Chapter 1
Raid Design

"Nothing is so devastating as to pounce upon the enemy in the dark, smite him hip and thigh, and vanish silently into the night."

Brigadier Orde Charles Wingate
Burma, 1943

A raid is an operation, usually small scale, involving a swift penetration of hostile territory to secure information, confuse the enemy, or to destroy his installations. It ends with a planned withdrawal upon completion of the assigned mission. Raids may be conducted as separate operations or in support of other operations. Examples of separate operations include raids for psychological purposes, destroying enemy assets not susceptible to other action, harassment, to gain combat information, as spoiling attacks to keep enemy forces off balance, and to recover or rescue friendly personnel and equipment.

OBJECTIVES

Raid design must be understood by all. The commander will articulate the specific objective and end state to be achieved by the raid force.

Raids in support of larger air, land, naval, joint, or combined operations include those planned as events within a deception story or to destroy key facilities that may influence the larger operation. Raids have recognizable characteristics whether conducted as separate operations or as part of larger campaigns. The raid force may employ a variety and combination of

transportation assets such as helicopters, transport aircraft, ground vehicles, and surface/subsurface watercraft to enter or exit the objective area. Raids may be conducted by aviation, artillery, infantry, reconnaissance, combat engineers, or any other group with skills and equipment suited for the mission. Raid forces depend on surprise, detailed intelligence, timeliness of mission execution, and violence of action at the objective to ensure success.

Psychological

A raid may be conducted solely for psychological reasons; e.g., to lift the morale of friendly military and civilian personnel or demoralize the enemy. This may be necessary at the outset of hostilities, after extended periods of inactivity, or after tactical or operational setbacks. Raids conducted under such circumstances help maintain an offensive mind-set within the force.

Destruction

Raids may be required to destroy targets of such importance that indisputable confirmation of destruction is essential. Targets not easily destroyed by other means may be subject to destruction by a raid force. Political concerns regarding civilian or cultural collateral damage may also necessitate a raid mission tasking. Targets for destruction may include military or industrial installations, personnel, communication and energy facilities, and transportation nodes such as rail and port facilities, bridges, and tunnels. Raids aimed at destruction may have strategic, operational, or tactical significance.

Harassment

Enemy plans and activities can be disturbed by repeated attacks and pressure. Raids provide one method of applying this

pressure. Examples of enemy targets that might be considered for harassment include isolated units, patrols, fire support agencies, combat service support, and command and control nodes. Harassment of the enemy may lower the enemy's morale as he develops a feeling of helplessness in bids to prevent these attacks.

Combat Information

Raids may be conducted to collect information regarding enemy forces including his dispositions, strengths and weaknesses, movement, reaction to attack, and weapons. All raid forces, regardless of assigned mission, perform a secondary function of collecting and reporting information.

Evacuation and Recovery

A raid may be conducted as the main or supporting effort to evacuate or recover personnel and/or material. Such raids support noncom-batant evacuation operations (NEOs), tactical recovery of aircraft and personnel and in-extremis recovery.

Diversion

A raid may be conducted as a supporting effort to create a diversion or ambiguity in the enemy commander's perception of the situation in connection with strategic, operational, or tactical deception. Assignment of alternate targets is undesirable unless the object is to create a diversion. In this case, authority to engage targets of opportunity may be granted.

EXECUTION PHASES

Upon mission receipt, the raid commander and his staff process available information, submit priority intelligence requirements, and begin mission analysis. Concurrently, security and counterintelligence plans are implemented to prevent any disclosures of operations to the enemy. Mission analysis is critical to plan development and is a continuous process by which the commander refines the focus of the operation and his intent. All elements of the raid force, the command, ground combat, aviation combat, and combat service support elements, participate in concept development.

Preparation of Plans

Preliminary organization of the raid force, selecting required personnel, and a training program are formulated once the plan has tentative approval. Plans are tested through rigorous wargaming and rehearsal. Training and rehearsal sites are selected based on similarity to the objective area and operations security. Constant examination by the commander and staff of all training and rehearsals provides a basis for evaluation and modification of plans. Applicable elements of the raid force conduct training and rehearsals with the specific aircraft, aircrews, vehicles, and ships involved in the operation. Representative aircraft and/or ships do not support preparation requirements of a raid and should only be adopted when absolutely necessary. Logistic requirements are determined and equipment procured to support the specific mission of the raid. Equipment and supplies are packaged to be compatible with specific requirements of transporting aircraft or shipping. The raid force trains with the prescribed loads to test the feasibility and utility of all equipment.

Embarkation

The most important consideration for embarkation of ships,

surface craft, and/or helicopters is support of the tactical employment of the raid force. Other considerations include capabilities of specific platforms, operations security, enroute training requirements, and flexibility for contingency response.

Movement to the Objective Area

Movement to the objective area is conducted to avoid enemy detection and response. Stealth, speed, and use of deception and disguise in movement contribute to force protection and surprise. During longer transits, frequent inspections, drills, and rehearsals are conducted to prevent deterioration of perishable skills. Intelligence updates and final preparations are performed before debarkation.

Ship-to-Shore Movement

Amphibious raids take on the added requirements of ship-to-shore movement. Planning and control of movement is the same as that conducted for amphibious assaults (see NWP 22-3/FMFM 1-8, *Ship-to-Shore Movement)*. However, force size, proficiency of the ship and crew, and comfort level achieved through rehearsal may make traditional control agencies unnecessary. Silent landing techniques and care to reduce visual, sonic, and electromagnetic footprints help cover the force. Prolonged station-keeping operations offshore are difficult and increase the possibility of detection. Landing craft are either cached ashore or returned to the ship.

Approach to the Raid Objective

Once ashore, elements deploy to carry out their missions. Compromise of the force or elements of the force before reaching the objective may require execution of an alternate plan or require the commander to abort the mission. Compromise, personnel and

equipment losses, and unforeseen occurrences may create a situation that prevents mission accomplishment. The commander's abort criteria are established during planning to address these and other potential problems. Movement to the objective is planned to ensure the force reaches the objective in the manner best supporting actions in the objective area.

Assault of the Raid Objective

Synchronization of the assault with execution of supporting and supported operations may require a specific timetable for attack of the target. Likewise, scheduled fires, on-station capability of attack and transport aircraft, and astronomical parameters may dictate the timing of the attack. The attack on the objective is characterized by speed and violence of action. When supporting arms are employed, they normally commence with the assault of the objective and continue through the final withdrawal. When necessary, fire support may assist the deception effort by engaging a wide variety of random targets. Actions at the objective are planned in as great a detail as intelligence and time for rehearsal permit.

Withdrawal

Withdrawal must be swift and orderly. It is influenced by the time it takes to attack and assault the objective, enemy reaction, time needed to care for and evacuate casualties, and the mode of transportation. Every effort is made to leave nothing of intelligence value. When equipment cannot be reembarked, it is destroyed. Destruction techniques for all types of equipment employed by the raid force should be made a part of individual and unit training. Evacuation of casualties is expedited.

Reembarkation

The means for evacuation must be available for immediate loading when the raid force arrives at the beach or landing zone (LZ). This is critical as the enemy may be actively pursuing the raid force. Cover is required to prevent enemy interference.

Recovery of Personnel

Contingency recovery plans are designated in the raid plan. Should elements or individuals become separated, an escape and evasion plan will be executed. Normally, recovery is attempted at 12- or 24-hour intervals for as many days as are practical without endangering the whole force. Personnel are briefed as to evasion, escape, and survival procedures beforehand and may have to depend on these skills to return to friendly areas. Immediately upon recovery, the raid force is interrogated and debriefed by designated commanders and staff.

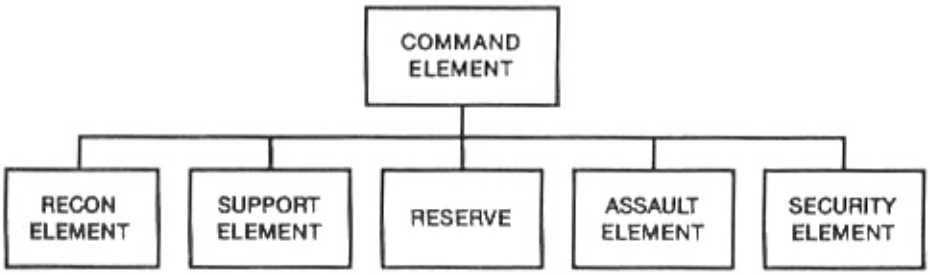
INTELLIGENCE

Detailed planning for a raid requires precise intelligence. The availability or lack of intelligence affects all aspects of the raid operation. Good intelligence allows the commander to more precisely tailor the force size, conduct rehearsals, identify critical targets, and plan support. The Son Tay raid of 21 November 1970 points to the importance of accurate and timely intelligence. It makes clear to intelligence providers and supported commanders that information generated to support any operation is perishable and requires constant and immediate update, even while the raid force is enroute to the objective area. The raid force must be kept informed of the enemy situation and weather in the objective area to prevent being surprised.

American forces conducted a raid to liberate American prisoners

Chapter 2
Organization of the Raid Force

A raid force is formed by task-organizing and training a raid force from existing force elements. The nucleus of most raid forces is the ground combat element (GCE). Its contribution may range in size from squad to battalion. Specific organization depends on mission, enemy, terrain and weather, troops and support available—time available (METT-T). The raid force is normally organized into functional groups, each specifically tailored to carry out essential tasks. A raid force may consist of raid groups, elements, or teams. In this respect, a raid force may consist of a command element, a reconnaissance element, a support element, an assault element, a security element, and a reserve as shown below.



COMMAND ELEMENT

The command element controls movement to and actions at the objective and the withdrawal. It consists of the commander, and when designated, the assistant commander, and the facilities required to command and control the raid operation. Organizational staffs may provide requisite support to the raid force prior to execution yet not

be part of the command element. When the raid force is part of a larger organization conducting extensive operations on a continuing basis (such as a rifle company is to an infantry battalion), detailed plans may be developed and coordinated at a higher level and executed without a staff.

RECONNAISSANCE ELEMENT

The mission of the reconnaissance element is to provide continuous observation of the objective, last-minute intelligence to the commander, and initial security for the raid force. Organization of this element is determined by the mission, size and type of enemy force, enemy mobil-ity and state of alert, terrain and avenues of approach, and the time needed to isolate the objective area. The reconnaissance element may be tasked with specific security tasks during movement, actions in the objective area, and withdrawal. Tasks may include pre-H- and L-hour reconnaissance and security of landing points or LZs, establishment of observation posts, initial terminal guidance, and target surveillance.

SUPPORT ELEMENT

The support element provides the heavy volume of fire needed to neutralize the objective. Because fires from this unit are violent and devastating, they must be closely controlled to ensure the precision required. On order or as planned, fires are lifted and shifted to cover the maneuver of the assault element by suppressing enemy fire. The support element may also be given specific locations to cover by fire in support of the security element if an enemy quick-reaction force moves toward the objective area. These may include routes into and out of the objective site, key terrain features, or installations adjacent to the main objective. Once the assault has been completed or on order from the raid force commander, the support element covers the

withdrawal of the assault element or displaces to the next planned position. Support element organization is determined by--

- The objective's size, the surrounding area's geography, and the area's enemy threat (including air).
- The assault element's mission.
- Suitable firing positions.
- The size and nature of the enemy force in the objective area and those enemy forces capable of reinforcement at the objective.
- Fire support from other units (aviation, naval surface fire support, and artillery fire).

ASSAULT ELEMENT

The assault element is normally tasked to conduct the preponderance of objective area actions; i.e., accomplish the mission. Normally, it is inserted after the reconnaissance, security, and support elements and is the first element to withdraw and reembark.

METT-T considerations determine the organization of the assault element. The assault element may be organized into one or more assault teams, prisoner teams, search teams, medical teams, demolition teams, or breach teams.

To destroy a point target or installation in a heavily defended area when aircraft cannot get close enough to be effective, the assault element may consist of no more than a team equipped with laser target designators which could then be used to direct air-delivered laser-guided munitions from a safe distance.

SECURITY ELEMENT

The security element inserts after the reconnaissance element and covers the advance of the assault element to the target and its subsequent withdrawal. To succeed, the security element must orient on those enemy forces capable of influencing the operation within a given timeframe. Frequently, security elements may be required to establish blocking positions along lines of communications to interdict and delay enemy forces reacting to the attack. Other tasks that may be assigned include--

- Securing the objective rally point.
- Providing early warning of enemy approach.
- Preventing enemy escape from the objective.
- Providing overwatch for the units at the objective and suppressive fires for their withdrawal.
- Providing short-range air defense.
- Providing initial terminal guidance.

RESERVE

The raid force is task-organized to execute its assigned mission without a reserve. A true reserve may or may not be designated by the raid force commander. This decision is based on the ambiguity of the situation, mobility assets available, the affect on surprise and speed, and the combat power required to accomplish the mission. An alternative to designating a reserve is to assign subordinate elements responsibility for conducting those

preparations necessary to accomplish contingency tasks. The inability of the subordinate element to accomplish its primary task and a contingency task simultaneously may necessitate designating a true reserve. A reserve may be retained afloat or in rear areas and inserted only if the raid force needs assistance in accomplishing the mission. When employed, the reserve of a raid force is similar to a reserve in other ground combat operations. However, when a mission is particularly hazardous or vital, a reserve may be inserted and employed with the raid force.

COMMAND RELATIONSHIPS

Experience during World War II and the Korean War of both U.S. and British forces clearly shows the advantages of controlling and directing all raids from the highest command in the area of operations. This does not imply that subordinate commands cannot or do not plan and conduct these raids, but area commanders are kept informed and, in effect, approve such raids to ensure unity of effort and coordination within the area of operations. Such control is necessary to avoid duplication and conflict between units which might interfere with each other. The principles of organization and of command relationships applicable to all operations apply to the raid. Due to the unique nature of raid operations and the resulting variations in troop and naval forces, it is beyond the scope of this manual to outline the command relationships of every conceivable situation.

Overall command of the raid rests with the commander of the area of operations affected. The commander issuing the initiating directive specifies the exact details of command relationships. *The raid force commander must report only to one senior.* The immediate commander of the raid force commander provides the raid force commander with all required support and coordinates with outside agencies and higher echelons. The superior *must* specify conditions under which basic plans may be changed, the

Chapter 3
Raid Planning

Raid planning is characterized by coordinated, thorough, and detailed planning by the raid force, supporting, and supported organizations. Parallel planning for the raid is conducted concurrently by Navy, MAGTF, and raid force staffs, as appropriate. Each staff has special concerns, but all work to the common mission of the raid force and production of the raid plan. The raid force is the supported organi-zation and should include aviation, ground combat, and combat service support staff representation. Raid operations are planned and exe-cuted in accordance with procedures delineated in Joint Pub 3-02; *Joint Doctrine for Amphibious Operations;* Joint Pub 3-02.1, *Joint Doctrine for Landing Force Operations;* and FMFM 3-1, *Command and Staff Action.*

PLANNING SEQUENCE

Critical events within the conduct of a raid are embarkation, movement to the objective area, ship-to-shore movement, movement to the objec-tive area, objective area actions, and withdrawal. Though these actions are executed in sequence, the *arrangement of events for planning is different.* There are sound reasons for this variation. The preeminent event is the attack of the target. All planning to support other events is designed to facilitate objective area actions. Force size necessary to accomplish these actions establishes the basic requirements for logistics support. The nature of the target and the enemy capability to disrupt the attack establishes fire support requirements. The direction of attack may establish the landing, departure, or insertion location. *Actions at the objective area form the basis for all other planning.* Any part of the plan which fails to support the attack is rejected.

OBJECTIVE AREA ACTIONS

Objective area actions; i.e., those actions required to accomplish the purpose of the raid, are developed. Designed to maximize surprise, speed, shock, and simplicity, they provide the basis for planning of other critical events such as insertion, withdrawal, and isolation of the objective by raid force elements and fire support means.

The plan for the attack of the target establishes the planning requirements for all other critical events. The raid mission establishes the general scope of action during the attack on the target; e.g., whether total or partial destruction is to be accomplished, removal of specified equipment, capture of prisoners, number of evacuees, etc. The raid force is organized into task elements to achieve maximum flexibility and to reduce troop requirements to the essential minimum number. Each group is precisely tailored to accomplish a specific task in support of the general plan of attack. As a minimum, forces are usually organized to eliminate enemy security, attack the target, and cover the with-drawal. Plans for attack of the target are simple, easy to execute, and within the capabilities of the raid force.

Timing of all critical events (most importantly objective area actions) is situation-dependent. Raids that support other operations may require detailed timelines to ensure the desired effect for the larger operation is produced. Normally, movement and objective area actions are conducted under the cover of darkness. Raids that require exten-sive movement may necessitate the use of hides or harbor sites during daylight hours. All times should be checked and verified in a number of rehearsals approximating actual conditions expected during a raid.

WITHDRAWAL

The withdrawal normally starts immediately after mission accomplish-ment. The withdrawal is carefully planned. At this stage of the operation, the intensity of the raiding troops' offensive spirit tends to decline. The enemy is now alert and, depending on the mission, the raid force may be burdened with wounded, captured enemy, and captured equipment. For these reasons, the commander ensures that the withdrawal is executed rapidly and systematically.

Raid elements withdraw along predesignated routes and in a specified sequence except when the raid commander orders a change. Plans include provisions for certain elements to cover the withdrawal and to conduct delaying actions if the enemy pursues. Maximum use is made of available artillery, naval surface fire support, and aviation support to cover the withdrawal and, if necessary, reembarkation. Plans for the withdrawal include alternate provisions as to time, routes, and sequence of movement to friendly lines, reembarkation points, and/or landing zones. Accountability is paramount and planned for throughout this stage of the operation.

Factors considered in planning the withdrawal are the time required to attack and accomplish the mission, the most probable and most dangerous enemy reaction, and the foreseeable casualty load. Routes to the reembarkation point are selected which facilitate movement, are easily identified, and frequently change direction, thus difficult to predict. Preferably, they are behind terrain that affords protection to personnel withdrawing and offer several good positions from which security elements may block enemy counteractions. Primary and alternate withdrawal routes cannot include a mere reversal of the route to the objective. This route may have become the focus of enemy security activity.

The withdrawal plan is flexible, to include alternate provisions as

to both time and place. Special situations may permit planning for the withdrawal of the raid force directly into territory of either friendly conventional or guerrilla forces. Withdrawal by air is considered when facilities and aircraft are available.

In amphibious withdrawals, surf characteristics are evaluated in the same manner as for landing the raid force. Tides and sea state should be considered with regard to their effect on landing craft, landing craft air cushions (LCACs), rigid raiding crafts (RRCs), and combat rubber raiding craft (CRRCs). Their effect on the surf are considered when selecting an exact time for withdrawal. A key factor in determining the suitability of environmental conditions is calculating the modified surf index. The *Joint Surf Manual* (CNSP/CNSL INST 384748888740.1) explains how to calculate the modified surf index and the operating parameters of landing craft.

Alternate plans for withdrawal include provisions as to routes and sequence of movement during the withdrawal, alternate methods of shore-to-ship movement, or air withdrawal. Alternate times are selected in the same manner as primary times and usually occur at approximately 12- and 24-hour intervals.

Withdrawal and reembarkation continue until the last man and piece of equipment are in friendly territory or are reembarked. The psychological impact is much more effective if the raid force disappears without a trace. However, equipment that cannot be withdrawn is destroyed.

FIRE SUPPORT

The tactical situation will dictate the fire support available to the raid force. Range, other operational demands, and collateral damage concerns may limit the fire support dedicated to the raid force. Surprise, speed, superior mobility, and improvisation can obviate some fire support requirements. However, detailed planning and integration of available support is essential. The

general principles on using artillery, naval surface fire support, and air support during normal operations apply to the raid. Fire support plans must be coordinated with development of the landing plan, movement to the objective, objective area actions, withdrawal, and the plan for reembarkation.

Although fire support planning is basically the same as that for other types of attacks, it is generally more detailed in raid planning. To achieve surprise, fire support may be withheld during certain phases. Nevertheless, fire support, particularly on-call fire support, should be considered for every phase. In the event of premature detection, fire support may be the most rapid and effective method of reinforcing the raid force.

Means

All available fire support assets should be considered (see FMFM 2-7, *Fire Support in Marine Air-Ground Task Force Operations)*. However, the environment and distance to the objective from friendly units may preclude the employment of some assets; e.g., an amphibious raid may not allow for the employment of artillery support. A long-range, inland raid may likewise preclude employment of mortar or naval surface fire support. Close air support (CAS) aircraft and EA-6B electronic attack aircraft, however, are capable of supporting most raid scenarios. Multiple fire support assets should be employed to ensure adequate coverage and support for the raid force. This may require displacing fire support assets, such as artillery or mortars, well-forward to range the raid force's route, its objective, and any enemy reinforcements or counterfire systems. When forced to rely solely on aircraft for scheduled or on-call fire support, raid planners should avoid any gaps in scheduled aircraft on-station times. To effectively employ available fire support means, the raid force should include forward air controllers (FAC), artillery or mortar forward observers, naval surface fire support spotters, and/or aerial observers, as appropriate.

Movement to the Objective

Because the success of a raid usually requires surprise, raid forces will generally not employ any preparation fires on the objective or other fires in support of their movement that might alert the enemy. However, pre-H-hour fires may be an effective part of deception operations to draw enemy attention away from the raid force or its objective. On-call fire support should also be planned to support the raid force if it is detected en route and requires assistance to break contact, conduct an emergency withdrawal, or continue to the objective.

Assault on the Objective

Fire support may be scheduled to isolate the objective from enemy reinforcements or to attack known enemy indirect fire weapons capable of striking the raid force. Raid planners should consider dedicating on-call fire support to provide responsive counterfire against enemy indirect fire weapons that engage the raid force and to attack any lucrative targets that may be exposed during the raid.

Withdrawal

Fire support may be required (indeed may be critical) to withdrawal and recovery. At a minimum, raid planners should consider dedicating fire support assets for preplanned, on-call missions to assist the raid force in breaking contact and to prevent interference with its withdrawal.

Coordination

For most small unit raid forces, the raid force commander generally serves as his own fire support coordinator. However, fire support coordination centers of higher headquarters and/or the

supporting arms coordination center will be closely involved in raid planning and execution and should be prepared to assist in providing and coordinating on-call fire support assets and fires. Standard fire support coordination measures should be employed in raid operations, although these measures may be positioned very close to friendly forces (see NWP 22-2/FMFM 1-7, *Supporting Arms in Amphibious Operations,* and FMFM 6-18, *Techniques and Procedures for Fire Support Coordination).*

Raid planners should consider employing and positioning fire support coordination measures to preclude any uncoordinated fires which might alert the enemy to the raid force or cause him to change his defensive posture. This can also be accomplished by establishing rules of engagement which restrict attacks by fire support units or aircraft prior to assault. Fire support coordination measures can also enable fire support units and aircraft to rapidly engage targets of opportunity that could interfere with the withdrawal of the raid force.

TASK ORGANIZATION AND EQUIPMENT LIST

After detailed plans are developed, requirements for troop units, specialists, and support can be accurately determined. Raids are normally of short duration. Unless operating in extreme climes, the raid force may be lightly equipped and require minimum logistics support. The raid force is organized into specific elements/units/teams commensurate with the number and nature of tasks to be accomp-lished. Tables of organization are adhered to as much as possible. However, some deviations are inevitable because elements are tailored to specific tasks assigned. Based on the organization of the raid force, lists of specific equipment, weapons, ammunition, and supplies to be carried by each subordinate group are prepared.

CHOICE OF LANDING PLACE OR DEPARTURE POINT

Beach Selection

All beaches are examined to support objective area actions and determine the best approach to the target. Calm conditions are desirable although movement through these waters may increase the difficulty of effecting surprise. Sheltered waters are usually enclosed in a bay or in the lee of islands. Ships and other surface craft run a risk of detection as they approach and interception as they return. Sheltered waters are also more prone to minings. The initial point for raid force orientation ashore must be determined. The location must be known precisely with respect to the beach/zone and to the objective. The landing beach/zone itself should be large enough to allow for errors in predicted drift of swimmers, boat teams, or air crews. Normally, landing places are avoided which cannot be approached from several different directions. Other factors considered in beach selection include surprise; enemy dispositions; distance to target; sea approaches, beach characteristics, and beach exits; and equipment to be moved over the beach.

Physical Characteristics

Selecting a landing beach usually involves a compromise between a beach which permits easy landing, with some risk of detection, and one which provides maximum security at the risk of a difficult or hazardous landing. Examples of each are the wide, flat, sandy beach backed by an easily traversed hinterland and the narrow, steep, rocky beach backed by cliffs.

A predominant factor to be considered is surf state. Hydrographic offices should be consulted for up-to-date information. Hydrographic surveys and/or confirmatory beach reports may be required before the raid.

Surf characteristics on a given day are based on the nature of the bottom, direction and speed of the wind, the distance between successive swells (wave length), the state of the tide, and the nature of currents. Offshore shoals, ledges, and rough bottom contours tend to reduce the surf. Offshore islands tend to break up ocean swells and produce several patterns of smaller waves. Kelp or dense seaweed reduce wave height. Swift currents flowing in the direction of wave advance and onshore winds reduce wave height.

A reef face or other abrupt break in the bottom may cause each wave to break up into smaller waves. A submerged ridge perpendicular to the coast increases wave height; conversely, a submarine canyon reduces wave height. A steep bottom causes waves to break rapidly and close to or directly onto the beach accompanied by violent wave reaction. A flat bottom causes waves to break gradually and at a greater distance from the beach with several foam lines being formed between the breaker line and the beach.

A sand bar parallel to the beach causes waves to peak up or break depending on the depth of water over the bar. A single breaker

line may form over a bar while another breaker line forms closer to or on the beach. Several bars may cause multiple breaker lines. Sand bars are frequently found off sandy beaches exposed to wave action.

Landing Zone or Drop Zone Selection

The raid LZ or drop zone must support the planned actions at the objective.

The raid force can land on or near the objective and seize it before the enemy can react. This avoids forced marches over land carrying heavy combat loads. If there is no suitable landing area near the objective or the enemy has a strong reaction force nearby, this option is not favored.

The raid force can land unseen far from the objective. It then assembles, reorganizes, and moves into an objective rally point near the objective. The objective is seized after security and support elements are in place. This option may ease coordination by allowing a more complete orientation of the force before engaging the enemy.

EMBARKATION AND MOVEMENT TO THE OBJECTIVE AREA

Embarkation and movement to the objective area are planned in accordance with standard amphibious procedures. Speed and/or movement in periods of reduced visibility are emphasized to maintain the element of surprise. Appropriate antiair warfare and antisubmarine warfare measures are planned to protect the attack group.

SHIP-TO-SHORE MOVEMENT OR DEPARTURE LANDING ZONE TO LANDING ZONE

Planning for the ship-to-shore movement is similar to that for the amphibious assault. The CATF and CLF maintain positive control of ship-to-shore movement through control groups and temporary organizations. Execution of the waterborne and helicopterborne ship-to-shore movements is delegated to subordinate commanders.

The method selected for the ship-to-shore movement should be that which will land the raid force with the least probability of detection, as close to its objective as possible, and as simply and rapidly as possible. This is but one more mitigating factor in favor of smaller raid forces. Landings should take advantage of night and conditions of reduced visibility and detection. The raid force emphasizes silent landing techniques which preserve surprise. Care must be exercised in the introduction of advance reconnaissance elements designed to facilitate landing of the raid force and/or conduct target surveillance. Capabilities and benefits provided by employment of these elements must be weighed against the increased risk of compromise.

Primary control agencies are the Navy control group and tactical air control group, both of which may be tasked with control and/or supervision of the ship-to-shore movement. However, due to the simplicity of plans, the smaller scale of the raid, and proficiency gained during rehearsals, control ships, lines of departure, and other control measures are seldom used. Ship-to-shore movement is rehearsed in detail under conditions similar to those in the objective area to ensure proper timing and coordination. The same principles apply to movement by air or surface means.

Detailed guidance for the conduct of waterborne and

helicopterborne ship-to-shore movement is found in chapters 4 and 5 in NWP 22-3/FMFM 1-8. This manual describes the larger amphibious operation. Descriptions of fundamentals and considerations generally apply to raids. Control groups and temporary organizations may apply depending on delivery means, raid force size, distance to the objective, and other METT-T factors.

MOVEMENT FROM THE ASSEMBLY AREA, BEACH, OR LANDING ZONE TO THE OBJECTIVE

Plans are made to ensure that the assault element can reach the target intact. The security element is employed to neutralize and contain any enemy opposition that attempts to interfere with the assault element. Composition of the security element depends on the task assigned and the expected resistance it will encounter.

REEMBARKATION

A reembarkation point or points are selected during planning. While a raid force may reembark at the same point it was launched, another location may be required to enhance security. Variation in transportation means (necessary when enemy air or naval action warrants change) may require alternate reembarkation or pick-up points. Pro- visions are included in raid plans for their use in emergencies. Accountability and marshalling of all hands is especially important and planned for. Specific escape and evasion plans are made for subsequent recovery of persons unable to reembark with the main body of the raid force.

SELECTION OF DATE(S)

Tidal ranges vary widely based on geographic location and moon phase. It is most desirable to employ the raid force at the first combination of suitable moon and tide. Normally, this will provide 3-day employment windows of reasonably stable conditions. When the force depends on waterborne transportation through reembarkation, this 3-day window will be considered for insert, extract, and an alternate day for bad weather.

Generally, it is better to land with a rising tide to reduce the stranding of landing craft. However, defensive arrangements are usually designed to defeat landing parties somewhere near the high watermark. Landing at low tide may provide the raid force a measure of surprise by maintaining some distance from enemy local security posts and avoiding underwater obstacles designed to impede watercraft. The chief disadvantage of a landing at low tide is the loss of time. It may add as much as a mile of open terrain to movement requirements.

The moon helps most when it is due to rise on the landward side soon after the raid force is ashore. This allows ships and boats to approach in complete darkness with landmarks faintly silhouetted against the glow which precedes the rising moon. Illumination and moon angle will also impact on aviation operations and, in particular, must be considered for helicopterborne insertions and extractions.

Special attention must be given to seasonal and climatic conditions of the geographic location. Concealment can be greatly altered by seasonal changes, which impact the ability of the raid force to maneuver. Weather has a direct effect on helicopter support to the raid force and on the ability of the raid force to move through the terrain.

Additional geo-political factors may impact on determining the date for a raid. Considerations center on whether to choose a date

which will maximize international political exploitation or that which will minimize the coverage to local dissemination; e.g., the timing of national and local elections. Local traditions and festivities; i.e., national or local holidays, and social mores and customs of the target area; e.g., religious holidays or work schedules are also considered.

TIME-SENSITIVE PLANNING

Operations may have to be conducted on short notice or *immediately.* These raids require a rapid planning cycle to expedite execution. Rapid planning incorporates the same procedures, albeit in a condensed timeframe, shown in appendix A. Rapid (or time-sensitive planning) does not ignore the requirement for detailed planning. However, it relies on established procedures, a well-trained force, and a focused effort. The technique of time-sensitive (rapid/compressed) planning has been developed with the aim of allowing the raid force commander to commence execution within 6 hours from receipt of the mission.

Key elements of rapid planning include--

- Reverse planning.
- Each commander uses the 1/3 - 2/3 rule, allocating one-third of the available planning time to himself and two-thirds to immediate subordinates.
- Critical, accurate intelligence. Priority information requirements and critical go/no-go questions should be formed as soon as possible.
- Fire support planning.

- Maximum use of checklists, SOPs, and specific force modules. Eliminate forces not required.

- "Play books" developed from prior detailed planning. These cover most likely or typical missions, and require only slight modification to meet the requirements of a specific situation.

- The force commander's confirmation briefing. This is extremely important. Coordination problems must be resolved on the spot. Brevity is essential.

(reverse blank)