air officer, naval gunfire [NGF] liaison officer, FOs, and fire support coordinator [FSC]).

Assault Amphibian Company

When the AA company is attached to another organization or given a support mission, the AA company commander works directly for the commanding officer of the supported unit and becomes a special staff officer to the supported infantry commander. When the company is 80 percent task-organized with the infantry, the AA company commander will directly command the remaining 20 percent of the company's assets. The commander's primary duties include simultaneously directing the maintenance and logistics support organic to the AA company and advising the supported commander on the employment of AAVs.

Assault Amphibian Platoon

When the AA platoon is attached to another organization or given a support mission, the AA platoon commander works directly for the supported company commander. In mech operations, the supported commander is normally the infantry, tank company or battalion commander. Based on mission, enemy, terrain and weather, troops and support available—time available (METT-T), the supported commander may be from another combat support unit or CSS service unit (e.g., AA platoon participating in foreign humanitarian assistance [FHA]/disaster relief operations).

The supported commander is collocated with the AA platoon commander in the command vehicle for ease of C2. Normally, the AA platoon commander occupies the AAV turret, while the supported commander is positioned in the hatch of the troop commander (TC). As the senior AA officer assigned to a battalion, the platoon commander serves as a special staff officer to the battalion commander and advises the supported commander on the tactical employment of AAVs. The AA platoon commander directs the platoon's movement according to the supported commander's intent. During movements, the AA platoon commander maintains the TACON of the AA platoon and the individual employment of AAVs.

Assault Amphibian Section

The AA section leader is responsible to the AA platoon commander for the maintenance and readiness of the platoon's AAVs. The section leader occupies the AAV turret with the supported infantry platoon commander occupying the TC's hatch. In addition to duties similar to that of the AA platoon commander, the section leader serves as a focal point for rapid dissemination of the AA unit SOP to infantry platoon commanders and helps the infantry and AAV crews form into a cohesive team. The section leader is also the focal point for employing the AA section's weapons systems.

Task Organization

The Marine Corps is one of the few armed forces in the world that conducts mech operations with temporarily formed units of light infantry and armor/antiarmor units. These well-trained, general-purpose infantry units are capable of executing air assault, mech or other ground combat operations. The predominant method of employing AA units is through task organization, by which an AA unit possessing the required quantity and mix of assets is attached to the battalion and in DS/GS of the supported unit.

In mech operations, the AA unit provides the infantry commander with a ready pool of expertise and experience to assist in the accomplishment of the assigned mission. The established AA tactical organization, the AA unit leaders' experience and familiarity with the unit's strengths and weaknesses, and the established SOP provide the infantry commander with the tactical and logistical requirements for movement of embarked infantry.

To maximize the capabilities of the AAV and its crew, the supported unit should quickly integrate the AA unit, establish close working relationships at peer levels, and keep communications open between the supported unit and the supporting unit. The level of success or failure that the mech force will achieve is greatly dependent on the team concept, level of cooperation, and mutual trust.

Fundamentals

The process of task organization distributes available units to a supported headquarters by establishing various command and support relationships. A mechanized task force (MTF) is created by task-organizing mech infantry and/or tanks under the command of a single battalion or regimental commander. Air, artillery, light armored reconnaissance (LAR), motor transport, and other combat support and CSS units support the MTF. The following fundamentals apply to task organization:

- Flexibility—Task organization is based on the current situation but must also be prepared to meet new requirements due to rapidly changing events. The task-organized elements of a unit should have a similar degree of mobility.
- Unity of command—Mech forces normally operate at distances and a tempo that preclude centralized control of supporting units by the parent headquarters. To ensure positive control and unity of effort, supporting units should be attached to the base maneuver units. The commander must have the means and authority to control the employment of the combined arms force. Command and support relationships must provide the commander maximum flexibility to accomplish the assigned mission. To develop familiarity, teamwork, and trust within subordinate units, the commander should avoid making frequent changes to the task organization and strive to establish standing relationships among units.
- Self-sufficiency—Because subordinate units are highly mobile and may operate at considerable distance from one another, the higher commander should also assign sufficient combat support and CSS to accomplish the mission.
- Tactical integrity—To facilitate and simplify C2, the commander should maintain the tactical integrity of units when task-organizing. Maintaining tactical integrity of combat support units is secondary to the tactical integrity of combat units.

Cross Attachment

Task-organizing a force for a specific mission on a temporary basis creates cross attachment. For example, a tank battalion detaches a tank company that is subsequently attached to an infantry battalion mechanized in AAVs. The infantry battalion mechanized in AAVs detaches a company to the tank battalion to create two battalion task forces with complementary capabilities. Cross-attached units are described by their mix of tank and mech infantry.

Tank Heavy

A tank-heavy force has more subordinate tank units than infantry units. See figure 2-1 on page 2-4. The headquarters of a tank-heavy task force is usually that of a tank battalion. Tank-heavy forces are preferred when—

- Shock action and firepower are desired.
- Terrain is open with few obstacles.
- Enemy antitank (AT) fire is easily suppressed.

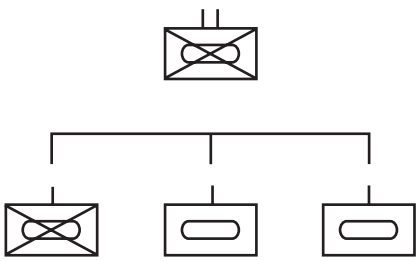

Figure 2-1. Tank-Heavy Force.

Mech Heavy

A mech-heavy force, also known as infantry-heavy force, has more subordinate infantry units mounted in tracked vehicles [AAVs] than subordinate tank units. See figure 2-2. The headquarters of a mech-heavy task force is usually that of an infantry battalion or regiment. Mech-heavy forces are employed—

- In the conduct of security operations suitable for LAR or mech infantry.
- When specific terrain must be seized and held.
- In built-up areas or other restrictive terrain.
- When visibility is limited.
- Against strong points.
- When heavy AT fires or obstacles are expected.

Balanced

A balanced force has an equal number of subordinate tank and mech infantry units. The headquarters of a balanced task force can be either that of a tank battalion or infantry battalion/regiment. A balanced task force enhances tank and infantry capabilities while retaining similar mobility.

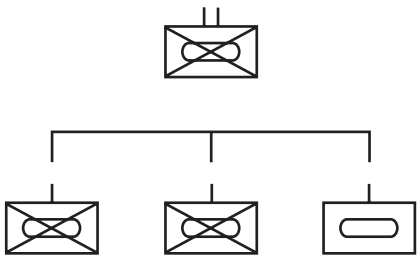

Figure 2-2. Mech-Heavy Force.

Company-Size Maneuver

A company-size maneuver element is a team organized by cross attachment of one or more tank platoons and/or mounted or dismounted infantry platoons. An infantry or tank battalion commander receiving tank or mech infantry companies based on METT-T may tailor those units by cross-attaching tank platoons and mech infantry companies to form company teams. The company is the smallest element of a mech force task-organized with combined arms. A company-sized mech unit typically consists of a tank or infantry headquarters; a combination of several tank, infantry, and/or LAR platoons; and an attached AA unit supporting the infantry. Other supporting units, such as combat engineers, may also be attached. The following are types of mech company teams:

- Tank-heavy teams.
- Mech-heavy teams.
- Balanced teams.
- Mech-pure companies.
- Tank-pure companies.

Combat Support

In carrying out their mission of supporting the infantry, AA units typically receive combat support from various units. These combat support units may be attached, GS/DS or organic to the supported unit. Support will come from the GCE and other elements of the MAGTF, including the aviation combat element. The types of combat support provided will depend on METT-T.

Antiarmor

Antiarmor support is provided by tube-launched, optically-tracked, wire-command link guided missile (TOW) sections and Javelin sections of the antiarmor platoon located in the infantry battalion weapons company. The tank battalion maintains an AT platoon equipped with TOWs

SECTION III. MECHANIZED OPERATIONS

Within the Marine Corps, mech forces are task-organized within the structure of the MAGTF. The mech and tank company team is a common ground maneuver element that normally attacks as part of a larger mech force such as a battalion- or regimental-sized task force. The company team can be used to support by fire the movement of another unit, serve as a maneuver element or operate in reserve. To achieve the effects of combined arms, mech forces supporting arms, organic fires, and maneuver must be combined to ensure that any action the enemy takes to avoid one threat makes him more vulnerable to another. While the strengths of the various arms complement and reinforce each other, the weaknesses and vulnerabilities of each arm are protected or offset by the capabilities of the other.

Mutual Support

To best exploit the mech force's offensive capabilities, infantry, tanks, and AAVs must work together in pursuit of a common goal. Each element of the mech force provides a degree of mutual support to the other element.

AA units and tank units support the infantry by—

- Providing mobile protected firepower.
- Neutralizing or destroying hostile weapons by fire and movement.
- Clearing paths for dismounted infantry through wire.
- Neutralizing fortified positions with direct fire.
- Supporting dismounted infantry by direct fire.
- Providing protection against long-range, antiarmor fires.
- Leading the attack whenever possible.
- Assisting in the consolidation of the objective.

Infantry assists AA and tank units by—

- Breaching or removing antiarmor obstacles.
- Assisting in the neutralization or destruction of enemy antiarmor weapons.
- Designating targets for tanks and AAVs.
- Protecting tanks and AAVs from enemy infantry and antiarmor weapons.
- Leading the attack, dismounted when necessary.
- Clearing bridges and fording areas.
- Clearing restrictive terrain such as urban, swamp, or woodland areas.
- Conducting dismounted security patrols.

Based on METT-T, the mech force's combination of tanks, AAVs, and infantry provides the commander with the options of—

- Mounted maneuver with tanks.
- Mounted maneuver with AAVs.
- Mounted maneuver with tanks and AAVs.
- Dismounted maneuver alone.
- Dismounted maneuver combined with mounted maneuver options.

Employment Methods

Tank and mech infantry (mounted or dismounted in AAVs) attack together or support by fire. Based on METT-T, a combination of the two methods may be employed in a multiaxis attack.

Prior planning ensures communication can be maintained between the base of fire element(s) and dismounted infantry during the attack. Prepositioned retransmission sites and preplanned radio relay procedures are examples of techniques that can overcome a potential loss of communications during the attack.

The scheme of maneuver and fire support plan (direct fire, indirect fire, and aviation-delivered fires) must be developed concurrently and understood by elements of the mech force. Primarily used to engage targets on the objective, fires are

also planned to isolate the objective by engaging targets on adjacent positions or likely enemy avenues of approach and to provide illumination and obscuration.

Tanks and Mechanized Infantry Attack Together

This method allows tanks and mech infantry to advance together within mutually supporting distances of each other. Normally, tanks lead the formation, while the infantry remains mounted in AAVs until the forward defensive positions of the enemy have been breached. However, the infantry should only remain mounted in AAVs when enemy resistance is weak or his defensive positions are overextended. Employing tanks and mech infantry to attack together—

- Exploits the mobility, speed, armor-protected firepower, and shock action of the mech force.
- Reduces enemy reaction time.
- Disorganizes the enemy's defense (his positions have normally been breached before the infantry dismounts).
- Conserves the energy of the mech infantry (they are carried by AAVs to DPs short of, on or behind the objective).
- Reduces the amount of time that the infantry is exposed to enemy fires.

When employing tanks and mech infantry to attack together there is a greater potential for casualties among elements of the mech force if enemy antiarmor fires cannot be bypassed or effectively reduced by suppressive fires. AAVs are vulnerable to antiarmor weapons and may be destroyed if employed as a tank**.** AAV armor can provide protection against hand grenades, shell fragments, and some small arms fire. However, even when EAAK is installed, the AAV can be vulnerable to the fires of tank and AT guns, ATGMs, and rockets.

Tanks and AAVs Support by Fire Only

During planning, the commander of the mech force may decide to attack using the tanks-and-AAVs-support-by-fire-only method. During a mounted assault, if surprise antiarmor fire is received that available fire support resources cannot suppress and if continuing the assault would result in unacceptable casualties, the infantry is dismounted in defilade locations. Tanks and AAVs then adopt the tanks-and-AAVs-support-by-fire-only method. Commanders should devise a plan of action that incorporates the tanks-and-infantry-attack-together method and has the flexibility to incorporate the tanks-and-AAVs-support-by-fire-only method if the situation changes unexpectedly.

The tanks-and-AAVs-support-by-fire-only method should be used when—

- Obstacles prevent mounted movement and cannot be quickly breached or bypassed.
- Enemy antiarmor capability poses significant threat to both tanks and AAVs.
- Terrain canalizes mounted movement into likely enemy ambush sites and minefields.
- Visibility is limited.

The base of fire element can deliver the following types of direct fires to support the dismounted infantry:

- Point fire is directed against a specific identified target (e.g., machine gun position, ATGM position).
- Area fire is distributed over an area when enemy positions are more numerous and less obvious. Fire is distributed in width and depth to keep parts of the target under fire.

Positive control of supporting fires between the dismounted infantry and base of fire element(s) must be maintained throughout the attack. The infantry uses radio communication, prearranged

visual signals (e.g., pyrotechnic), and/or messengers to designate targets and coordinate supporting fires. AAVs, tanks, and other available direct fire support assets normally displace forward to new SFPs as they become available.

Momentum of the dismounted infantry attack is achieved by a sustained, accurate, and heavy volume of fires. Suppressive fire helps compensate for the infantry's lack of armor protection and decreased mobility. Long-range precision fires (e.g., TOWs) are employed against enemy vehicles, protected AT guns and ATGMs, and other priority hard targets.

The base of fire element ideally supports from concealed positions, (hull down, turret defilade). To avoid presenting the enemy with easily acquired stationary targets, units comprising the base of fire element should constantly reposition themselves to different support-by-fire positions.

Dismounted infantry should advance on a route that provides cover and concealment and prevents or minimizes masking of the base of fire element's fires. If available, engineers should accompany the dismounted infantry to breach obstacles and destroy fortified positions.

A disadvantage of the tanks-and-AAVs-support-by-fire only method is that the infantry loses the mobility, shock action, and close support of the tanks and AAVs. The infantry is also unsupported on the objective itself when the tanks and AAVs shift or cease fires. In addition, tanks and AAVs are not initially available on the objective to cover the consolidation.

Multiaxis Attack

A multiaxis attack is a combination of the two general methods of employment based on METT-T. A primary consideration is the availability of suitable avenues of approach for the tanks, AAVs, and the infantry. The multiaxis attack is often used to exploit the amphibious capability of the AAV in crossing streams, rivers, lakes, and marshes. In addition, multiaxis attack may be used when a single avenue of approach is too narrow to accommodate the entire mech force.

Normally, the tanks follow the more open terrain, while the infantry advance follows an axis offering cover and concealment. Tanks initially support the infantry advance by fire and join the infantry as soon as practicable. Movement of the tanks is normally timed so that the tanks assault the objective slightly in advance of the infantry to take maximum advantage of their shock effect. The greatest challenge to employing this method is achieving proper timing among the various elements and coordination of fires during the attack.

Mechanized Movement

Tanks normally lead the mech formation because they have better armor protection and main gun firepower than AAVs. When the situation permits, AAVs can support the mech force by following the tanks close enough to fire around the tanks and deliver suppressive fire against enemy infantry and antiarmor weapons encountered on exposed flanks.

Order of movement is generally based on the following criteria:

- Tanks lead in open areas or when faced with a significant armor threat.
- Mech infantry leads mounted only if mech infantry is pure with no other antiarmor reinforcements or capabilities.

The desired distance between tanks and AAVs should be determined before starting the attack based on the following METT-T situations:

- Mission—If the mission requires rapid, closely controlled movement and closely coordinated dismounted infantry action, the AAVs may closely follow the tanks.

- Enemy—The capabilities of the enemy force influence the location of the tanks and AAVs in the assault. If the enemy force possesses a substantial antiarmor capability, both the tanks and AAVs may be better employed in providing direct fire support to dismounted infantry.
- Terrain and weather—When visibility is poor and/or terrain provides numerous defilade positions and short fields of fire, AAVs may closely follow tanks. However, there are situations where mech infantry mounted in AAVs may lead tanks. For example, mech infantry mounted AAVs may lead while crossing an unfordable body of water or a marshy area that tanks cannot ford to seize an objective from a more favorable direction (e.g. bridge, other key terrain). In addition, when the mech force is confronted with close terrain (e.g., woodland, urban areas), dismounted infantry should clear this terrain before AAVs and tanks move through it. This clearing facilitates frequent and rapid dismounting and protects the AAVs and tanks from enemy infantry and antiarmor fires.
- Troops and support available—Task organization will also influence the formations and relative positions of the AAVs. Few or no tanks, other available direct fire weapons, and supporting arms may require that AAVs lead the assault.
- Time available—The less time there is, the closer the AAVs normally are to the tanks. This cuts down reaction time and response time but may permit faster reorganization.

Maneuver Considerations

In mech attacks, speed is essential and maintained to the greatest degree possible. The critical decision of whether the infantry attacks mounted or dismounted is based on METT-T.

Tanks Lead

When tanks lead, they and mech infantry maneuver together, supported by the base of fire element and available supporting arms. The AAV-mounted or dismounted infantry normally follows tanks. Normally, tanks lead and infantry stays mounted when—

- Enemy antiarmor fires can be effectively bypassed or suppressed by fire.
- Terrain is relatively open or manmade and natural obstacles can be easily overcome.
- Terrain and weather affords good trafficability and visibility.

Infantry Mounted

The mobility and limited armor protection of AAVs help the infantry cross the battlefield quickly. Normally, the mech infantry remains mounted when—

- Enemy resistance is extremely light.
- Enemy is in hasty positions.
- Suppressive fires have reduced enemy antiarmor fires.
- Terrain near the objective allows rapid movement onto and across the objective.

Infantry Dismounted

Dismounted infantry may designate targets for the overwatching AAVs and tanks. Dismounted infantry cover the flanks and rear of the mech force by employing organic fires, directing fires from the base of fire element, and providing supporting arms against enemy positions. Infantry normally moves far enough behind tanks to avoid being hit by enemy fire directed at the tanks. This technique permits close coordination and maximum mutual support but sacrifices the speed and mobility of the AAVs and tanks. Infantry leads dismounted when—

- Terrain and vegetation are restrictive. For example, when terrain and vegetation canalize movement into likely enemy ambush sites and minefield (e.g. urban areas, woodland terrain).
- Visibility is limited.

- Antiarmor fire can't be bypassed or suppressed by fire.
- Significant obstacles or fortified positions are encountered that may prevent mounted movement and cannot be bypassed.

Dismount Points

The mech force commander must decide to dismount the infantry before being committed to the final assault. After the decision is made, the mech force commander chooses when and where the infantry dismounts. Commanders normally stay well forward to judge the situation and make an appropriate decision of whether or not to change the DP. Timing is critical; dismounting too early will slow down the force's momentum and unnecessarily expose the infantry to hostile fire. Speed can provide for the security of a mech force already committed to the final assault.

Ideally, the infantry is dismounted after forward defensive positions have been breached. The DP should provide good cover and concealment, yet be as near the objective as possible. AA unit leaders must ensure that their vehicles do not halt in the open and are properly dispersed. This reduces the amount of time that the dismounted infantry is exposed to fires while closing with the enemy.

Rapid dismount and good vehicle dispersion reduces the mech force's vulnerability to enemy fires. Well-understood SOPs and well-rehearsed battle drills provide a foundation for rapid dismount and good vehicle dispersion. DPs may be short of the objective, on the objective, or after passing through the objective.

Short of the Objective

Tactical conditions may require seeking a DP short of the objective that is usually not within range of small arms and handheld antiarmor weapons. Ideally, the DP should be located on easily recognizable terrain that provides cover from enemy direct fires.

Advantages

- Dismounted infantry are protected from small arms and observed indirect fires while dismounting.
- Infantry can be oriented as they approach the objective.
- Control can be established in the DP.
- Organic and supporting fires can suppress the enemy while the infantry is dismounting.

Disadvantages

- Dismounted infantry are exposed longer to enemy small arms and indirect fire as they move forward in the assault.
- Suitable DPs forward of enemy positions may be targeted by enemy direct and indirect fires.

On the Objective

This DP is used when the mech force has achieved surprise or the enemy antiarmor defense is weak.

Advantages

- Greater speed and shock effect are achieved.
- Mech infantry remains protected longer by AAV light armor from the fires of enemy small arms.
- Supporting fires can continue while the mech force approaches its objective since mounted infantry have greater protection against shell fragments and other small projectiles.

Disadvantages

- Mech infantry is difficult to orient to specific objectives.
- Control is difficult to establish at the DP due to potentially close enemy fires.

- Supporting fires are difficult to direct against enemy positions in close proximity to friendly dismounted infantry.
- AAVs are vulnerable to short-range antiarmor weapons.
- High volume of suppressive fire is required to support dismounted infantry.

After Passing Through the Objective

Dismount after passing through the objective is employed when a mounted attack is more effective. The capabilities of the enemy antiarmor defense will dictate whether this is feasible.

Advantages

- Dismounted infantry fights from an area and direction unexpected by the enemy.
- Control is usually more easily established when not on the objective.
- Shock effect on the enemy caused by a mech force moving through its position is likely to be considerable.

Disadvantages

- This method may conflict with enemy positions in depth.
- Enemy indirect and direct fires may target suitable DPs.
- Turning AAVs around in close proximity to enemy fires can make the AAVs more vulnerable to flank shots and may reverse the relative positions of the tanks, AAVs, and infantry.

Base of Fire and Maneuver

Fires are primarily employed to suppress, neutralize, destroy, and demoralize enemy forces. As movement supported by fire, maneuver brings firepower into positions from which it extends and completes the destruction. To facilitate fire and maneuver attacks, mech forces normally organize into base of fire element(s) and maneuver element(s).

Elements

The composition of base of fire and maneuver elements is determined by the commander's task organization of the mech force.

Base of Fire

The base of fire element covers the maneuver element's advance toward the enemy position by engaging known or suspected targets. Upon opening fire, the base of fire element seeks to gain fire superiority over the enemy. Fire superiority is gained by subjecting the enemy to fire of such accuracy and volume that the enemy fire ceases or becomes ineffective.

Maneuver

The mission of the maneuver element is to close with and destroy or capture the enemy. The maneuver element advances and assaults under maximum concealment and covering fire of the base of fire element. Fire superiority is maintained throughout the attack to ensure the success of any maneuver.

Attacks

When maneuvering to close range of the enemy is not required, attack by fire is employed to destroy the enemy from a distance. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations. An attack by fire is not done in conjunction with a maneuvering force. When assigning this task, the commander of the mech force specifies the intent of fires, to destroy, fix or suppress. Attacks consist of fire and maneuver and fire and movement.

Fire and Maneuver

Fire and maneuver is the process of one or more elements establishing a base of fire to engage the enemy, while the other element(s) maneuver to an advantageous position from which to close with and destroy or capture the enemy. Supporting fires from weapons not organic to the maneuver unit may be provided. Supporting fires may consist of direct, indirect, and aviation-delivered fires, which are integrated to achieve the effects of combined arms. Supporting fires should be followed closely by the maneuver element so that the shock effect of fire upon the enemy will not be lost.

Fire and Movement

Once the maneuver element meets enemy opposition and can no longer advance under the cover of the base of fire, it employs fire and movement to continue its forward movement to a position from which it can assault the enemy position. Fire and movement is primarily used in the assault where a unit or element advances by bounds or rushes, with subelements alternatively moving and providing covering fire for other moving subelements. Individuals (personnel or vehicles) or units may conduct fire and movement attacks.

Assault

The purpose of the assault is to place violent and intensive firepower on the objective and move rapidly across it to destroy or capture the enemy as quickly as possible. The term assault refers to that phase of an attack when the attacking force actually closes with the enemy. Mech forces can assault the objective mounted or dismounted.

Mounted

The decision to make a mounted assault is based on METT-T. A mounted assault is best used when the enemy is occupying hasty fighting positions, antiarmor fires can be suppressed, and terrain near the objective allows for rapid movement onto and across the objective. The assault must be carried out rapidly. Normally, tanks lead followed closely by AAVs. As the assault force approaches the objective, the AAVs should move closer to the tanks for added protection from enemy short-range antiarmor weapons.

Movement across the objective must be fast and continuous. A heavy volume of suppressive fires is maintained to keep enemy soldiers down in their positions. Stabilized turrets allow tanks to continue moving while conducting fire and movement. AAVs normally stay as close to the tanks as possible to provide protection to the flanks and rear of the tank.

Once the tanks and AAVs reach the far side of the objective, they occupy hull-down positions if possible. From support-by-fire positions, the tanks and AAVs can engage retreating enemy forces, continue the attack or defend against counterattack. If it is necessary to seize the objective, the dismounted infantry is used to clear remaining pockets of enemy resistance and to secure prisoners.

Dismounted

The assault is normally conducted dismounted if the enemy is in well-prepared defensive positions, antiarmor fires cannot be suppressed or the terrain restricts vehicle movement onto the objective. If the attack starts initially mounted, the infantry should be dismounted in a covered and concealed position that is as close to the objective as possible. The base of fire element(s) delivers supporting fires, while the dismounted infantry deploys. The dismounted infantry uses radio, prearranged visual signals (e.g. pyrotechnic), and/or messengers to direct the base of fire element(s) to shift and cease supporting fires. The dismounted infantry then employs fire and movement through the objective. Elements of the base of fire element normally displace to subsequent support-by-fire positions. When the tanks and

AAVs from the base of fire element rejoin the dismounted infantry, the infantry—

- Suppresses any remaining enemy position as the tanks and AAVs move to the objective.
- Reconnoiters initial SFPs and guides tanks and AAVs into the positions when necessary.
- Provides flank and rear security for the AAVs and tanks.

Based on METT-T, tanks may continue through the objective to engage resistance and pursue by fire until the infantry has consolidated the position.

Consolidation and Reorganization

The mech unit should consolidate and reorganize as soon as it takes an objective. An objective is held until the commander orders other action. At times, the attack may be continued with little or no hesitation to exploit success. In this case, only required reorganization is done, and consolidation is unnecessary.

Consolidation consists of actions taken to secure an objective and prepare to repel an enemy counterattack. In the order, the commander normally designates rifle platoon and AA unit positions and actions to be taken. The AA platoon consolidates an objective by—

- Occupying the position designated in the attack order (AAVs are moved into hull-down positions, if available, and assigned specific sectors of fire).
- Establishing local security and mutual support between AAVs and adjacent infantry units.
- Eliminating remaining pockets of enemy resistance and securing enemy prisoners of war.
- Preparing hasty fighting positions as quickly as possible.

Reorganization includes actions stated in the SOP that are taken to prepare to continue fighting.

The AA section leader has the following reorganization responsibilities:

- Replaces key personnel (e.g., vehicle commanders, drivers).
- Assesses damage to AAVs and reports to the AA platoon commander if assistance is needed.
- Conducts vehicle maintenance and ammunition redistribution as required.

The AA platoon commander has the following reorganization responsibilities:

- Replaces key personnel (e.g., platoon sergeant, squad leaders) who were lost.
- Informs the AA company and/or infantry company commander of the platoon's status.
- Oversees evacuation of casualties.
- Requests needed resupply.
- Sends prisoners of war (POWs) under guard to the POW collection point.

SECTION IV. ROLE OF THE RESERVE

See MCDP 1-0, Chapter 6, for definition of reserve.

The mobility of the AAV allows the reserve to react to troubled spots in the area quickly or to exploit an unexpected gap in the enemy's position. The AAV's speed allows it to exploit this gap from greater distances and over rugged terrain that other types of vehicles might not be able to negotiate. In addition, bodies of water that are normally viewed as obstacles are avenues of approach for AA units. The commander can plan the use of the reserve along the avenues that the enemy would not normally expect a unit to maneuver through.