remain horizontal to deck. | |
| **Stop**  Arm horizontal to deck, forearm at 90º angle, palm forward. | **Short Halt**  Arm horizontal to deck, forearm at º90 angle, hand in fist. |
| **Long Halt**  Arms held behind head, elbows outward to sides. | **Box**  Arms extended to front, palms downward to deck. Arms moved in square motion, shaping a box in air. |
| **Shift Fire**  Hand on same side chest, bent at elbow. Arm extended outward parallel to deck to full extension. | |
| **Commence Fire/Increase or Decrease Rate of Fire**  Arm held with elbow slightly bent, palm at waist level, arm rotates to side, extended fully at 45º angle to the deck. B Initial signal indicates commence fire. Follow-on signals indicate increase or decrease of rate of fire by the speed with which the arm moves back and forth. | |
| **Hurry Up**  Arm parallel to deck, bent at elbow with fist vertical towards the sky. The arm is pumped up and down quickly. | |

**\*\*Hand and arm signals are used as redundant communications as needed. Always repeat all hand and arm signals until signal is echoed by all in visual range.**

**Chapter 10**

**Dismounted SOP Introduction**

**Considerations for Dismounted IA Drills:**

Professional conduct of IA drills buys time and SA for the unit commander to make the best decision possible while at the same time the Marines are maintaining contact with the enemy and beginning to gain an advantage on him. We should be able to maneuver, break contact, or maintain contact in order to conduct a strike from supporting arms. \*\***REMEMBER, USE BIG BULLETS FIRST (ESPECIALLY OTHER PEOPLE’S IE AIR, ARTY, 81S, 60S, MMG, SMAW)\*\***

Think of where you are in the fight:

1. Unit in immediate contact

Focus should be on exiting the kill zone or finding cover if not able to push out of the kill zone. Returning suppressive fire, identifying targets, and helping to build the picture for the maneuver unit are actions that this unit needs to think about. Assaulting through is an unlikely COA unless caught in a near ambush. Consider weapons employment especially of M240, M249, and M203 (tgt marking). You will most likely act as a base of fire for the maneuver Element.

1. Unit not in immediate contact

Focus should be on gaining situational awareness in order to conduct decisive action against the enemy. These units should look to maneuver to an advantageous position to flank the enemy. Remember to only unmask your unit when it is a tactical advantage. The unit should move covered and concealed on the enemy as long as possible. Consider geometry of fires, adjacent units, and weapons employment (240MGs, SMAWs, AT4/LAW).

1. Unit in Overwatch position

Focus should be building awareness for the units in contact. Report enemy actions as well as possible avenues of approach or withdrawal. If possible support with fires. Ensure you have Marines continuing to focus outside the immediate fight to locate any enemy reinforcements at the soonest possible time.

**­­­­­­­­­­­­­­**

**Chapter 11**

**Immediate Actions**

**Section 1:**

**Reaction to Enemy Contact:**

SITUATION: A squad or platoon receives fires from enemy individual or crew-served weapons.

* Marines immediately take up the nearest covered positions and return fire in the direction of contact.
* Team/squad leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the squad/platoon commander. Element leader builds and submits a CONTACT report.
* Fire team leaders control fire using standard fire commands (initial and
* supplemental) containing the following Elements: **ADDRAC**
* **A**lert
* **D**irection
* **D**escription
* **R**ange
* **A**ssignment of weapon systems, sectors, rates of fire, etc.
* **C**ontrol
* Marines maintain contact with the Marines on their left and right.
* Marines maintain contact with their team leaders and report the location of enemy positions.
* Leaders check the status of their personnel.
* The team/squad leaders maintain contact with the squad/platoon commander.
* The squad/platoon commander—
* Moves up to the fire team/squad in contact and links up with its leader. (The
* platoon commander brings 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 commander, ready to assume control of the base-of-fire element.)
* Determines whether or not his squad/platoon must move out of an engagement area.
* 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)
* 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.
* Determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).
* Reports the situation to the platoon commander/company commander and begins to maneuver.
* Calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay
* requests through the platoon commander.)
* \*Team leaders utilize the fighter leader concept; lead by example.
* \*\* Leaders relay all commands and signals from the platoon chain of command.

**Reaction to Ambush**

SITUATION: A squad/platoon enters a kill zone and the enemy initiates an ambush with a casualty-producing device and a high volume of fire.

**Near Ambush** (within hand-grenade range)return fire, take up covered positions, and throw fragmentation, concussion, and smoke grenades.

* Immediately after the grenades detonate, Marines in the kill zone assault through the ambush using fire and movement.
* Marines not in the kill zone immediately:
* Identify enemy positions.
* Initiate immediate suppressive fires against the enemy.
* Take up covered positions.
* Shift fires as the Marines in the kill zone assault through the ambush.
* The squad/platoon commander reports, reorganizes as necessary, and continues the mission.

**Far Ambush** (beyond hand-grenade range) Marines receiving fire immediately return fire, take up covered positions, and suppress the enemy by:

* Destroying or suppressing enemy crew-served weapons first.
* Employ M203 for obscuration as well as suppression.
* Sustaining suppressive fires.
* Marines (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.
* Marines in the kill zone continue suppressive fires and shift fires as the
* assaulting team/squad fights through the enemy position.
* The platoon FO calls for and adjusts indirect fires as directed by the platoon commander. On order, he lifts fires or shifts them to isolate the enemy position, or to direct fires on their egress route.
* The squad/platoon commander reports, reorganizes as necessary, and continues the mission.

**Break Contact**

SITUATION: The squad/platoon is under enemy fire and must break contact.

* The squad/platoon commander directs one fire-team/squad in contact to support the disengagement of the remainder of the unit.
* The squad/platoon commander orders a distance and direction, or a terrain feature, or last objective rally point for the movement of the first fire team/squad.
* The base of fire (fire team/squad) continues to suppress the enemy.
* The moving element uses fragmentation, concussion, and smoke grenades to mask its movement.
* The moving element takes up the designated position and engages the enemy
* position.
* The platoon commander 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.
* 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.
* 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.
* If the squad or platoon becomes disrupted, Marines stay together and move to the last designated rally point.
* Squad/platoon commanders account for Marines, report, reorganize as necessary and continue the mission.

**React to Indirect Fire:**

* When attacked by indirect fire, Marines immediately take cover and when possible, move away from impacts.
* Once initial salvo is over, the PL gives a direction and distance for the patrol element to move.
* Patrol leader immediately reports enemy indirect fire to higher and tries to determine point of origin.

**Reaction to Booby Traps And Mines**:

* When a patrol member encounters a booby trap or mine, he gives hand-and-arm signal for “freeze”. The team leader is called to the location to confirm the device and then the same actions as a found IED are taken.
* Only the PL or APL should move, they will investigate the device, and then the PL directs what action to be taken.
* Possible actions include, but are not limited to: moving on a back azimuth to vacate area, probing area for mines, or marking booby trap/mine and continuing on the mission.

**IED Found On Foot Patrol**

* Initiate the same actions taken for a booby trap or mine.
* **C**onfirm the IED
* **C**lear the area of personnel and equipment
* **C**ordon off the area to keep unwanted personnel from entering danger area
* **C**all the discovery of and IED to higher
* **C**ontrol the area to ensure that the IED remains in place and is not tampered with.

**Section 2:**

**Reaction to Casualty**

**\*\***Addressing the enemy threat is always the first priority. Once enemy has exposed himself, work to ISOLATE and ELIMINATE the threat and then RECOVER or reorganize.

* The element that takes the casualty establishes local security and attempts to engage the enemy. If possible, move the casualty to a secure location, provide hasty assistance, and continue the assault until the situation allows for more direct attention.
* In accordance with self aid, buddy aid, corpsman aid, the casualty attempts to stop the bleeding and move to a covered position until more assistance arrives.
* Upon the command “corpsman up” the corpsman moves to a location to observe the casualty, take note of his condition, and either begin providing aid or postpone aid until the situation allows for it. If the corpsman is not available, a combat lifesaver close to the casualty assumes this responsibility. The treatment does not have to be immediate, but someone must account for the casualty and their initial condition.
* The corpsman executes the basic first aid steps—stop the bleeding, start the breathing, and treat for shock—and whatever else he deems necessary.
* The kill card and serialized gear is removed from the casualty and passed to the assistant patrol leader. The APL is also responsible for submitting the CASEVAC request.
* Based on the precedence of the casualty—routine, priority, or urgent—and available assets for the CASEVAC, the necessary preparations will be taken:
* **Ground CASEVAC/MEDAVAC**: Choose and secure a location for the link up with the QRF or mobile unit providing transportation. Ensure the signal plan is communicated and understood during the initial request. PL conducts a face to face and a turnover with the incoming unit’s commander; ensure the nature of the injury, patient’s status, and treatment provided to that point are included in the turnover. PL also will be prepared to designate sectors for the incoming unit’s security elements in support of the extract. APL supervises the actual movement of the casualty and loading process. PL focuses on maintaining a secure perimeter and does not collapse the perimeter until extract has left the area. Reorganize and continue with the mission.
* **Air CASEVAC/MEDAVAC**: PL determines which pre-designated LZ will be used or a suitable location to establish a hasty LZ. The LZ marking team moves into position and begins their LZ battle drill.
* **Day Marking**: Primary-Smoke; Secondary-Air panel.
* **Night Marking**: Primary-buzz saw, Secondary-NATO Y, Tertiary-IR strobe. Prepare necessary materials in a secure location and if the situation allows it, conduct a rehearsal of terminal guidance for the aircraft. Once the aircraft is on the deck, the APL and aid and litter team load the casualty while PL continues to maintain perimeter. Do not collapse the perimeter until aircraft has left the area.

**Medical**

IN CASES OF CASUALTIES WE WILL USE THE PREMISE OF SELF-AID, BUDDY AID AND CORPSMAN AID.

* All Marines wear the Fist Aid Kit at all times on strong side of body armor and have a tourniquet on their non-firing shoulder.
* Treat casualties with the contents of the injured man’s First Aid Kit.
* The minimum contents of the First Aid Kit are: battle dressing, muslin bandage, tourniquet, quick-clot, and antibiotic ointment.
* Each SECTION designates an Aid & Litter Team to evacuate casualties. Each team carries a collapsible or pole less stretcher, (2) new combat lifesaver bags, and 4 additional IV bags.
* Corpsmen will travel with the Aid & Litter team and do NOT accompany casualties during evacuation.

**Section 3:**

**Patrol Base Operations**

* Three main elements of the SOM: approach, reconnoiter, and occupy
* Considerations for location/site selection:
* Be in an area considered of little tactical value.
* Be in an area where there is not likely to be any enemy activity.
* Be in an area where there is ample concealment, preferably where there is dense vegetation.
* Be in an area remote from human habitation.
* Be in an area near but not on a source of water.
* Be in an area that is not swampy or on steep slopes.
* Avoid ridgelines and topographical crests except as necessary to maintain communications.
* Avoid roads, trails, and valleys that may be natural lines of drift.
* UNIT LEADER RESPONSIBILITIES.
* **\*\***Use the **SAFESOC** acronym as a checklist for required actions. Establish and maintain **S**ecurity at all times, place **A**utomatic weapons on avenues of approach, clear **F**ields of fire, **E**ntrenchment, establish **S**upplementary and alternate positions, emplace **O**bstacles, and early warning devices, **C**over and concealment.
* Cover the front and the flanks during preparation
* Before detailed preparations of positions are begun, the leaders verify the observation and sector of fire for each man; ensure that the sectors of fire overlap and that the desired density of fire can be delivered on avenues of approach.
* Coordinate all security measures with adjacent units and supporting agency’s
* Select firing positions and sectors of fire for automatic weapons. Assign a principal direction of fire (PDF) or final protective line for machineguns. The PDF is within the sector of fire and the FPL is the left or right lateral limit of the assigned sector.
* Designate location for supplementary and alternate positions and supervise their preparation.
* Establishes a system of signals for fire control: signal to commence firing, commence final protective fires, and cease final protective fires. As well as target precedence and engagement criteria (IAW Battalion SOP.)
* Designate unit to conduct first rotation of security patrols and establishment of LP/OP’s. LD of first patrol should occur as soon as possible.
* Prepare the units fire plan sketch by compiling the sketch’s of the subordinate units. At a minimum, the sketch includes: primary, supplementary, and alternate positions, sectors of fire, positions and PDF of automatic weapons, positions of unit leader and op's/lp's, position and FPL of any crew served weapons, prominent terrain features and the estimated ranges to them, dead space within the squads sector, position and targets of all M203s, barrier plan and early warning devices, and location of adjacent units if any.
* \*\*Matrix for priority of work includes the following: security, communication with higher headquarters, preparation of hasty fighting positions with automatic and crew served weapons’ positions taking precedence, security patrols, obstacle and early warning emplacement, fire plan sketch preparation, weapons and equipment maintenance, water/mess plan, rest plan/management, stand to/move out time, issue alert/evacuation plan.

**Section 4:**

**Conduct of Friendly Ambush Patrols**

Post ambush conditions are the same for any successful ambush. EPW and Search team will enter the kill zone and search enemy dead. Considerations should be made in terms of usage of white light vs. NVG’s and amount of time spent on the search. If enemy is still moving and appears to be hostile the rest of the team will engage if able, if not EPW and Search team will eliminate the threat. SOPs will be followed if EPWs are taken and with the enemy‘s equipment.

**Hasty Ambushes**

A hasty ambush will be initiated if a force on force contact is imminent and the team sees the enemy first with time to set up an ambush.

* Individual who first spots enemy executes appropriate hand-and-arm signal (a rifle brought up at eye level).
* Element members take cover observing their assigned sector for security
* Patrol Leader (PL) makes decision for hasty ambush and gives appropriate hand-and arm signal.
* Element moves abreast in that direction
* Those on flanks continue to provide flank security.
* Those assigned will observe and cover element’s rear.
* PL initiates contact. If an enemy makes eye contact with a Marine, or it is apparent to the Marine that he has been seen, he may then and only then initiate the ambush.\*Designate type of weapon system; i.e. closed bolt weapon, AT-4, ect.

**Section 5:**

**Crossing Danger Areas**

**Linear Danger Area**

* At the sign of a linear danger area, point man halts element.
* Patrol Leader moves forward and confirms danger area.
* PL signals to unit and designates near and far side rally points.
* Flank security posted facing outboard down the danger area.
* Security unit crosses danger area and conducts a recon (heart shaped, box, zigzag, ect…) of far side.
* Once far side is secure, the SUL signals “secure” back to PL.
* PL leaves APL in charge of near side, crosses danger area with RTO.
* APL directs the rest of the Element across by pairs or units (as briefed).
* APL crosses last with flanks.
* After everyone is across, APL conducts moving headcount as the unit moves on with the mission.

**Cross-compartment:**

\*If at all possible, bypass all cross-compartment danger areas.

* At the sign of a cross-compartment danger area, point man halts element
* PL moves forward and confirms danger area.
* PL designates near and far side rally points, unit moves abreast to
* Observe the cross compartment and provide cover as elements cross.
* Security team moves across and conducts (heart shaped, box, zigzag, ect…) recon of far side.
* Security signals when far side is clear and posts far side flank security.
* Unit crosses in teams, near side flank security crosses last with the APL.
* After everyone is across, APL conducts moving headcount as the unit moves on with mission

**Chapter 12**

**Formations**

**Section 1:**

**Patrolling**

**Ied V- Sweep/Foot Mobile**

When there is a strong likelihood of IED’s in the area, a V formation would be the primary type of movement. If vehicles are incorporated in the patrol, the base of movement would be the lead vehicle. If available, the IDD will be located in the center of the formation along with patrol leader and any mine detection equipment that is available. If multiple mine detectors are available, they will be collocated with the second Marines position on the side most likely to find the mine or command wire. The positions of the sides of the V are at a minimum distance of 50 meters from the base unit. The points of the sides of the V will be a buddy team at minimum.

* Marines sweeping furthest from the base of the patrol are looking for trigger men or potential indicators (i.e. advantageous terrain).
* Marines sweeping next to the road or trail look for: wire, bare copper, white lamp cord, red det cord, green stranded copper have been found in area). Snail trails, (turned dirt running perpendicular from road or prominent feature usually covering bare copper wire), initiation devices.
* Marines sweeping next to the base of the patrol are attempting to confirm or deny presence of IED’s. Secondary task is to look for command wire or base stations.
* Mark with IR chemlight day or night so EOD can place charge on exact location of IED.
* Once safe cordon is set, send appropriate report. This allows the operator to send full transmissions with minimal breaks in transmission.
* Remember to always look for secondary mines/IED’s.
* Do not follow command wire in a direct path or alone.
* Think as the enemy would.



**Wedge**:

**Positives**: Increased dispersion, firepower in every direction, and ability to exploit chance contact

**Negatives**: If not controlled, can lead to geometry of fires issues and possible blue on blue incidents.



**Column**:

**Positives**: Easy to control, supports land navigation in difficult terrain and during times of low visibility.

**Negatives**: Limited firepower to the front and canalized movement. Leader has limited SA to the front or rear dependent on his location and the size of the unit.



**Skirmishers**:

**Positives**: Large frontage presented to possible enemy allowing for maximum firepower; also supports route clearance in that the maximum area along the route is swept/covered.

**Negatives**: Leaves flanks exposed to unknown enemy locations.



**Echelon**:

**Positives:** Allows for easy transition into follow on formations for contact front or to the side; units can mutually support each other during the transition as well.

**Negatives**: Connecting files and accountability must be stressed due to the difficulty of controlling in varying terrain; leaders must also designate and control sectors of fire to prevent blue on blue incidents.



**Section 2:**

**In the Assault:**

**Platoon V:**

**Positives**: The formation provides a reserve/maneuver element for contingency plans while still providing strong security in all directions and extra firepower to the front.

**Negatives**: Can lead to blue on blue incidents if sectors of fire are not strictly designated and controlled.



**Support by Fire:**



**Section 3:**

**Movement to Contact**

Movement to contact is used when the enemy presence is known and contact is imminent, but his location and disposition is unknown. The MTC will require the execution of IA drills upon enemy contact in order to maintain contact, close with, and destroy

General considerations:

* Accurate and timely reporting
* Observe, orient, decide, act. Possible courses of action: attack, bypass, fix and suppress, disengage, defend.
* Momentum is how fast we act as it applies to the enemy

Three main elements:

* **Advance Guard**-serves as eyes of platoon develops the situation, and deploys the minimum amount of force to deal with a threat
* Advanced Guard Duties:
* Provide Security/Sensors Forward
* Destroy enemy forces within its capability
* Identify and/or clear obstacles
* Rapidly develop situation
* Gain and maintain contact
* Report
* **Main Body**- has the HQ, attached weapons, and a full squad. Used to maneuver or reinforce the advance guard
* **Flanks**- serves as protection to the flanks and rear (over watch) and can be utilized as a maneuver Element
* ALL SQUADS MUST BE PREPARED TO BECOME THE ADVANCE GUARD



**Action On Enemy Contact During Movement To Contact**

* The platoon initiates contact. The platoon commander plans when and how his base-of fire element initiates contact with the enemy to establish a base of fire. This unit 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.
* The enemy initiates contact. If the enemy initiates contact, the platoon takes the following actions:

STEP 1. **Position the Forces**

* The squad in contact reacts to contact. 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 commander of his action.
* The platoon commander, his RTO, 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.
* The squad leader of the trail squad moves to the front of his lead fire team.
* The platoon sergeant moves forward with the second machine gun team and links up with the platoon commander. If directed, he assumes control of the base-of fire Element and positions the machine guns to add suppressive fires against the enemy.
* The platoon commander 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.
* If the squad in contact cannot achieve suppressive fire, the squad leader reports to the platoon commander.
* 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 commander.
* The remaining squads (not in contact) take up covered and concealed positions in place and observe to the flanks and rear of the platoon.
* The platoon commander moves forward with the platoon FO, the squad leader of the nearest squad, and one machine gun team.

STEP 2. **Locate the Enemy**.

* The squad leader in contact submits a SALUTE report and any other pertinent information to the platoon commander.
* The squad continues to engage the enemy’s position.

STEP 3. **Suppress the Enemy**.

**\*\* Utilization of combined arms concept with organic HE assets employed throughout suppression and attack phases.**

* On order, the platoon sergeant moves forward with the second machine gun team.
* The platoon commander 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.
* If the answer is **YES,** he directs the squad (with one or both machine guns) to continue suppressing the enemy.
* The squad in contact destroys or suppresses enemy weapons that are firing most effectively against it (normally crew-served weapons).
* The squad in contact obscures its movement with available assets to prevent the enemy from seeing the maneuver element.
* If the answer is **NO,** the platoon commander deploys another squad and the second machine gun team to suppress the enemy position. (The platoon commander may direct the platoon sergeant to position this squad and one or both machine gun teams in a better support-by-fire position)
* The platoon commander determines if the platoon can gain suppressive fires against the enemy.
* If the answer is **YES,** he continues to suppress the enemy with the two squads and two machine guns.
* 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 commander).
* The machine gun team takes up a covered and concealed position and suppresses the enemy position.
* The platoon FO calls for and adjusts fires based on the platoon commander’s directions.
* If the answer is still **NO,** the platoon commander 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 commander determines if the remaining squad(s) not in contact can maneuver. He makes the following assessment:
* Location of enemy positions and obstacles.
* 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.)
* Vulnerable flank.
* Covered and concealed flanking route to the enemy position.
* If the answer is **YES,** the platoon commander maneuvers the squad(s) into the assault:
* Once the platoon commander 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.
* Once in position, the platoon commander 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.)
* The platoon FO shifts indirect fires to isolate the enemy position.
* The assaulting squad(s) fights through enemy positions using fire and maneuver. The platoon commander 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).)
* 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. In all cases, each Marine uses individual movement techniques as appropriate.
* The squad leader tasks one fire team as the base of fire to support the movement of the other teams.
* The squad leader designates a distance or direction for the team to move. He accompanies one of the fire teams.
* Marines must maintain contact with team members and leaders.
* Marines time their firing and reloading in order to sustain their rate of fire.
* The moving fire team proceeds to the next covered position. Teams use the wedge formation when assaulting. Marines move in individual/fire team rushes.
* The squad leader directs the next team to move.
* The team leader directs Marines to bound forward as buddy teams. Marines coordinate their movement and fires within the buddy team. They maintain contact with their team leader. **Marines 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.**
* 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**.

\*\* Use the **SAFESOC** acronym immediately upon transition into the consolidation phase. **S**ecurity, **A**utomatic weapons on avenues of approach, **F**ields of fire, **E**ntrenchment, **S**upplementary and alternate positions, **O**bstacles, and **C**over and concealment.

**Consolidate**

* Once the assaulting squad(s) has seized the enemy position, the platoon commander establishes local security. **(The platoon must prepare to defeat an enemy counterattack. The platoon is most vulnerable at the conclusion of the assault)**
* The platoon commander signals for the base-of-fire element to move up into
* designated positions.
* The platoon commander assigns sectors of fire for each squad.
* The platoon commander positions key weapons to cover the most dangerous avenue(s) of approach.
* The platoon sergeant begins coordination for ammunition resupply.
* Marines take up hasty defensive positions.
* **The platoon commander and his FO develop a quick fire plan.**
* The squads push out OPs to provide early warning of enemy activity.

**Reorganize**

* The platoon performs the following tasks (only after it completes the consolidation of the objective):
* Reestablish the chain of command.
* Redistribute and resupply ammunition.
* Man crew-served weapons first.
* Redistribute critical equipment (radios, NBC, NVDs).
* Treat casualties and evacuate wounded.
* Fill vacancies in key positions.
* Search, silence, segregate, safeguard, speed to the collection point, and tag EPWs.
* Collect and report enemy information and materiel.
* Squad leaders provide **A**mmunition, **C**asualty, and **E**quipment (**ACE**) reports to the platoon commander.
* The platoon commander consolidates ACE reports and passes them to the company commander (or XO).
* The platoon continues the mission after receiving guidance from the company commander. The company follows the success of the platoon’s flanking attack.

**Chapter 13**

**Actions in the Assault**



**Section 1:**

**Conduct 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:**

* The platoon commander, platoon FO, and one machine gun team move forward to link up with the squad leader of the lead squad.
* The platoon commander determines that he can maneuver by identifying–
* The obstacle and enemy positions covering it by fire.
* 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.)
* A breach point.
* A covered and concealed route to the breach point.
* A support-by-fire position large enough for a squad reinforced with machine guns.
* The platoon commander 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.
* The platoon commander 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 concealed route of the breach squad and assaults through immediately after the breach is made)
* The designated squad moves to and establishes a base of fire.
* The platoon sergeant moves forward to the base-of-fire element with the second machine gun team and assumes control of the element.
* On the platoon commander's signal, the base-of-fire element:
  + Destroys or suppresses enemy crew-served weapons, first.
  + Obscures the enemy position with smoke (M203).
  + Sustains suppressive fires at the lowest possible level.
* The platoon commander designates the breach point and leads the breach and assault squads along the covered and concealed route to it.
* The platoon FO calls for and adjusts indirect fires as directed by the platoon commander.
* The breach squad executes actions to breach the obstacle.
* The squad leader directs one fire team to support the movement of the other fire team to the breach point.
* The squad leader identifies the breach point.
* The base-of-fire element continues to provide suppressive fires and isolates the breach point.
* The breaching fire team, with the squad leader, move to the breach point using the covered and concealed route.
* 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.
* The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close security.
* 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)
* 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.
* 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 near side of the breach to guide the rest of the platoon through.
* 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.
* The squad leader reports to the platoon commander and consolidates as needed.
* The platoon commander 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.
* The platoon commander reports the situation to the company commander and directs his base-of-fire element to move up and through the obstacle. The platoon commander leaves guides to guide the company through the breach point.
* The company follows up the success of the platoon as it conducts the breach and continues the assault against the enemy positions.

**Section 2:**

**IA Drill: Enter/Clear a Trench**

SITUATION: The platoon is attacking as part of a larger force and identifies enemy in a trench line. The platoon deploys and establishes a base of fire. The platoon commander determines that he has sufficient combat power to maneuver and assault the trench line.

**Required Actions:**

* The platoon commander directs one squad to enter the trench and secure a foothold.
* The platoon commander designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
* The platoon sergeant positions Marines and machine guns to suppress the trench and isolate the entry point.
* The assaulting squad executes actions (preparing the entry point with grenades) to enter the trench and establish a foothold. The squad leader directs one fire team to assault and one fire team to support by fire initially, then follow and support the assaulting fire team. He designates the entry point of the trench line.
* The squad leader and the assault fire team move to the last covered and concealed position short of the entry point.
* The squad leader marks the entry point.
* The base-of-fire element shifts direct fires away from the entry point and continues to suppress adjacent enemy positions or isolate the trench as required.
* The assault fire team leader and the automatic rifleman remain in a position short of the trench to add suppressive fires for the initial entry.
* The two remaining Marines of the assault fire team (rifleman and grenadier) continue toward the entry point. They move in rushes or by crawling.
* The squad leader positions himself where he can best control his teams.
* The first two Marines (rifleman and grenadier) of the assault fire team move to the edge of the trench; parallel to the trench and on their backs; on the squad leader’s command, shout FRAG OUT, and throw the grenades into the trench.
* After ensuring that both grenades detonate, the Marines roll into the trench, landing on their feet, and back-to-back or ensuring all avenues of approach are covered. They fire their weapons down the trench in opposite directions. Immediately, both Marines move in opposite directions down the trench, continuing to fire well aimed shots. Each Marine continues until he reaches the first corner or intersection. Both Marines halt and take up positions to block any enemy movement toward the entry point.
* Upon detonation of the grenades, the assault fire team leader and the automatic rifleman immediately move to the entry point and enter the trench.
* The squad leader directs them to one of the secured corners or intersections to relieve the rifleman or grenadier who then rejoins his buddy team at the opposite end of the foothold.
* The squad leader remains at the entry point and marks it.
* The squad leader reports to the platoon commander that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of the platoon actions to clear a trench line.
* The squad reorganizes as necessary. Leaders redistribute ammunition.
* The platoon commander directs one of the base-of-fire element squads to move into the trench and begin clearing it in the direction of movement from the foothold.
* The base-of-fire element repositions as necessary to continue suppressive fires.
* The platoon commander moves into the trench with the assaulting squad.
* The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.
* The squad leader designates a lead fire team and a trail fire team.
* The lead fire team and the squad leader move to the forward most secure corner or intersection. The squad leader tells the team securing that corner or intersection that his squad is ready to continue clearing the trench. The trail fire team follows maintaining visual contact with the last Marine of the lead team.
* **NOTE:** Throughout this technique, the team leader positions himself at the rear of the fire team to have direct control (physically, if necessary) of his Marines. Other Marines in the fire team rotate the lead. Marines rotate the lead to change magazines and prepare grenades. Rotating the lead provides constant suppressive fires down the trench and maintains the momentum of the attack as the squad clears the trench.
* The lead fire team passes the element securing the foothold.
* The lead Marine of the fire team moves abreast of the Marine securing the corner or intersection, taps him, and announces TAKING THE LEAD.
* The Marine securing the corner or intersection acknowledges that he is handing over the lead by shouting OKAY. He allows the fire team to pass him.
* The lead fire team starts clearing in the direction of movement. They arrive at a corner or intersection.
* Allowing for cook-off (two seconds maximum) and shouting FRAG OUT, the second Marine prepares and throws a grenade around the corner.
* Upon detonation of the grenade, the lead Marine moves around the corner firing three round bursts and advancing as he fires. The entire fire team follows him to the next corner or intersection.
* The squad leader:
* Follows immediately behind the lead team.
* Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.
* Rotates fire teams as necessary to keep his Marines fresh and to maintain the momentum of the attack.
* Requests indirect fires, if necessary, through the platoon commander.
* **DANGER: The fire teams must maintain sufficient interval to prevent them from being engaged by the same enemy fires.**
* At each corner or intersection, the lead fire team performs the same actions described above (paragraph d).
* If the lead Marine finds that he is nearly out of ammunition before reaching a corner or intersection, he announces AMMO.
* Immediately, the lead Marine stops and moves against one side of the trench, ready to let the rest of the team pass. He continues to aim his weapon down the trench in the direction of movement.
* The next Marine ensures that he has a full magazine, moves up abreast of the lead Marine, taps him and announces TAKING THE LEAD.
* The lead Marine acknowledges that he is handing over the lead by shouting OKAY, positions rotate, and the squad continues forward.
* The trailing fire team secures intersections and marks the route within the trench as the squad moves forward. The trailing fire team leader ensures that follow-on squads relieve his buddy teams to maintain security.
* The squad leader reports the progress of the clearing operation. (The base-of fire Element must be able to identify the location of the lead fire team in the trench at all times)
* The platoon commander rotates squads to keep Marines fresh and to maintain the momentum of the assault.
* The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the trench.
* The base-of-fire element ensures that all friendly forces move into the trench ONLY through the designated entry point. (All movement must be made in the trench to avoid casualties by friendly fires)
* The platoon commander reports to the company commander that the trench line is secured, or that he is no longer able to continue clearing.

**Section 3:**

**Strongpoint/Bunker Drill**

**RIGS** Process (anything from a building to enemy position)

**Recon**- recon will be anything from a leaders’ recon to a recon by fire that attempts to determine the composition, disposition, strength, and orientation of a position. Allows unit to formulate plan of attack

**Isolate**- isolate the part of the objective you wish to enter. Use support by fires, internal base of fire, smoke, terrain, and others.

**Gain a foothold**- Use the SOSR (suppress, obscure, secure, reduce) process to make the breach and gain entry into the position. This allows you to flow follow on forces into the breach

**Seize**- seize the remainder of the position methodically, consolidate and prepare to defend against a counterattack.

**REQUIRED ACTIONS**:

* The platoon initiates contact.
* The squad in contact establishes a base of fire.
* The platoon commander, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
* The platoon sergeant moves forward with the second machine gun team and assumes control of the base-of-fire element.
* The base-of-fire element:
* Destroys or suppresses enemy crew-served weapons.
* Obscures the enemy position with smoke
* Sustains suppressive fires at the lowest possible level.
* The platoon FO calls for and adjusts indirect fires as directed by the platoon sergeant.
* The platoon commander determines that he can maneuver by identifying:
* The enemy bunkers, other supporting positions, and any obstacles.
* 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.)
* A vulnerable flank of at least one bunker.
* A covered and concealed flanking route to the flank of the bunker.
* The platoon commander determines which bunker is to be assaulted first and directs one squad (not in contact) to knock it out.
* 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.
* The assaulting squad, with the platoon commander, move along the covered and concealed route and take action to knock out the bunker.
* The squad leader moves with the assaulting fire team along the covered and concealed route to the flank of the bunker.
* The assaulting fire team approaches the bunker from its blind side and does not shut down the fires of the base-of-fire element.
* Marines constantly watch for other bunkers or enemy positions in support of it.
* Upon reaching the last covered and concealed position, 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).
* 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.
* The grenadier and rifleman continue forward to the blind side of the bunker.
* One Marine takes up a covered position to support the preparation of a grenade by a second Marine, Marine throwing grenade shouts “FRAG OUT!” and throws it.
* After the grenade detonates, the Marine enters the bunker, destroying the enemy. The Marine who throws the grenade should not be the first one to clear the bunker.
* 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.
* The platoon commander repositions base-of-fire squads as necessary to continue to isolate and suppress the remaining bunkers, and maintain suppressive fires.

**\*\*NOTE:** The platoon commander must consider the condition of his assaulting squad(s) (ammunition and exhaustion) and rotate squads as necessary.

**Chapter 14**

**Other Considerations**

**Section 1:**

**Lost Marine Plan**

* If at any time other friendly units are observed link-up with them and communicate your location to your platoon
* Remain stationary for 30 minutes
* After 30 minutes move to last rally point/ checkpoint and be prepared to conduct link-up 1 hour before sunrise and 1 hour after sunset
* Stay in place for 24 hours
* Execute E&E plan to safe area as designated by higher

**Section 2:**

**No Comm Plan**

* One hour with no communications:
* PM radio and antennae, clean handset, check connections and time, check power setting and battery etc.
* Use field expedient antennae; moving to higher ground, changing location may improve your communications. VHF signals travel by line of sight something may be blocking your transmission
* Two hours with no communications:
* Move back to last checkpoint/ location you had with higher and try to establish communication there. Repeat 60 minute no comm steps
* Four hours with no communications:
* End mission and link-up with higher or adjacent units

**\*\*Mission Specific No Comm Plans take precedent over this SOP, this is designated as a CAAT Platoon baseline.**