INFANTRY

TRAINING AND READINESS MANUAL

CHAPTER 12

COLLECTIVE TRAINING

CHAPTER 12

COLLECTIVE TRAINING

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12001. INTRODUCTION. This chapter contains the collective training events for the occupational field. Collective training encompasses those events that require two or more personnel to accomplish, such as a squad, company, staff section, or office. The training requirements for each collective are listed with the accompanying CRP and sustainment interval, allowing unit leaders to quickly identify the minimum training requirements for each collective task.

12002. CORE CAPABILITIES METHODOLOGY. Core capabilities are a specific range of skills, knowledge, and abilities, which are shared by a particular collective. Although each of these capabilities may be demonstrated at varying levels, depending on manning or experience, the collective shares them. The purpose is to provide a minimum list of capabilities that each collective may strive for.

12003. TRAINING AND READINESS EVENT ELEMENTS

1. Each event within the T&R Manual contains a variety of information, from the type of ordinance necessary to complete the event, to the condition in which it must be accomplished.

2. Each event provides the reader with the necessary information to plan, accomplish, evaluate, and record training requirements.

12004. EVENT CODE

1. The event code is a unique three part alphanumeric designation assigned to each event. A collective event is coded differently from an individual event to signify a collective event. For example, a collective event code of COLL-03-050 contains the collective designation (COLL), the OccFld designator (03), and an event number (050). As is the case with individual events, the event number does not dictate the sequence in which the events are performed. (Figure 12-1)

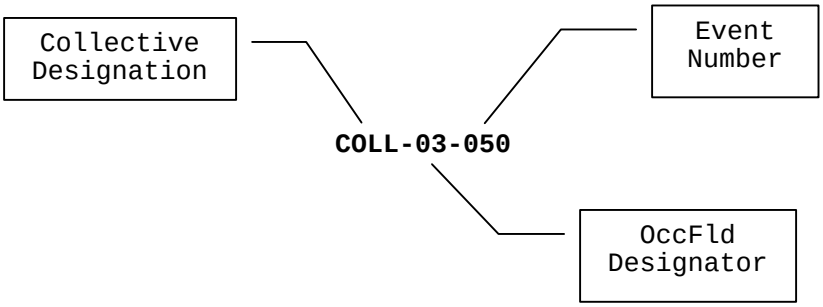

Figure 12-1.--Event Code for Collective Event.

12005. EVENT DESCRIPTION. The event description describes the specific and necessary behavior expected of the collective. It is a clearly stated, performance-oriented action requiring a learned skill or knowledge.

12006. SUSTAINMENT INTERVAL. The sustainment interval defines the number of months between evaluation or retraining by the collective in order to maintain proficiency in the event.

12007. COMBAT READINESS PERCENTAGE (CRP)

1. The CRP is a quantitative numerical value used in calculating collective training readiness. The CRP of each event is determined by its relative importance to other events.

2. At the completion of a training event or evaluation in which the collective demonstrates proficiency, the points will be added to the cumulative score. A detailed explanation of calculating collective CRP is contained in section 12018.

12008. CONDITION

1. The condition identifies the constraints that affect the performance of the event. The greatest possible latitude will be provided in the development of the condition without degradation to the accomplishment of the event.

2. The condition will not contain a list of specific equipment, materials, or references unless those items are necessary to accomplish the event. Except where noted in the condition or administrative instructions, the event can be performed in any lighting or weather conditions.

12009. PREREQUISITE(S). The prerequisites are a listing of training and/or other T&R events, which must be completed prior to attempting completion of the event.

12010. CONCEPT OF TASK. The concept of task is a descriptive paragraph used to amplify the required action of the event. This paragraph may contain information further explaining the event, its condition, or standard. The use of the amplifying guidance contained within the concept of task must accompany a well-defined event.

12011. COLLECTIVE COMPONENTS. Collective components are provided as guides to the accomplishment of the events. A standard is not listed for collective events due to the diverse nature of the events. Often the accomplishment of the collective event requires the use of several references and is done in accordance with standard operating procedure or higher headquarters guidance. Because of this, the unit commander has ultimate authority to determine the satisfactory accomplishment of the event.

12012. ADMINISTRATIVE INSTRUCTIONS. Administrative instructions provide the training manager/instructor/evaluator with special, required, or recommended circumstances, including safety precautions, relating to the training or execution of the event.

12013. EXTERNAL SUPPORT

1. The external support section lists special resources required to conduct the training. Due to the variety of available training areas (wooded, desert, mountainous), the requirements do not contain specific details of

training area size. It is necessary for the training manager to adjust needs, based on the type of training area.

2. The external support section also lists the simulators available to assist in training for the event. Simulators, except where noted, should not be the primary method of evaluating an individual or unit.

12014. WEAPONS AND AMMUNITION. This section defines the weapons and ammunition required/recommended to conduct the training. The ammunition quantities listed in the document are not meant to justify a unit's annual allocation. It is the responsibility of unit commanders to use the available ammunition to train their individuals and units to standard in the most efficient manner possible. Estimated ammunition quantities are included for planning purposes.

12015. RELATED EVENTS. This section contains a suggested relationship between events. It is provided for the commander's use to determine the events that have been accomplished, as well as those that might have been accomplished collaterally, while training. In the collective chapter, both related individual and collective events are listed.

12016. REFERENCE(S). This section contains a listing of doctrinal or reference publications, which may assist the individual in satisfying the performance standards and the trainer or evaluator in evaluating the effectiveness of event completion.

12017. COLLECTIVE EVENT MATRIX. The Collective Event Matrix identifies those collectives that are responsible for each event. Components of the Individual and Collective Event Matrix are:

a. Event Code

b. Combat Readiness Percentage (CRP)

c. Sustainment Interval

12018. CALCULATING COLLECTIVE CRP

1. Collective CRP values are considered separately from Individual CRP values. Collective events have a total CRP value of 100%. A unit that successfully performs an event can achieve a satisfactory unit CRP value even when it is severely undermanned or when the individual members of the section have low individual CRP ratings.

2. The CRP and the sustainment interval should be used together in maintaining an accurate individual and collective CRP. Once the sustainment period for a specific event has lapsed without retraining, the unit or individual must redemonstrate proficiency before the CRP points can be recalculated.

CHAPTER 12

COLLECTIVE EVENTS

APPENDIX A

COLLECTIVE CORE CAPABILITIES

COLLECTIVE A: Medium Machinegun Team, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.

2. Conducts overwatch and supports another unit by fire.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Participates in patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Participates in operations in urban environments.

8. Constructs local obstacles and field fortifications.

COLLECTIVE B: Medium Machinegun Squad, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.

2. Conducts overwatch and supports another unit by fire.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Participates in patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Participates in operations in urban environments.

8. Constructs local obstacles and field fortifications.

9. Employ air defense measures

10. Selects and prepares machinegun squad positions.

COLLECTIVE C: Medium Machinegun Section, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.

2. Conducts overwatch and supports another unit by fire.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Participates in patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Participates in operations in urban environments.

8. Constructs local obstacles and field fortifications.

9. Employ air defense measures

10. Selects and prepares machinegun section positions.

11. Submit reports and intelligence information.

COLLECTIVE D: Heavy Machinegun Team, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in motorized patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Conducts overwatch and supports another unit by fire.

8. Defends against air attack.

9. Participates in motorized screening operations.

COLLECTIVE E: Heavy Machine Squad, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in and conducts motorized patrols.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Conducts overwatch and supports another unit by fire.

8. Defends against air attack.

9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.

10. Participates in offensive operations, defensive operations, and security operations.

11. Serves as motorized guides for link-up and passage of lines.

12. Conducts limited personnel/vehicle checkpoint operations.

13. Conducts motorized/mobile point and area surveillance.

COLLECTIVE F: Heavy Machinegun Section/Platoon, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in and conducts motorized patrols.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in and conducts operations in urban environments.

7. Conducts overwatch and supports another unit by fire.

8. Defends against air attack.

9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.

10. Participates in and conducts offensive operations, defensive operations, and security operations.

11. Serves as motorized guides for link-up and passage of lines.

12. Conducts personnel/vehicle checkpoint operations.

13. Conducts motorized/mobile point and area surveillance.

COLLECTIVE G: Assault Team, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares fire plan sketches for, and engages targets with the MK 153 SMAW.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Supports unit in constructing obstacles and field fortifications.

8. Employs demolitions.

COLLECTIVE H: Assault Section, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares fire plan sketches for, and engages targets with the MK 153 SMAW.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Supports unit in constructing and reducing obstacles and field fortifications.

8. Employs demolitions.

COLLECTIVE I: Javelin Squad, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the Javelin.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Supports unit in constructing obstacles and field fortifications.

8. Employs demolitions.

COLLECTIVE J: TOW Squad/Antitank Section, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the TOW.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Participates in and conducts motorized patrols.

8. Conducts overwatch and supports another unit by fire.

9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.

10. Serves as motorized guides for link-up and passage of lines.

11. Conducts motorized/mobile point and area surveillance.

COLLECTIVE K: 60mm Mort Sqd, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 60mm Mortar.

2. Supports another unit by fire with indirect suppression, smoke, and illumination.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Participates in patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Constructs local obstacles and field fortifications.

COLLECTIVE L: 60mm Mort Sect, Weapons Plat

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 60mm Mortar.

2. Supports another unit by fire with indirect suppression, smoke, and illumination.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Participates in patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Constructs local obstacles and field fortifications.

8. Processes calls for fire (CFF).

9. Fires two adjust fire missions simultaneously.

10. Defends against a ground attack.

11. Prepares defensive positions in a built-up area.

12. Provides input for logistics planning.

13. Constructs a mortar position.

COLLECTIVE M: 81mm Mortar Sqd, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.

2. Supports another unit by fire with indirect suppression, smoke, and illumination.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Supports patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Constructs local obstacles and field fortifications.

COLLECTIVE N: 81mm Mortar Fire Direction Center, Weapons Company

Core Capabilities

1. Receives calls for fire from forward observers.

2. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.

3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopterborne movement.

5. Supports patrols, offensive operations, defensive operations, and security operations.

6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

7. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.

8. Assists the fire support coordination center with targeting, identifying fire support coordination measures, and producing fire support coordination documents.

COLLECTIVE O: 81mm Mortar Section, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.

2. Receives calls for fire from forward observers.

3. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.

4. Supports another unit by fire with indirect suppression, smoke, and illumination.

5. Conducts continuing and immediate actions.

6. Participates in foot, mechanized, motorized and helicopterborne movement.

7. Supports offensive operations, defensive operations, and security operations.

8. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

9. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.

10. Constructs local obstacles and field fortifications.

11. Conducts passage of lines and relief in place

COLLECTIVE P: 81mm Mortar Plat, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.

2. Receives calls for fire from forward observers.

3. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.

4. Supports another unit by fire with indirect suppression, smoke, and illumination.

5. Conducts continuing and immediate actions.

6. Participates in foot, mechanized, motorized and helicopterborne movement.

7. Supports offensive operations, defensive operations, and security operations.

8. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

9. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.

10. Constructs local obstacles and field fortifications.

11. Conducts passage of lines and relief in place

12. Assists the fire support coordination center with targeting, identifying fire support coordination measures, and producing fire support coordination documents.

13. Logistically sustains the platoon.

COLLECTIVE Q: Scout Sniper Team, Infantry Battalion

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M40A1 Sniper Rifle and the M82A1A Special Application Scoped Rifle.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Conducts overwatch and supports another unit by direct precision fire, forward observation, and indirect supporting arms.

8. Participates in screening operations.

9. Serves as guides for link-up and passage of lines.

10. Conducts point and route surveillance and reconnaissance.

11. Participates in route and area surveillance and reconnaissance.

12. Conducts counter sniper operations.

COLLECTIVE R: Scout Sniper Plat, Infantry Battalion

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M40A1 Sniper Rifle and the M82A1A Special Application Scoped Rifle.

2. Conducts continuing and immediate actions.

3. Participates in foot, mechanized, motorized and helicopterborne movement.

4. Participates in patrols, offensive operations, defensive operations, and security operations.

5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

6. Participates in operations in urban environments.

7. Conducts overwatch and supports another unit by direct precision fire, forward observation, and indirect supporting arms.

8. Plans and conducts screening operations.

9. Serves as guides for link-up and passage of lines.

10. Plans and conducts point, route and area surveillance and reconnaissance.

11. Conducts counter sniper operations.

12. Controls movement and maintains contact with platoon.

13. Logistically sustains the platoon.

COLLECTIVE U: Fireteam, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

2. Conducts continuing and immediate actions.

3. Participates in patrols, offensive operations, defensive operations, and security operations,

4. Participates in and conducts operations in urban environments.

5. Participates in mechanized, motorized, and helicopterborne movement.

6. Constructs and breaches local obstacles.

7. Executes fire team formations.

8. Executes fire team fire and movement.

9. Searches enemy prisoners of war.

COLLECTIVE V: Rifle Squad, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

2. Prepares for and conducts patrols.

3. Conducts continuing and immediate actions.

4. Prepares for and conducts personnel/vehicle checkpoint operations.

5. Participates in offensive operations, defensive operations, and security operations.

5. Conducts overwatch and supports another unit by fire.

6. Participates in and conducts operations in urban environments.

7. Constructs and breaches obstacles and field fortifications.

8. Participates in foot, mechanized, motorized, and helicopterborne movement.

9. Prepares for and conducts squad level offensive, defensive, and security operations.

10. Constructs and breaches local obstacles.

11. Executes squad formations.

12. Detains, searches, secures, and escorts enemy prisoners of war.

13. Executes squad fire and movement.

14. Conduct point and route reconnaissance and participates in zone reconnaissance operations.

COLLECTIVE W: Rifle Platoon, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.

2. Prepares for and conducts patrols and patrolling operations.

3. Conducts a passage of lines as a stationary unit and as a moving unit.

4. Prepares for and conducts personnel/vehicle checkpoint operations.

5. Conducts continuing and immediate actions.

6. Conducts a relief in place.

7. Conducts overwatch and supports another unit by fire.

8. Participates and conducts offensive operations, defensive operations, and security operations.

9. Participates in and conducts operations in urban environments.

10. Constructs and breaches obstacles and field fortifications.

11. Conducts and participates in foot, mechanized, motorized, and helicopterborne movement.

12. Prepares for and conducts platoon level offensive, defensive, and security operations.

13. Defends against air attack.

14. Constructs and breaches local obstacles.

15. Processes enemy prisoners of war.

16. Executes platoon formations.

17. Employs inorganic assets to include machineguns, antiarmor weapons, and mortars.

18. Executes platoon fire and movement.

19. Conducts point and route reconnaissance and participates in zone reconnaissance operations.

20. Prepares for, plans, and executes platoon level offensive and defensive operations to include attack, raid, defend, infiltrate, exfiltrate, screen, ambush, disengage, and consolidate.

COLLECTIVE X: Rifle Company

Core Capabilities

1. Prepares for, reacts to, participates in and conducts operations in a nuclear, biological and chemical environment.

2. Prepares for and conducts patrolling operations.

3. Participates in, and conducts a passage of lines, relief in place, and link up as a stationary unit and as a moving unit.

4. Prepares for and conducts personnel/vehicle checkpoint operations.

5. Conducts continuing and immediate actions.

6. Conducts overwatch and supports another unit by fire.

7. Prepares for, participates in, and conducts operations in urban environments.

8. Participates in and conducts offensive operations, defensive operations, and security operations.

9. Constructs and breaches obstacles and field fortifications.

10. Prepares for, participates in, and conducts, foot, mechanized, motorized, and helicopterborne movement.

11. Defends against air attack.

12. Processes enemy prisoners of war.

13. Employs inorganic assets to include heavy machineguns, antiarmor weapons, heavy mortars, scout snipers, tanks, AAVs, and support aircraft.

14. Processes and evacuates casualties.

15. Prepares for, participates in, and conducts point, route, and zone reconnaissance operations.

16. Prepares for, plans, and executes company level offensive and defensive operations to include attack, raid, defend, infiltrate, exfiltrate, screen, ambush, disengage, and consolidate.

17. Contributes to tactical and operational logistics planning.

18. Submits reports and intelligence information.

19. Logistically sustain a unit

20. Participates in and conducts fire support planning.

21. Operates a company command post.

22. Prepares and submits unit fire plan sketches.

COLLECTIVE Y: Infantry Battalion

Core Capabilities

1. Prepares for, reacts to, participates in and conducts operations in a nuclear, biological and chemical environment.

2. Prepares for and conducts patrolling operations.

3. Participates in, and conducts a passage of lines, relief in place, and link up as a stationary unit and as a moving unit.

4. Prepares for and conducts personnel/vehicle checkpoint operations.

5. Conducts continuing and immediate actions.

6. Supports another unit by fire.

7. Prepares for, participates in, and conducts operations in urban environments.

8. Participates in and conducts offensive operations, defensive operations, and security operations.

9. Constructs and breaches obstacles and field fortifications.

10. Prepares for, participates in, and conducts, foot, mechanized, motorized, and helicopterborne movement.

11. Defends against air attack.

12. Processes enemy prisoners of war.

13. Employs inorganic assets to include tanks, AAVs, and support aircraft.

14. Processes and evacuates casualties.

15. Prepares for, participates in, and conducts point, route, and zone reconnaissance operations.

16. Prepares for, plans, and executes battalion level offensive and defensive operations to include attack, raid, defend, infiltrate, exfiltrate, screen, ambush, disengage, and consolidate.

17. Contributes to and conducts tactical and operational logistics planning.

18. Processes intelligence information.

19. Participates in and conducts fire support planning and execution..

20. Operates a battalion combat operation center ashore and afloat.

21. Prepares for, participates in, and conducts amphibious planning and operations.

22. Logistically sustain the battalion.

COLLECTIVE Z: Infantry Regiment

Core Capabilities

1. Prepares for, reacts to, participates in and conducts operations in a nuclear, biological and chemical environment.

2. Prepares for and conducts patrolling operations.

3. Participates in, and conducts a passage of lines, relief in place, and link up as a stationary unit and as a moving unit.

4. Prepares for and conducts personnel/vehicle checkpoint operations.

5. Conducts continuing and immediate actions.

6. Supports another unit by fire.

7. Prepares for, participates in, and conducts operations in urban environments.

8. Participates in and conducts offensive operations, defensive operations, and security operations.

9. Constructs and breaches obstacles and field fortifications.

10. Prepares for, participates in, and conducts, foot, mechanized, motorized, and helicopterborne movement.

11. Defends against air attack.

12. Processes enemy prisoners of war.

13. Employs inorganic assets to include tanks, AAVs, and support aircraft.

14. Processes and evacuates casualties.

15. Prepares for, participates in, and conducts point, route, and zone reconnaissance operations.

16. Prepares for, plans, and executes battalion level offensive and defensive operations to include attack, raid, defend, infiltrate, exfiltrate, screen, ambush, disengage, and consolidate.

17. Contributes to and conducts tactical and operational logistics planning.

18. Processes intelligence information.

19. Participates in and conducts fire support planning and execution..

20. Operates a battalion combat operation center ashore and afloat.

21. Prepares for, participates in, and conducts amphibious planning and operations.

22. Logistically sustain the battalion.

CHAPTER 12

COLLECTIVE EVENTS

APPENDIX B

COLLECTIVE EVENT MATRIX 1 (A-J)

Code	Collective
A	Medium Machinegun Team, Weapons Plat
B	Medium Machinegun Squad, Weapons Plat
C	Medium Machinegun Section, Weapons Plat
D	Heavy Machinegun Team, Weapons Company
E	Heavy Machine Squad, Weapons Company
F	Heavy Machinegun Section/Platoon, Weapons Company
G	Assault Team, Weapons Plat
H	Assault Section, Weapons Plat
I	Javelin Squad, Weapons Company
J	TOW Squad/Antitank Section, Weapons Company

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 013	Clear a T-shaped hallway as a 2 man-team									
COLL - 03 - 014	Search an enemy prisoner of war									
	3.846 3			2.632 3			6.667 3			0.84 3
COLL - 03 - 015	Execute a Fire Team column formation									
COLL - 03 - 016	Execute a Fire Team wedge formation									
COLL - 03 - 017	Execute a Fire Team skirmishers right formation									
COLL - 03 - 018	Execute a Fire Team skirmishers left formation									
COLL - 03 - 019	Execute a Fire Team echelon right formation									
COLL - 03 - 020	Execute a Fire Team echelon left formation									
COLL - 03 - 021	Execute Fire Team fire and movement									
COLL - 03 - 022	Knock out a bunker									
COLL - 03 - 023	Clear a room as a four-man team									
COLL - 03 - 024	Execute building upper-level entry as a four-man team									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 030	Construct a machinegun firing position									
	3.846 3	5.556 3	6.667 3	2.632 3	1.429 3	0.885 3				
COLL - 03 - 031	Prepare heavy weapon defensive positions in an urban environment									
				2.632 3	1.429 3	0.885 3				
COLL - 03 - 032	Deliver machinegun overhead fire									
	3.846 6	5.556 6	6.667 6	2.632 6	1.429 6	0.885 6				
COLL - 03 - 033	Deliver machinegun defilade fire									
	3.846 6	5.556 6	6.667 6	2.632 6	1.429 6	0.885 6				
COLL - 03 - 034	Engage air targets with machineguns									
	3.846 6	5.556 6	6.667 6	2.632 6	1.429 6	0.885 6				
COLL - 03 - 035	Employ machineguns									
COLL - 03 - 040	Place the M240G medium machinegun into action									
	3.846 3	5.556 3	6.667 3							
COLL - 03 - 041	Change barrels for an M240G medium machinegun									
	3.846 3									
COLL - 03 - 042	Clear malfunctions and stoppages on the M240G									
	3.846 3									
COLL - 03 - 043	(Table III) Execute a tripod mounted field zero firing exercise with the M240G medium machinegun									
	3.846 3									
COLL - 03 - 044	(Table IV) Execute a bipod mounted firing exercise with the M240G medium machinegun									
	3.846 3									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 045	(Table IV) Execute a tripod mounted firing exercise with the M240G medium machinegun									
	3.846 3									
COLL - 03 - 046	(Table V) Execute a bipod mounted firing exercise with the M240G medium machinegun									
	3.846 3									
COLL - 03 - 047	(Table VI) Engage targets with a night vision sight mounted on an M240G medium machinegun									
	3.846 3									
COLL - 03 - 048	Execute a predetermined data firing exercise with the M240G medium machinegun									
	3.846 3									
COLL - 03 - 052	Place the M2 heavy machinegun into action on an M3 tripod									
				2.632 3						
COLL - 03 - 053	Place the M2 heavy machinegun into action vehicle mount									
				2.632 3						
COLL - 03 - 054	Clear malfunctions and stoppages on the M2 machinegun									
				2.632 3						
COLL - 03 - 055	(Table I) Execute a 10-meter tripod firing exercise with the M2 heavy machinegun									
				2.632 6						
COLL - 03 - 056	(Table II) Execute a tripod mounted field zero firing exercise with the M2 heavy machinegun									
				2.632 6						
COLL - 03 - 057	(Table II) Execute a tripod mounted firing exercise with the M2 heavy machinegun									
				2.632 3						
COLL - 03 - 058	(Table III) Execute a vehicle mounted firing exercise with a M2 heavy machinegun									
				2.632 6						

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 059	(Table IV) Execute a predetermined data firing exercise with the M2 heavy machinegun									
				2.632 3						
COLL - 03 - 060	(Table V) Engage targets with an AN/TVS 5 mounted on an M2 heavy machinegun									
				2.632 6						
COLL - 03 - 065	Place the MK 19 heavy machinegun into action on an M3 tripod									
				2.632 3						
COLL - 03 - 066	Place the MK19 heavy machinegun into action vehicle mount									
				2.632 3						
COLL - 03 - 067	Clear malfunctions and stoppages on the MK19 machinegun									
				2.632 3						
COLL - 03 - 068	Field zero the MK19 heavy machinegun									
				2.632 3						
COLL - 03 - 069	(Table I) Execute an MK19 tripod mounted firing exercise									
				2.632 3						
COLL - 03 - 070	(Table II) Execute a vehicle mounted MK19 firing exercise									
				2.632 6						
COLL - 03 - 071	(Table III) Execute a predetermined firing exercise with a MK19 heavy machinegun									
				2.632 3						
COLL - 03 - 072	(Table IV) Engage targets with an AN/TVS 5 mounted night vision sight on an MK19 heavy machinegun.									
				2.632 6						
COLL - 03 - 075	Lay a mortar using reciprocal lay									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 076	Perform reciprocal lay using the aiming circle									
COLL - 03 - 077	Lay a mortar using the compass method									
COLL - 03 - 078	Lay for a large deflection and elevation change									
COLL - 03 - 079	Refer and realign a mortar									
COLL - 03 - 080	Construct a mortar position									
COLL - 03 - 081	Defend against a ground attack									
COLL - 03 - 082	Engage targets using traverse and search fire									
COLL - 03 - 083	Reconnoiter and occupy a mortar position									
COLL - 03 - 084	Employ mortars									
COLL - 03 - 089	Mount the M224 60mm mortar									
COLL - 03 - 090	Clear a misfire for a M224 60mm mortar in the conventional mode									
COLL - 03 - 091	Fire an M224 60mm mortar in the hand held mode									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 092	Clear a misfire for an M224 60mm mortar in the hand held mode									
COLL - 03 - 093	Take the M224 60mm mortar out of action									
COLL - 03 - 098	Mount a M252 81mm mortar									
COLL - 03 - 099	Clear a misfire for an M252 81mm mortar									
COLL - 03 - 100	Take the M252 81mm mortar out of action									
COLL - 03 - 105	Engage targets with a mortar using direct lay									
COLL - 03 - 106	Fire a priority target									
COLL - 03 - 107	Fire For Effect (FFE) (w/o adjustment)									
COLL - 03 - 108	Fire an immediate suppression/smoke mission									
COLL - 03 - 109	Fire quick smoke									
COLL - 03 - 110	Register and adjust a parallel sheaf									
COLL - 03 - 111	Adjust a Final Protective Fire (FPF)									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 112	Fire a mortar Final Protective Fire (FPF)									
COLL - 03 - 113	Fire mortar illumination									
COLL - 03 - 114	Fire 2 adjust fire missions simultaneously									
COLL - 03 - 115	Fire a Time On Target (TOT) mission									
COLL - 03 - 116	Fire a Suppression of Enemy Air Defense (SEAD) mission									
COLL - 03 - 117	Engage an area target with mortars									
COLL - 03 - 118	Conduct a hip shoot									
COLL - 03 - 123	Operate a Fire Direction Center (FDC)									
COLL - 03 - 124	Process Call For Fire (CFF)									
COLL - 03 - 125	Operate by split platoon									
COLL - 03 - 129	Employ anti-armor weapons									
							6.667 3	6.667 3	5.556 3	0.84 3
COLL - 03 - 132	Engage multiple stationary targets with MK153 shoulder-launched multipurpose assault weapon (SMAWs)									
								6.667 6	5.556 6	

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 137	Assemble an M220E4 TOW2 weapon system on the tripod									
										0.84 3
COLL - 03 - 138	Construct a ground mounted M220E4 TOW2 weapon system fighting position									
										0.84 3
COLL - 03 - 139	Disassemble the M220E4 TOW2 weapon system from the tripod									
										0.84 3
COLL - 03 - 140	Mount an M220E4 TOW2 weapon system to an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
										0.84 3
COLL - 03 - 141	Load a vehicle mounted M220E4 TOW2 weapon system									
										0.84 3
COLL - 03 - 142	Engage a target with an M220E4 TOW2 weapon system									
										0.84 3
COLL - 03 - 143	Perform M220E4 TOW2 weapon system hang-fire procedures									
										0.84 3
COLL - 03 - 144	Perform M220E4 TOW2 weapon system misfire procedures									
										0.84 3
COLL - 03 - 145	Dismount an M220E4 TOW2 weapon system from an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
										0.84 3
COLL - 03 - 146	Perform M220E4 TOW2 weapon system qualification									
										0.84 3
COLL - 03 - 150	Move tactically as scout sniper team									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 151	Stalk to a final firing position									
COLL - 03 - 152	Collect and report target information from hide									
COLL - 03 - 153	Engage a key target									
COLL - 03 - 158	Employ scout snipers in reconnoitering a route									
COLL - 03 - 159	Employ scout snipers in reconnoitering an area									
COLL - 03 - 160	Employ scout snipers as guides									
COLL - 03 - 161	Employ scout snipers as a screen									
COLL - 03 - 162	Employ scout snipers in support of an attack									
COLL - 03 - 163	Employ scout snipers in support of a raid									
COLL - 03 - 164	Employ scout snipers in the defense									
COLL - 03 - 170	Utilize cover, camouflage, and concealment									
	3.846	5.556	6.667	2.632	1.429	0.885	6.667	6.667	5.556	0.84
	3	3	3	3	3	3	3	3	3	3
COLL - 03 - 171	React to indirect fire									
	3.846	5.556	6.667	2.632	1.429	0.885	6.667	6.667	5.556	0.84
	3	3	3	3	3	3	3	3	3	3

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 172	Destroy equipment									
	3.846 6	5.556 6	6.667 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 173	Process casualties									
			6.667 3		1.429 3	0.885 3				0.84 3
COLL - 03 - 174	Process known or suspected enemy personnel									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 175	Submit reports									
			6.667 3		1.429 3					0.84 3
COLL - 03 - 176	Conduct crater analysis									
COLL - 03 - 177	Conduct a debriefing									
						0.885 3				0.84 3
COLL - 03 - 178	Conduct tactical discipline									
	3.846 3	5.556 3	6.667 3	2.632 3	1.429 3	0.885 3	6.667 3	6.667 3	5.556 3	0.84 3
COLL - 03 - 179	Maintain local security									
	3.846 3	5.556 3	6.667 3	2.632 3	1.429 3	0.885 3	6.667 3	6.667 3	5.556 3	0.84 3
COLL - 03 - 180	Maintain operational security									
	3.846 3	5.556 3	6.667 3	2.632 3	1.429 3	0.885 3	6.667 3	6.667 3	5.556 3	0.84 3
COLL - 03 - 190	Plan patrols									
						0.885 3				0.84 3
COLL - 03 - 191	Conduct a patrol									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 192	Occupy an Objective Rally Point (ORP)									
						0.885 3				0.84 3

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 193	Occupy a patrol base									
						0.885 3			5.556 3	
COLL - 03 - 194	Conduct a route reconnaissance									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 195	Conduct an area reconnaissance									
						0.885 6				0.84 6
COLL - 03 - 196	Conduct a zone reconnaissance									
						0.885 6				0.84 6
COLL - 03 - 197	Cross a danger area									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 198	Cross a water obstacle									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 199	Cross a defile									
						0.885 6				0.84 6
COLL - 03 - 200	Execute a point ambush									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 201	Execute an area ambush									
						0.885 3				0.84 3
COLL - 03 - 202	Execute an anti-armor ambush									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 211	Conduct staff logistics planning									
COLL - 03 - 212	Conduct logistics planning									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 213	Logistically sustain a unit									
						0.885 3				0.84 3
COLL - 03 - 214	Provide logistics support									
COLL - 03 - 215	Conduct resupply									
						0.885 3				0.84 3
COLL - 03 - 216	Conduct aerial resupply									
						0.885 6				0.84 6
COLL - 03 - 217	Conduct tactical feeding									
						0.885 3				0.84 3
COLL - 03 - 218	Perform field sanitation									
COLL - 03 - 219	Perform preventive medical services									
COLL - 03 - 220	Operate an aid station									
COLL - 03 - 230	Plan communications security									
COLL - 03 - 231	Conduct staff communication coordination									
COLL - 03 - 232	Develop concept of communications support									
COLL - 03 - 233	Conduct communication preparation									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 234	Conduct communications control									
COLL - 03 - 235	Ensure interoperability									
COLL - 03 - 236	Employ Electronic Counter Counter Measures (ECCM)									
COLL - 03 - 237	Operate without radio communications									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 238	Employ telephone switching									
COLL - 03 - 245	Plan intelligence collection									
COLL - 03 - 246	Direct the intelligence effort									
COLL - 03 - 247	Report intelligence information									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 248	Process and disseminate intelligence information									
COLL - 03 - 255	Execute a column vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 256	Execute a line vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 257	Execute a vee vehicle formation									
						0.885 6				0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 258	Execute a wedge vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 259	Execute a coil vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 260	Execute an echelon vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 261	Execute a herring-bone vehicle formation									
						0.885 6				0.84 6
COLL - 03 - 262	Execute vehicle traveling									
						0.885 6				0.84 6
COLL - 03 - 263	Execute a vehicle traveling overwatch									
						0.885 6				0.84 6
COLL - 03 - 264	Execute a vehicle bounding overwatch									
						0.885 6				0.84 6
COLL - 03 - 275	Prepare for NBC operations									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 276	Prepare for a nuclear attack									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 277	Prepare for a chemical attack									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 278	React to nuclear attack									
	3.846 6	5.556 6	7.143 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 279	React to chemical attack									
	3.846 6	5.556 6	7.143 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 280	Prepare to cross a nuclear contaminated area									
						0.885 6				0.84 6
COLL - 03 - 281	Prepare to cross chemically contaminated area									
						0.885 6				0.84 6
COLL - 03 - 282	Cross a nuclear contaminated area									
						0.885 6				0.84 6
COLL - 03 - 283	Cross chemically contaminated area									
						0.885 6				0.84 6
COLL - 03 - 284	Perform basic skills decontamination									
	3.846 6	5.556 6	7.143 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 285	Perform hasty equipment decontamination									
	3.846 6	5.556 6	7.143 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 286	Conduct MOPP gear exchange									
	3.846 6	5.556 6	7.143 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 287	Perform radiological decontamination									
COLL - 03 - 300	Occupy an observation point/perform surveillance									
				2.632 3	1.429 3	0.885 3				0.84 3
COLL - 03 - 301	Clear a floor									
COLL - 03 - 302	Clear a building									
COLL - 03 - 304	Clear a trench line									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 305	Clear a trench complex									
COLL - 03 - 306	Breach an obstacle									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 310	Occupy an assembly area									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 311	Overwatch/support by fire									
		5.556 3	6.667 3	2.632 3	1.429 3	0.885 3		6.667 3	5.556 3	0.84 3
COLL - 03 - 312	React to a meeting engagement (hasty attack)									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 315	Plan a relief in place									
COLL - 03 - 316	Plan a passage of lines									
COLL - 03 - 317	Plan a linkup operation as moving unit									
COLL - 03 - 318	Plan a deliberate attack									
COLL - 03 - 319	Plan a night attack									
COLL - 03 - 320	Plan a tank infantry attack									
COLL - 03 - 321	Plan a mechanized attack supported by tanks									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 322	Plan a helicopterborne assault									
COLL - 03 - 323	Conduct initial staff planning									
COLL - 03 - 324	Conduct amphibious staff planning									
COLL - 03 - 325	Develop the landing plan									
COLL - 03 - 326	Plan tactical deception									
COLL - 03 - 330	Prepare for combat operations									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 331	Prepare for a relief in place									
COLL - 03 - 332	Coordinate a passage of lines									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 333	Prepare for a passage of lines									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 334	Prepare for a linkup									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 335	Prepare for a deliberate attack									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 336	Prepare for a night attack									
					1.429 6	0.885 6				0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 337	Prepare for a tank infantry attack									
						0.885 9				0.84 9
COLL - 03 - 338	Prepare for a mechanized attack supported by tanks									
						0.885 9				0.84 9
COLL - 03 - 339	Prepare for a helicopterborne assault									
COLL - 03 - 340	Prepare tactical deception plan									
COLL - 03 - 341	Prepare to consolidate and reorganize									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 347	Conduct a linkup									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 348	Conduct a relief in place									
COLL - 03 - 349	Conduct passage of lines as stationary unit									
						0.885 6				0.84 6
COLL - 03 - 010	Clear a stairwell as a 2-man team									
COLL - 03 - 011	Clear a room as a 2-man team									
COLL - 03 - 012	Clear an L-shaped hallway as a 2-man team									
COLL - 03 - 350	Conduct forward passage of lines as moving unit									
					1.429 6	0.885 6	6.667 6			0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 351	Conduct a passage of lines									
COLL - 03 - 352	Conduct rearward passage of lines as moving unit									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 353	Conduct a linkup									
						0.885 6				0.84 6
COLL - 03 - 354	Conduct a screen to the flank/rear									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 355	Conduct a screen forward of a moving unit									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 357	Conduct an infiltration/exfiltration									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 358	Conduct a hasty ambush									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 359	Conduct a deliberate attack									
COLL - 03 - 360	Conduct a deliberate night attack									
COLL - 03 - 361	Conduct a raid									
COLL - 03 - 362	Conduct a mounted attack									
					1.429 9	0.885 9				0.84 9
COLL - 03 - 363	Conduct tank infantry attack									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 364	Conduct a mechanized attack supported by tanks									
COLL - 03 - 365	Conduct a helicopterborne assault									
COLL - 03 - 366	Conduct assault landing									
COLL - 03 - 367	Conduct tactical deception									
						0.885 9				0.84 9
COLL - 03 - 369	Consolidate and reorganize									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 375	Plan a delaying action									
COLL - 03 - 376	Plan for the defense									
COLL - 03 - 377	Plan for a counterattack									
COLL - 03 - 378	Plan a withdrawal under/not under enemy pressure									
COLL - 03 - 379	Plan for an amphibious withdrawal									
COLL - 03 - 385	Prepare for the defense									
						0.885 3				0.84 3
COLL - 03 - 386	Prepare the defense									
						0.885 6				0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 387	Prepare and submit unit fire plan sketch									
COLL - 03 - 388	Construct field fortifications									
									5.556 6	
COLL - 03 - 389	Construct obstacles									
									5.556 6	
COLL - 03 - 390	Prepare a defense from a battle position									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 391	Prepare to conduct a counterattack									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 392	Prepare a delaying action									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 393	Prepare a withdrawal under/not under enemy pressure									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 394	Occupy personnel/vehicle checkpoint									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 400	Conduct the defense									
COLL - 03 - 401	Defend in a built-up area									
COLL - 03 - 402	Defend against air attack									
				2.632 6	1.429 6	0.885 6				
COLL - 03 - 403	Conduct a counterattack									
					1.429 6	0.885 6				0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 404	Conduct amphibious withdrawal									
COLL - 03 - 405	Conduct a withdrawal under/not under enemy pressure									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 406	Conduct dismounted disengagement									
COLL - 03 - 407	Conduct disengagement from defensive position									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 408	Conduct a remain behind operation									
						0.885 6				0.84 6
COLL - 03 - 409	Conduct a delaying action									
						0.885 6				0.84 6
COLL - 03 - 410	Conduct personnel/vehicle checkpoint operations									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 415	Plan a movement to contact									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 416	Plan for a mechanized/motorized march									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 417	Prepare for a movement to contact									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 418	Prepare for a mechanized/motorized march									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 419	Prepare to conduct a mounted convoy or movement to contact									
					1.429 3	0.885 3				0.84 3

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 424	Conduct dismounted movement to contact									
COLL - 03 - 425	Conduct a movement to contact									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 430	Clear a wood line									
COLL - 03 - 431	Move through a built-up area									
					1.429 3	0.885 3				0.84 3
COLL - 03 - 433	Conduct an endurance march									
						0.885 9				0.84 9
COLL - 03 - 434	Conduct a tactical march									
						0.885 6				0.84 6
COLL - 03 - 435	Defend against mines and booby traps during motorized movement									
					1.429 6	0.885 6				0.84 6
COLL - 03 - 436	Conduct motorized/mechanized movement to contact									
						0.885 3				0.84 3
COLL - 03 - 437	Conduct a mounted convoy									
						0.885 6				0.84 6
COLL - 03 - 438	Conduct a mechanized/motorized march									
						0.885 3				0.84 3
COLL - 03 - 439	Conduct night mechanized/motorized march									
						0.885 6				0.84 6
COLL - 03 - 440	Take immediate action against unblocked ambush during motor march									
						0.885 6				0.84 6

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 441	Take immediate action against blocked ambush during motor march									
						0.885 6				0.84 6
COLL - 03 - 442	Move by helicopter									
	3.846 6	5.556 6	6.667 6	2.632 6	1.429 6	0.885 6	6.667 6	6.667 6	5.556 6	0.84 6
COLL - 03 - 450	Operate a command post									
						0.885 3				0.84 3
COLL - 03 - 451	Operate a Combat Operations Center (COC)									
COLL - 03 - 452	Organize the Combat Operations Center (COC)									
COLL - 03 - 453	Maintain control of operations									
COLL - 03 - 460	Plan for employment of fire support									
COLL - 03 - 461	Conduct fire support planning									
COLL - 03 - 462	Fire support organization/operations									
COLL - 03 - 463	Conduct staff fire support planning									
COLL - 03 - 464	Plan and conduct air defense measures									
COLL - 03 - 465	Employ targeting and target intelligence									

Event Code	A	B	C	D	E	F	G	H	I	J
COLL - 03 - 470	Plan an immediate Close Air Support (CAS) strike									
COLL - 03 - 471	Plan a laser guided close air support (CAS) strike									
COLL - 03 - 472	Employ fire support coordination measures and procedures									
COLL - 03 - 473	Employ air defense measures									
COLL - 03 - 474	Conduct fire support coordination ashore									

CHAPTER 12

COLLECTIVE EVENTS

APPENDIX C

COLLECTIVE EVENT MATRIX 2 (K-T)

Code	Collective
K	60mm Mort Sqd, Weapons Plat
L	60mm Mort Sect, Weapons Plat
M	81mm Mortar Sqd, Weapons Company
N	81mm Mortar Fire Direction Center, Weapons Company
O	81mm Mortar Section, Weapons Company
P	81mm Mortar Plat, Weapons Company
Q	Scout Sniper Team, Infantry Battalion
R	Scout Sniper Plat, Infantry Battalion

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 013	Clear a T-shaped hallway as a 2 man-team									
COLL - 03 - 014	Search an enemy prisoner of war									
COLL - 03 - 015	Execute a Fire Team column formation									
COLL - 03 - 016	Execute a Fire Team wedge formation									
COLL - 03 - 017	Execute a Fire Team skirmishers right formation									
COLL - 03 - 018	Execute a Fire Team skirmishers left formation									
COLL - 03 - 019	Execute a Fire Team echelon right formation									
COLL - 03 - 020	Execute a Fire Team echelon left formation									
COLL - 03 - 021	Execute Fire Team fire and movement									
COLL - 03 - 022	Knock out a bunker									
COLL - 03 - 023	Clear a room as a four-man team									
COLL - 03 - 024	Execute building upper-level entry as a four-man team									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 030	Construct a machinegun firing position									
COLL - 03 - 031	Prepare heavy weapon defensive positions in an urban environment									
COLL - 03 - 032	Deliver machinegun overhead fire									
COLL - 03 - 033	Deliver machinegun defilade fire									
COLL - 03 - 034	Engage air targets with machineguns									
COLL - 03 - 035	Employ machineguns									
COLL - 03 - 040	Place the M240G medium machinegun into action									
COLL - 03 - 041	Change barrels for an M240G medium machinegun									
COLL - 03 - 042	Clear malfunctions and stoppages on the M240G									
COLL - 03 - 043	(Table III) Execute a tripod mounted field zero firing exercise with the M240G medium machinegun									
COLL - 03 - 044	(Table IV) Execute a bipod mounted firing exercise with the M240G medium machinegun									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 045	(Table IV) Execute a tripod mounted firing exercise with the M240G medium machinegun									
COLL - 03 - 046	(Table V) Execute a bipod mounted firing exercise with the M240G medium machinegun									
COLL - 03 - 047	(Table VI) Engage targets with a night vision sight mounted on an M240G medium machinegun									
COLL - 03 - 048	Execute a predetermined data firing exercise with the M240G medium machinegun									
COLL - 03 - 052	Place the M2 heavy machinegun into action on an M3 tripod									
COLL - 03 - 053	Place the M2 heavy machinegun into action vehicle mount									
COLL - 03 - 054	Clear malfunctions and stoppages on the M2 machinegun									
COLL - 03 - 055	(Table I) Execute a 10-meter tripod firing exercise with the M2 heavy machinegun									
COLL - 03 - 056	(Table II) Execute a tripod mounted field zero firing exercise with the M2 heavy machinegun									
COLL - 03 - 057	(Table II) Execute a tripod mounted firing exercise with the M2 heavy machinegun									
COLL - 03 - 058	(Table III) Execute a vehicle mounted firing exercise with a M2 heavy machinegun									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 059	(Table IV) Execute a predetermined data firing exercise with the M2 heavy machinegun									
COLL - 03 - 060	(Table V) Engage targets with an AN/TVS 5 mounted on an M2 heavy machinegun									
COLL - 03 - 065	Place the MK 19 heavy machinegun into action on an M3 tripod									
COLL - 03 - 066	Place the MK19 heavy machinegun into action vehicle mount									
COLL - 03 - 067	Clear malfunctions and stoppages on the MK19 machinegun									
COLL - 03 - 068	Field zero the MK19 heavy machinegun									
COLL - 03 - 069	(Table I) Execute an MK19 tripod mounted firing exercise									
COLL - 03 - 070	(Table II) Execute a vehicle mounted MK19 firing exercise									
COLL - 03 - 071	(Table III) Execute a predetermined firing exercise with a MK19 heavy machinegun									
COLL - 03 - 072	(Table IV) Engage targets with an AN/TVS 5 mounted night vision sight on an MK19 heavy machinegun.									
COLL - 03 - 075	Lay a mortar using reciprocal lay									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 076	Perform reciprocal lay using the aiming circle									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3				
COLL - 03 - 077	Lay a mortar using the compass method									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3				
COLL - 03 - 078	Lay for a large deflection and elevation change									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3				
COLL - 03 - 079	Refer and realign a mortar									
	2.564 3	2.564 3	2.703 3	3.125 3		1.149 3				
COLL - 03 - 080	Construct a mortar position									
	2.564 3	2.564 3	2.703 3	3.125 3		1.149 3				
COLL - 03 - 081	Defend against a ground attack									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 082	Engage targets using traverse and search fire									
	2.564 3	2.564 3	2.703 3		3.226 3	1.149 3				
COLL - 03 - 083	Reconnoiter and occupy a mortar position									
		2.564 3		3.125 3	3.226 3	1.149 3				
COLL - 03 - 084	Employ mortars									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3				
COLL - 03 - 089	Mount the M224 60mm mortar									
	2.564 3									
COLL - 03 - 090	Clear a misfire for a M224 60mm mortar in the conventional mode									
	2.564 3									
COLL - 03 - 091	Fire an M224 60mm mortar in the hand held mode									
	2.564 3									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 092	Clear a misfire for an M224 60mm mortar in the hand held mode									
	2.564 3									
COLL - 03 - 093	Take the M224 60mm mortar out of action									
	2.564 3									
COLL - 03 - 098	Mount a M252 81mm mortar									
			2.703 3							
COLL - 03 - 099	Clear a misfire for an M252 81mm mortar									
			2.703 3							
COLL - 03 - 100	Take the M252 81mm mortar out of action									
			2.703 3							
COLL - 03 - 105	Engage targets with a mortar using direct lay									
	2.564 3		2.703 3							
COLL - 03 - 106	Fire a priority target									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 107	Fire For Effect (FFE) (w/o adjustment)									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 108	Fire an immediate suppression/smoke mission									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 109	Fire quick smoke									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 110	Register and adjust a parallel sheaf									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 111	Adjust a Final Protective Fire (FPF)									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				

Event Code		K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 112	Fire a mortar Final Protective Fire (FPF)										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 113	Fire mortar illumination										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 114	Fire 2 adjust fire missions simultaneously										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 115	Fire a Time On Target (TOT) mission										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 116	Fire a Suppression of Enemy Air Defense (SEAD) mission										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 117	Engage an area target with mortars										
		2.564 6	2.564 6	2.703 6	3.125	3.226	1.149				
COLL - 03 - 118	Conduct a hip shoot										
		2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6				
COLL - 03 - 123	Operate a Fire Direction Center (FDC)										
					3.125 3		1.149 3				
COLL - 03 - 124	Process Call For Fire (CFF)										
			2.564 3		3.125 3		1.149 3				
COLL - 03 - 125	Operate by split platoon										
					3.125 3	3.226 3	1.149 3				
COLL - 03 - 129	Employ anti-armor weapons										
COLL - 03 - 132	Engage multiple stationary targets with MK153 shoulder-launched multipurpose assault weapon (SMAWs)										

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 137	Assemble an M220E4 TOW2 weapon system on the tripod									
COLL - 03 - 138	Construct a ground mounted M220E4 TOW2 weapon system fighting position									
COLL - 03 - 139	Disassemble the M220E4 TOW2 weapon system from the tripod									
COLL - 03 - 140	Mount an M220E4 TOW2 weapon system to an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
COLL - 03 - 141	Load a vehicle mounted M220E4 TOW2 weapon system									
COLL - 03 - 142	Engage a target with an M220E4 TOW2 weapon system									
COLL - 03 - 143	Perform M220E4 TOW2 weapon system hang-fire procedures									
COLL - 03 - 144	Perform M220E4 TOW2 weapon system misfire procedures									
COLL - 03 - 145	Dismount an M220E4 TOW2 weapon system from an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
COLL - 03 - 146	Perform M220E4 TOW2 weapon system qualification									
COLL - 03 - 150	Move tactically as scout sniper team									
							2.083 3	1.754 3		

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 151	Stalk to a final firing position									
							2.083 3	1.754 3		
COLL - 03 - 152	Collect and report target information from hide									
							2.083 3	1.754 3		
COLL - 03 - 153	Engage a key target									
							2.083 3	1.754 3		
COLL - 03 - 158	Employ scout snipers in reconnoitering a route									
							2.083 3	1.754 3		
COLL - 03 - 159	Employ scout snipers in reconnoitering an area									
							2.083 3	1.754 3		
COLL - 03 - 160	Employ scout snipers as guides									
							2.083 3	1.754 3		
COLL - 03 - 161	Employ scout snipers as a screen									
							2.083 6	1.754 6		
COLL - 03 - 162	Employ scout snipers in support of an attack									
							2.083 6	1.754 6		
COLL - 03 - 163	Employ scout snipers in support of a raid									
							2.083 6	1.754 6		
COLL - 03 - 164	Employ scout snipers in the defense									
							2.083 6	1.754 6		
COLL - 03 - 170	Utilize cover, camouflage, and concealment									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 171	React to indirect fire									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3	2.083 3	1.754 3		

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 172	Destroy equipment									
	2.564 6	2.564 6	2.703 6	3.125 6	3.226 6	1.149 6	2.083 6	1.754 6		
COLL - 03 - 173	Process casualties									
		2.564 3			3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 174	Process known or suspected enemy personnel									
COLL - 03 - 175	Submit reports									
					3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 176	Conduct crater analysis									
COLL - 03 - 177	Conduct a debriefing									
COLL - 03 - 178	Conduct tactical discipline									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 179	Maintain local security									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 180	Maintain operational security									
	2.564 3	2.564 3	2.703 3	3.125 3	3.226 3	1.149 3	2.083 3	1.754 3		
COLL - 03 - 190	Plan patrols									
							2.083 3	1.754 3		
COLL - 03 - 191	Conduct a patrol									
							2.083 3	1.754 3		
COLL - 03 - 192	Occupy an Objective Rally Point (ORP)									
							2.083 3	1.754 3		

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 193	Occupy a patrol base									
							2.083 3	1.754 3		
COLL - 03 - 194	Conduct a route reconnaissance									
							2.083 6	1.754 6		
COLL - 03 - 195	Conduct an area reconnaissance									
							2.083 6	1.754 6		
COLL - 03 - 196	Conduct a zone reconnaissance									
							2.083 6	1.754 6		
COLL - 03 - 197	Cross a danger area									
							2.083 3	1.754 3		
COLL - 03 - 198	Cross a water obstacle									
							2.083 6	1.754 6		
COLL - 03 - 199	Cross a defile									
							2.083 6	1.754 6		
COLL - 03 - 200	Execute a point ambush									
							2.083 3	1.754 3		
COLL - 03 - 201	Execute an area ambush									
COLL - 03 - 202	Execute an anti-armor ambush									
COLL - 03 - 211	Conduct staff logistics planning									
COLL - 03 - 212	Conduct logistics planning									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 213	Logistically sustain a unit									
								1.754 3		
COLL - 03 - 214	Provide logistics support									
COLL - 03 - 215	Conduct resupply									
								1.754 3		
COLL - 03 - 216	Conduct aerial resupply									
								1.754 6		
COLL - 03 - 217	Conduct tactical feeding									
COLL - 03 - 218	Perform field sanitation									
COLL - 03 - 219	Perform preventive medical services									
COLL - 03 - 220	Operate an aid station									
COLL - 03 - 230	Plan communications security									
COLL - 03 - 231	Conduct staff communication coordination									
COLL - 03 - 232	Develop concept of communications support									
COLL - 03 - 233	Conduct communication preparation									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 234	Conduct communications control									
COLL - 03 - 235	Ensure interoperability									
COLL - 03 - 236	Employ Electronic Counter Counter Measures (ECCM)									
COLL - 03 - 237	Operate without radio communications									
							2.083 6	1.754 6		
COLL - 03 - 238	Employ telephone switching									
COLL - 03 - 245	Plan intelligence collection									
COLL - 03 - 246	Direct the intelligence effort									
COLL - 03 - 247	Report intelligence information									
							2.083 6	1.754 6		
COLL - 03 - 248	Process and disseminate intelligence information									
COLL - 03 - 255	Execute a column vehicle formation									
						1.149 6				
COLL - 03 - 256	Execute a line vehicle formation									
						1.149 6				
COLL - 03 - 257	Execute a vee vehicle formation									
						1.149 6				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 258	Execute a wedge vehicle formation									
						1.149 6				
COLL - 03 - 259	Execute a coil vehicle formation									
						1.149 6				
COLL - 03 - 260	Execute an echelon vehicle formation									
						1.149 6				
COLL - 03 - 261	Execute a herring-bone vehicle formation									
						1.149 6				
COLL - 03 - 262	Execute vehicle traveling									
						1.149 6				
COLL - 03 - 263	Execute a vehicle traveling overwatch									
						1.149 6				
COLL - 03 - 264	Execute a vehicle bounding overwatch									
						1.149 6				
COLL - 03 - 275	Prepare for NBC operations									
						1.149 6				
COLL - 03 - 276	Prepare for a nuclear attack									
						1.149 6				
COLL - 03 - 277	Prepare for a chemical attack									
						1.149 6				
COLL - 03 - 278	React to nuclear attack									
	2.564 6	2.564 6	2.703 6			1.149 6				
COLL - 03 - 279	React to chemical attack									
	2.564 6	2.564 6	2.703 6			1.149 6				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 280	Prepare to cross a nuclear contaminated area									
						1.149 6				
COLL - 03 - 281	Prepare to cross chemically contaminated area									
						1.149 6				
COLL - 03 - 282	Cross a nuclear contaminated area									
						1.149 6				
COLL - 03 - 283	Cross chemically contaminated area									
						1.149 6				
COLL - 03 - 284	Perform basic skills decontamination									
	2.564 6	2.564 6	2.703 6			1.149 6		1.754 6		
COLL - 03 - 285	Perform hasty equipment decontamination									
	2.564 6	2.564 6	2.703 6			1.149 6		1.754 6		
COLL - 03 - 286	Conduct MOPP gear exchange									
	2.564 6	2.564 6	2.703 6			1.149 6		1.754 6		
COLL - 03 - 287	Perform radiological decontamination									
COLL - 03 - 300	Occupy an observation point/perform surveillance									
							2.083 3	1.754 3		
COLL - 03 - 301	Clear a floor									
COLL - 03 - 302	Clear a building									
COLL - 03 - 304	Clear a trench line									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 305	Clear a trench complex									
COLL - 03 - 306	Breach an obstacle									
COLL - 03 - 310	Occupy an assembly area									
							2.083 3	1.754 3		
COLL - 03 - 311	Overwatch/support by fire									
COLL - 03 - 312	React to a meeting engagement (hasty attack)									
COLL - 03 - 315	Plan a relief in place									
COLL - 03 - 316	Plan a passage of lines									
COLL - 03 - 317	Plan a linkup operation as moving unit									
COLL - 03 - 318	Plan a deliberate attack									
COLL - 03 - 319	Plan a night attack									
COLL - 03 - 320	Plan a tank infantry attack									
COLL - 03 - 321	Plan a mechanized attack supported by tanks									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 322	Plan a helicopterborne assault									
COLL - 03 - 323	Conduct initial staff planning									
COLL - 03 - 324	Conduct amphibious staff planning									
COLL - 03 - 325	Develop the landing plan									
COLL - 03 - 326	Plan tactical deception									
COLL - 03 - 330	Prepare for combat operations									
						1.149 3	2.083 3	1.754 3		
COLL - 03 - 331	Prepare for a relief in place									
COLL - 03 - 332	Coordinate a passage of lines									
						1.149 6	2.083 6	1.754 6		
COLL - 03 - 333	Prepare for a passage of lines									
						1.149 3	2.083 3	1.754 3		
COLL - 03 - 334	Prepare for a linkup									
						1.149 6	2.083 6	1.754 6		
COLL - 03 - 335	Prepare for a deliberate attack									
						1.149 6	2.083 6	1.754 6		
COLL - 03 - 336	Prepare for a night attack									
						1.149 6	2.083 6	1.754 6		

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 337	Prepare for a tank infantry attack									
						1.149 9	2.083 9	1.754 9		
COLL - 03 - 338	Prepare for a mechanized attack supported by tanks									
						1.149 9	2.083 9	1.754 9		
COLL - 03 - 339	Prepare for a helicopterborne assault									
COLL - 03 - 340	Prepare tactical deception plan									
COLL - 03 - 341	Prepare to consolidate and reorganize									
COLL - 03 - 347	Conduct a linkup									
						1.149 6	2.083 6	1.754 6		
COLL - 03 - 348	Conduct a relief in place									
COLL - 03 - 349	Conduct passage of lines as stationary unit									
						1.149 6				
COLL - 03 - 010	Clear a stairwell as a 2-man team									
COLL - 03 - 011	Clear a room as a 2-man team									
COLL - 03 - 012	Clear an L-shaped hallway as a 2-man team									
COLL - 03 - 350	Conduct forward passage of lines as moving unit									
						1.149 6				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 351	Conduct a passage of lines									
						1.149 6				
COLL - 03 - 352	Conduct rearward passage of lines as moving unit									
						1.149 6				
COLL - 03 - 353	Conduct a linkup									
						1.149 6	2.083 6	1.754 6		
COLL - 03 - 354	Conduct a screen to the flank/rear									
								1.754 6		
COLL - 03 - 355	Conduct a screen forward of a moving unit									
								1.754 6		
COLL - 03 - 357	Conduct an infiltration/exfiltration									
							2.083 6	1.754 6		
COLL - 03 - 358	Conduct a hasty ambush									
							2.083 3	1.754 3		
COLL - 03 - 359	Conduct a deliberate attack									
COLL - 03 - 360	Conduct a deliberate night attack									
COLL - 03 - 361	Conduct a raid									
COLL - 03 - 362	Conduct a mounted attack									
						1.149 9				
COLL - 03 - 363	Conduct tank infantry attack									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 364	Conduct a mechanized attack supported by tanks									
COLL - 03 - 365	Conduct a helicopterborne assault									
COLL - 03 - 366	Conduct assault landing									
COLL - 03 - 367	Conduct tactical deception									
COLL - 03 - 369	Consolidate and reorganize									
COLL - 03 - 375	Plan a delaying action									
COLL - 03 - 376	Plan for the defense									
		2.564 3				1.149 3				
COLL - 03 - 377	Plan for a counterattack									
COLL - 03 - 378	Plan a withdrawal under/not under enemy pressure									
COLL - 03 - 379	Plan for an amphibious withdrawal									
COLL - 03 - 385	Prepare for the defense									
		2.564 3				1.149 3				
COLL - 03 - 386	Prepare the defense									
		2.564 6				1.149 6		1.754 6		

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 387	Prepare and submit unit fire plan sketch									
COLL - 03 - 388	Construct field fortifications									
COLL - 03 - 389	Construct obstacles									
COLL - 03 - 390	Prepare a defense from a battle position									
COLL - 03 - 391	Prepare to conduct a counterattack									
COLL - 03 - 392	Prepare a delaying action									
COLL - 03 - 393	Prepare a withdrawal under/not under enemy pressure									
COLL - 03 - 394	Occupy personnel/vehicle checkpoint									
COLL - 03 - 400	Conduct the defense									
COLL - 03 - 401	Defend in a built-up area									
COLL - 03 - 402	Defend against air attack									
COLL - 03 - 403	Conduct a counterattack									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 404	Conduct amphibious withdrawal									
COLL - 03 - 405	Conduct a withdrawal under/not under enemy pressure									
COLL - 03 - 406	Conduct dismounted disengagement									
COLL - 03 - 407	Conduct disengagement from defensive position									
COLL - 03 - 408	Conduct a remain behind operation									
COLL - 03 - 409	Conduct a delaying action									
COLL - 03 - 410	Conduct personnel/vehicle checkpoint operations									
COLL - 03 - 415	Plan a movement to contact									
COLL - 03 - 416	Plan for a mechanized/motorized march									
						1.149 3				
COLL - 03 - 417	Prepare for a movement to contact									
COLL - 03 - 418	Prepare for a mechanized/motorized march									
						1.149 3				
COLL - 03 - 419	Prepare to conduct a mounted convoy or movement to contact									
						1.149 3				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 424	Conduct dismounted movement to contact									
COLL - 03 - 425	Conduct a movement to contact									
COLL - 03 - 430	Clear a wood line									
COLL - 03 - 431	Move through a built-up area									
COLL - 03 - 433	Conduct an endurance march									
						1.149 9	2.083 9	1.754 9		
COLL - 03 - 434	Conduct a tactical march									
						1.149 6				
COLL - 03 - 435	Defend against mines and booby traps during motorized movement									
						1.149 6				
COLL - 03 - 436	Conduct motorized/mechanized movement to contact									
						1.149 3				
COLL - 03 - 437	Conduct a mounted convoy									
						1.149 6				
COLL - 03 - 438	Conduct a mechanized/motorized march									
						1.149 3				
COLL - 03 - 439	Conduct night mechanized/motorized march									
						1.149 6				
COLL - 03 - 440	Take immediate action against unblocked ambush during motor march									
						1.149 6				

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 441	Take immediate action against blocked ambush during motor march									
						1.149 6				
COLL - 03 - 442	Move by helicopter									
				3.125 6	3.226 6	1.149 6	2.083 6	1.754 6		
COLL - 03 - 450	Operate a command post									
COLL - 03 - 451	Operate a Combat Operations Center (COC)									
COLL - 03 - 452	Organize the Combat Operations Center (COC)									
COLL - 03 - 453	Maintain control of operations									
COLL - 03 - 460	Plan for employment of fire support									
COLL - 03 - 461	Conduct fire support planning									
COLL - 03 - 462	Fire support organization/operations									
COLL - 03 - 463	Conduct staff fire support planning									
COLL - 03 - 464	Plan and conduct air defense measures									
COLL - 03 - 465	Employ targeting and target intelligence									

Event Code	K	L	M	N	O	P	Q	R	S	T
COLL - 03 - 470	Plan an immediate Close Air Support (CAS) strike									
COLL - 03 - 471	Plan a laser guided close air support (CAS) strike									
COLL - 03 - 472	Employ fire support coordination measures and procedures									
COLL - 03 - 473	Employ air defense measures									
COLL - 03 - 474	Conduct fire support coordination ashore									

CHAPTER 12

COLLECTIVE EVENTS

APPENDIX D

COLLECTIVE EVENT MATRIX 3 (U-Z)

Code	Collective
U	Fireteam, Infantry Company
V	Rifle Squad, Infantry Company
W	Rifle Platoon, Infantry Company
X	Rifle Company
Y	Infantry Battalion
Z	Infantry Regiment

Event Code	U	V	W	X	Y	Z
COLL - 03 - 013	Clear a T-shaped hallway as a 2 man-team					
	3.448 3					
COLL - 03 - 014	Search an enemy prisoner of war					
	3.448 3					
COLL - 03 - 015	Execute a Fire Team column formation					
	3.448 3					
COLL - 03 - 016	Execute a Fire Team wedge formation					
	3.448 3					
COLL - 03 - 017	Execute a Fire Team skirmishers right formation					
	3.448 3					
COLL - 03 - 018	Execute a Fire Team skirmishers left formation					
	3.448 3					
COLL - 03 - 019	Execute a Fire Team echelon right formation					
	3.448 3					
COLL - 03 - 020	Execute a Fire Team echelon left formation					
	3.448 3					
COLL - 03 - 021	Execute Fire Team fire and movement					
	3.448 3					
COLL - 03 - 022	Knock out a bunker					
	3.448 3					
COLL - 03 - 023	Clear a room as a four-man team					
	3.448 3					
COLL - 03 - 024	Execute building upper-level entry as a four-man team					
	3.448 3					

Event Code	U	V	W	X	Y	Z
COLL - 03 - 030	Construct a machinegun firing position					
COLL - 03 - 031	Prepare heavy weapon defensive positions in an urban environment					
COLL - 03 - 032	Deliver machinegun overhead fire					
COLL - 03 - 033	Deliver machinegun defilade fire					
COLL - 03 - 034	Engage air targets with machineguns					
COLL - 03 - 035	Employ machineguns					
		2.778 3	0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 040	Place the M240G medium machinegun into action					
COLL - 03 - 041	Change barrels for an M240G medium machinegun					
COLL - 03 - 042	Clear malfunctions and stoppages on the M240G					
COLL - 03 - 043	(Table III) Execute a tripod mounted field zero firing exercise with the M240G medium machinegun					
COLL - 03 - 044	(Table IV) Execute a bipod mounted firing exercise with the M240G medium machinegun					

Event Code		U	V	W	X	Y	Z
COLL - 03 - 045	(Table IV) Execute a tripod mounted firing exercise with the M240G medium machinegun						
COLL - 03 - 046	(Table V) Execute a bipod mounted firing exercise with the M240G medium machinegun						
COLL - 03 - 047	(Table VI) Engage targets with a night vision sight mounted on an M240G medium machinegun						
COLL - 03 - 048	Execute a predetermined data firing exercise with the M240G medium machinegun						
COLL - 03 - 052	Place the M2 heavy machinegun into action on an M3 tripod						
COLL - 03 - 053	Place the M2 heavy machinegun into action vehicle mount						
COLL - 03 - 054	Clear malfunctions and stoppages on the M2 machinegun						
COLL - 03 - 055	(Table I) Execute a 10-meter tripod firing exercise with the M2 heavy machinegun						
COLL - 03 - 056	(Table II) Execute a tripod mounted field zero firing exercise with the M2 heavy machinegun						
COLL - 03 - 057	(Table II) Execute a tripod mounted firing exercise with the M2 heavy machinegun						
COLL - 03 - 058	(Table III) Execute a vehicle mounted firing exercise with a M2 heavy machinegun						

Event Code		U	V	W	X	Y	Z
COLL - 03 - 059	(Table IV) Execute a predetermined data firing exercise with the M2 heavy machinegun						
COLL - 03 - 060	(Table V) Engage targets with an AN/TVS 5 mounted on an M2 heavy machinegun						
COLL - 03 - 065	Place the MK 19 heavy machinegun into action on an M3 tripod						
COLL - 03 - 066	Place the MK19 heavy machinegun into action vehicle mount						
COLL - 03 - 067	Clear malfunctions and stoppages on the MK19 machinegun						
COLL - 03 - 068	Field zero the MK19 heavy machinegun						
COLL - 03 - 069	(Table I) Execute an MK19 tripod mounted firing exercise						
COLL - 03 - 070	(Table II) Execute a vehicle mounted MK19 firing exercise						
COLL - 03 - 071	(Table III) Execute a predetermined firing exercise with a MK19 heavy machinegun						
COLL - 03 - 072	(Table IV) Engage targets with an AN/TVS 5 mounted night vision sight on an MK19 heavy machinegun.						
COLL - 03 - 075	Lay a mortar using reciprocal lay						

Event Code	U	V	W	X	Y	Z
COLL - 03 - 076	Perform reciprocal lay using the aiming circle					
COLL - 03 - 077	Lay a mortar using the compass method					
COLL - 03 - 078	Lay for a large deflection and elevation change					
COLL - 03 - 079	Refer and realign a mortar					
COLL - 03 - 080	Construct a mortar position					
COLL - 03 - 081	Defend against a ground attack					
COLL - 03 - 082	Engage targets using traverse and search fire					
COLL - 03 - 083	Reconnoiter and occupy a mortar position					
COLL - 03 - 084	Employ mortars					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 089	Mount the M224 60mm mortar					
COLL - 03 - 090	Clear a misfire for a M224 60mm mortar in the conventional mode					
COLL - 03 - 091	Fire an M224 60mm mortar in the hand held mode					

Event Code	U	V	W	X	Y	Z
COLL - 03 - 092	Clear a misfire for an M224 60mm mortar in the hand held mode					
COLL - 03 - 093	Take the M224 60mm mortar out of action					
COLL - 03 - 098	Mount a M252 81mm mortar					
COLL - 03 - 099	Clear a misfire for an M252 81mm mortar					
COLL - 03 - 100	Take the M252 81mm mortar out of action					
COLL - 03 - 105	Engage targets with a mortar using direct lay					
COLL - 03 - 106	Fire a priority target					
COLL - 03 - 107	Fire For Effect (FFE) (w/o adjustment)					
COLL - 03 - 108	Fire an immediate suppression/smoke mission					
COLL - 03 - 109	Fire quick smoke					
COLL - 03 - 110	Register and adjust a parallel sheaf					
COLL - 03 - 111	Adjust a Final Protective Fire (FPF)					

Event Code	U	V	W	X	Y	Z
COLL - 03 - 112	Fire a mortar Final Protective Fire (FPF)					
COLL - 03 - 113	Fire mortar illumination					
COLL - 03 - 114	Fire 2 adjust fire missions simultaneously					
COLL - 03 - 115	Fire a Time On Target (TOT) mission					
COLL - 03 - 116	Fire a Suppression of Enemy Air Defense (SEAD) mission					
COLL - 03 - 117	Engage an area target with mortars					
COLL - 03 - 118	Conduct a hip shoot					
COLL - 03 - 123	Operate a Fire Direction Center (FDC)					
COLL - 03 - 124	Process Call For Fire (CFF)					
COLL - 03 - 125	Operate by split platoon					
COLL - 03 - 129	Employ anti-armor weapons					
		2.778 3	0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 132	Engage multiple stationary targets with MK153 shoulder-launched multipurpose assault weapon (SMAWs)					

Event Code	U	V	W	X	Y	Z
COLL - 03 - 137	Assemble an M220E4 TOW2 weapon system on the tripod					
COLL - 03 - 138	Construct a ground mounted M220E4 TOW2 weapon system fighting position					
COLL - 03 - 139	Disassemble the M220E4 TOW2 weapon system from the tripod					
COLL - 03 - 140	Mount an M220E4 TOW2 weapon system to an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)					
COLL - 03 - 141	Load a vehicle mounted M220E4 TOW2 weapon system					
COLL - 03 - 142	Engage a target with an M220E4 TOW2 weapon system					
COLL - 03 - 143	Perform M220E4 TOW2 weapon system hang-fire procedures					
COLL - 03 - 144	Perform M220E4 TOW2 weapon system misfire procedures					
COLL - 03 - 145	Dismount an M220E4 TOW2 weapon system from an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)					
COLL - 03 - 146	Perform M220E4 TOW2 weapon system qualification					
COLL - 03 - 150	Move tactically as scout sniper team					

Event Code	U	V	W	X	Y	Z	
COLL - 03 - 151							Stalk to a final firing position
COLL - 03 - 152							Collect and report target information from hide
COLL - 03 - 153							Engage a key target
COLL - 03 - 158							Employ scout snipers in reconnoitering a route
COLL - 03 - 159							Employ scout snipers in reconnoitering an area
COLL - 03 - 160							Employ scout snipers as guides
COLL - 03 - 161							Employ scout snipers as a screen
COLL - 03 - 162							Employ scout snipers in support of an attack
COLL - 03 - 163							Employ scout snipers in support of a raid
COLL - 03 - 164							Employ scout snipers in the defense
COLL - 03 - 170							Utilize cover, camouflage, and concealment
	3.448	2.778	0.091	0.69	0.617	0.709	
	3	3	3	3	3	3	
COLL - 03 - 171							React to indirect fire
	3.448	2.778	0.091	0.69	0.617	0.709	
	3	3	3	3	3	3	

Event Code	U	V	W	X	Y	Z
COLL - 03 - 172	Destroy equipment					
	3.448	2.778	0.091	0.69	0.617	0.709
	6	6	6	6	6	6
COLL - 03 - 173	Process casualties					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 174	Process known or suspected enemy personnel					
		2.778	0.091	0.69	0.617	0.709
		3	3	3	3	3
COLL - 03 - 175	Submit reports					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 176	Conduct crater analysis					
				0.69	0.617	0.709
				3	3	3
COLL - 03 - 177	Conduct a debriefing					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 178	Conduct tactical discipline					
	3.448	2.778	0.091	0.69	0.617	0.709
	3	3	3	3	3	3
COLL - 03 - 179	Maintain local security					
	3.448	2.778	0.091	0.69	0.617	0.709
	3	3	3	3	3	3
COLL - 03 - 180	Maintain operational security					
	3.448	2.778	0.091	0.69	0.617	0.709
	3	3	3	3	3	3
COLL - 03 - 190	Plan patrols					
		2.778	0.091	0.69	0.617	0.709
		3	3	3	3	3
COLL - 03 - 191	Conduct a patrol					
	3.448	2.778	0.091	0.69		
	3	3	3	3		
COLL - 03 - 192	Occupy an Objective Rally Point (ORP)					
		2.778	0.091	0.69		
		3	3	3		

Event Code	U	V	W	X	Y	Z
COLL - 03 - 193	Occupy a patrol base					
		2.778 3	0.091 3	0.69 3		
COLL - 03 - 194	Conduct a route reconnaissance					
		2.778 6	0.091 6	0.69 6		
COLL - 03 - 195	Conduct an area reconnaissance					
			0.091 6	0.69 6		
COLL - 03 - 196	Conduct a zone reconnaissance					
			0.091 6	0.69 6		
COLL - 03 - 197	Cross a danger area					
		2.778 3	0.091 3	0.69 3		
COLL - 03 - 198	Cross a water obstacle					
		2.778 6	0.091 6	0.69 6		
COLL - 03 - 199	Cross a defile					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 200	Execute a point ambush					
		2.778 3	0.091 3			
COLL - 03 - 201	Execute an area ambush					
			0.091 3	0.69 3		
COLL - 03 - 202	Execute an anti-armor ambush					
		2.778 6	0.091 6	0.69 6	0.617 6	
COLL - 03 - 211	Conduct staff logistics planning					
					0.617 3	
COLL - 03 - 212	Conduct logistics planning					
				0.69 3		

Event Code	U	V	W	X	Y	Z
COLL - 03 - 213	Logistically sustain a unit					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 214	Provide logistics support					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 215	Conduct resupply					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 216	Conduct aerial resupply					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 217	Conduct tactical feeding					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 218	Perform field sanitation					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 219	Perform preventive medical services					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 220	Operate an aid station					
					0.617 3	0.709 3
COLL - 03 - 230	Plan communications security					
					0.617 3	0.709 3
COLL - 03 - 231	Conduct staff communication coordination					
					0.617 3	0.709 3
COLL - 03 - 232	Develop concept of communications support					
					0.617 3	0.709 3
COLL - 03 - 233	Conduct communication preparation					
					0.617 3	0.709 3

Event Code	U	V	W	X	Y	Z
COLL - 03 - 234	Conduct communications control					
					0.617 3	0.709 3
COLL - 03 - 235	Ensure interoperability					
					0.617 6	0.709 6
COLL - 03 - 236	Employ Electronic Counter Counter Measures (ECCM)					
					0.617 6	0.709 6
COLL - 03 - 237	Operate without radio communications					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 238	Employ telephone switching					
					0.617 6	0.709 6
COLL - 03 - 245	Plan intelligence collection					
					0.617 6	0.709 6
COLL - 03 - 246	Direct the intelligence effort					
					0.617 6	0.709 6
COLL - 03 - 247	Report intelligence information					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 248	Process and disseminate intelligence information					
					0.617 6	0.709 6
COLL - 03 - 255	Execute a column vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 256	Execute a line vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 257	Execute a vee vehicle formation					
					0.617 6	0.709 6

Event Code	U	V	W	X	Y	Z
COLL - 03 - 258	Execute a wedge vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 259	Execute a coil vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 260	Execute an echelon vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 261	Execute a herring-bone vehicle formation					
					0.617 6	0.709 6
COLL - 03 - 262	Execute vehicle traveling					
					0.617 6	0.709 6
COLL - 03 - 263	Execute a vehicle traveling overwatch					
					0.617 6	0.709 6
COLL - 03 - 264	Execute a vehicle bounding overwatch					
					0.617 6	0.709 6
COLL - 03 - 275	Prepare for NBC operations					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 276	Prepare for a nuclear attack					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 277	Prepare for a chemical attack					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 278	React to nuclear attack					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 279	React to chemical attack					
			0.091 6	0.69 6	0.617 6	0.709 6

Event Code		U	V	W	X	Y	Z
COLL - 03 - 280	Prepare to cross a nuclear contaminated area				0.69 6	0.617 6	0.709 6
COLL - 03 - 281	Prepare to cross chemically contaminated area				0.69 6	0.617 6	0.709 6
COLL - 03 - 282	Cross a nuclear contaminated area				0.69 6	0.617 6	0.709 6
COLL - 03 - 283	Cross chemically contaminated area				0.69 6	0.617 6	0.709 6
COLL - 03 - 284	Perform basic skills decontamination			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 285	Perform hasty equipment decontamination			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 286	Conduct MOPP gear exchange			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 287	Perform radiological decontamination					0.617 6	0.709 6
COLL - 03 - 300	Occupy an observation point/perform surveillance	3.448 3	2.778 3				
COLL - 03 - 301	Clear a floor		2.778 6	0.091 3			
COLL - 03 - 302	Clear a building			0.091 6	0.69 6		
COLL - 03 - 304	Clear a trench line		2.778 3	0.091 3			

Event Code		U	V	W	X	Y	Z
COLL - 03 - 305	Clear a trench complex						
				0.091	0.69		
				6	6		
COLL - 03 - 306	Breach an obstacle						
		3.448	2.778	0.091	0.69	0.617	0.709
		6	6	6	6	6	6
COLL - 03 - 310	Occupy an assembly area						
			2.778	0.091	0.69	0.617	
			3	3	3	3	
COLL - 03 - 311	Overwatch/support by fire						
		3.448	2.778	0.091	0.69	0.617	
		3	3	3	3	3	
COLL - 03 - 312	React to a meeting engagement (hasty attack)						
			2.778	0.091	0.69	0.617	
			3	3	3	3	
COLL - 03 - 315	Plan a relief in place						
					0.69	0.617	0.709
					6	6	6
COLL - 03 - 316	Plan a passage of lines						
					0.69	0.617	0.709
					6	6	6
COLL - 03 - 317	Plan a linkup operation as moving unit						
					0.69	0.617	0.709
					6	6	6
COLL - 03 - 318	Plan a deliberate attack						
				0.091	0.69	0.617	0.709
				6	6	6	6
COLL - 03 - 319	Plan a night attack						
				0.091	0.69	0.617	0.709
				6	6	6	6
COLL - 03 - 320	Plan a tank infantry attack						
				0.091	0.69	0.617	0.709
				6	6	6	6
COLL - 03 - 321	Plan a mechanized attack supported by tanks						
				0.091	0.69	0.617	0.709
				6	6	6	6

Event Code	U	V	W	X	Y	Z
COLL - 03 - 322	Plan a helicopterborne assault					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 323	Conduct initial staff planning					
					0.617 3	0.709 3
COLL - 03 - 324	Conduct amphibious staff planning					
					0.617 6	0.709 6
COLL - 03 - 325	Develop the landing plan					
					0.617 12	0.709 12
COLL - 03 - 326	Plan tactical deception					
					0.617 6	0.709 6
COLL - 03 - 330	Prepare for combat operations					
		2.778 3	0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 331	Prepare for a relief in place					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 332	Coordinate a passage of lines					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 333	Prepare for a passage of lines					
			0.091 3	0.69 3	0.617 3	
COLL - 03 - 334	Prepare for a linkup					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 335	Prepare for a deliberate attack					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 336	Prepare for a night attack					
			0.091 6	0.69 6	0.617 6	0.709 6

Event Code		U	V	W	X	Y	Z
COLL - 03 - 337	Prepare for a tank infantry attack				0.69 9	0.617 9	0.709 9
COLL - 03 - 338	Prepare for a mechanized attack supported by tanks				0.69 9	0.617 9	0.709 9
COLL - 03 - 339	Prepare for a helicopterborne assault			0.091 9	0.69 9	0.617 9	0.709 9
COLL - 03 - 340	Prepare tactical deception plan					0.617 6	0.709 6
COLL - 03 - 341	Prepare to consolidate and reorganize			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 347	Conduct a linkup			0.091 6	0.69 6	0.617 6	
COLL - 03 - 348	Conduct a relief in place				0.69 6	0.617 6	0.709 6
COLL - 03 - 349	Conduct passage of lines as stationary unit			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 010	Clear a stairwell as a 2-man team	3.448 3					
COLL - 03 - 011	Clear a room as a 2-man team	3.448 3					
COLL - 03 - 012	Clear an L-shaped hallway as a 2-man team	3.448 3					
COLL - 03 - 350	Conduct forward passage of lines as moving unit			0.091 6	0.69 6	0.617 6	

Event Code		U	V	W	X	Y	Z
COLL - 03 - 351	Conduct a passage of lines						
				0.091 6	0.69 6	0.617 6	
COLL - 03 - 352	Conduct rearward passage of lines as moving unit						
				0.091 6	0.69 6	0.617 6	
COLL - 03 - 353	Conduct a linkup						
				0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 354	Conduct a screen to the flank/rear						
				0.091 6	0.69 6		
COLL - 03 - 355	Conduct a screen forward of a moving unit						
				0.091 6	0.69 6		
COLL - 03 - 357	Conduct an infiltration/exfiltration						
		3.448 6	2.778 6	0.091 6			
COLL - 03 - 358	Conduct a hasty ambush						
		3.448 3	2.778 3	0.091 3			
COLL - 03 - 359	Conduct a deliberate attack						
				0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 360	Conduct a deliberate night attack						
				0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 361	Conduct a raid						
			2.778 6	0.091 6	0.69 6	0.617 6	
COLL - 03 - 362	Conduct a mounted attack						
				0.091 9	0.69 9	0.617 9	
COLL - 03 - 363	Conduct tank infantry attack						
					0.69 9	0.617 9	0.709 9

Event Code	U	V	W	X	Y	Z
COLL - 03 - 364	Conduct a mechanized attack supported by tanks					
			0.091	0.69	0.617	0.709
			9	9	9	9
COLL - 03 - 365	Conduct a helicopterborne assault					
			0.091	0.69	0.617	
			9	9	9	
COLL - 03 - 366	Conduct assault landing					
				0.69	0.617	0.709
				9	9	9
COLL - 03 - 367	Conduct tactical deception					
				0.69	0.617	0.709
				9	9	9
COLL - 03 - 369	Consolidate and reorganize					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 375	Plan a delaying action					
			0.091	0.69	0.617	0.709
			6	6	6	6
COLL - 03 - 376	Plan for the defense					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 377	Plan for a counterattack					
				0.69	0.617	0.709
				3	3	3
COLL - 03 - 378	Plan a withdrawal under/not under enemy pressure					
				0.69	0.617	0.709
				6	6	6
COLL - 03 - 379	Plan for an amphibious withdrawal					
					0.617	0.709
					6	6
COLL - 03 - 385	Prepare for the defense					
			0.091	0.69	0.617	0.709
			3	3	3	3
COLL - 03 - 386	Prepare the defense					
			0.091	0.69	0.617	0.709
			6	6	6	6

Event Code	U	V	W	X	Y	Z
COLL - 03 - 387	Prepare and submit unit fire plan sketch					
	3.448 3	2.778 3	0.091 3	0.69 3	0.617 3	
COLL - 03 - 388	Construct field fortifications					
		2.778 6	0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 389	Construct obstacles					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 390	Prepare a defense from a battle position					
		2.778 6	0.091 6	0.69 6		
COLL - 03 - 391	Prepare to conduct a counterattack					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 392	Prepare a delaying action					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 393	Prepare a withdrawal under/not under enemy pressure					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 394	Occupy personnel/vehicle checkpoint					
		2.778 6	0.091 6	0.69 6		
COLL - 03 - 400	Conduct the defense					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 401	Defend in a built-up area					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 402	Defend against air attack					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 403	Conduct a counterattack					
			0.091 6	0.69 6	0.617 6	0.709 6

Event Code	U	V	W	X	Y	Z
COLL - 03 - 404	Conduct amphibious withdrawal					
				0.69 9	0.617 9	0.709 9
COLL - 03 - 405	Conduct a withdrawal under/not under enemy pressure					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 406	Conduct dismounted disengagement					
		2.778 6	0.091 6			
COLL - 03 - 407	Conduct disengagement from defensive position					
			0.091 6	0.69 6	0.617 6	
COLL - 03 - 408	Conduct a remain behind operation					
			0.091 6	0.69 6	0.617 6	
COLL - 03 - 409	Conduct a delaying action					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 410	Conduct personnel/vehicle checkpoint operations					
		2.778 6	0.091 6	0.69 6		
COLL - 03 - 415	Plan a movement to contact					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 416	Plan for a mechanized/motorized march					
				0.69 3	0.617 3	0.709 3
COLL - 03 - 417	Prepare for a movement to contact					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 418	Prepare for a mechanized/motorized march					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 419	Prepare to conduct a mounted convoy or movement to contact					
			0.091 3	0.69 3	0.617 3	0.709 3

Event Code	U	V	W	X	Y	Z
COLL - 03 - 424	Conduct dismounted movement to contact					
			0.091 3	0.69 3		
COLL - 03 - 425	Conduct a movement to contact					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 430	Clear a wood line					
			0.091 3	0.69 3	0.617 3	
COLL - 03 - 431	Move through a built-up area					
			0.091 3	0.69 3	0.617 3	
COLL - 03 - 433	Conduct an endurance march					
			0.091 9	0.69 9	0.617 9	0.709 9
COLL - 03 - 434	Conduct a tactical march					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 435	Defend against mines and booby traps during motorized movement					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 436	Conduct motorized/mechanized movement to contact					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 437	Conduct a mounted convoy					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 438	Conduct a mechanized/motorized march					
			0.091 3	0.69 3	0.617 3	0.709 3
COLL - 03 - 439	Conduct night mechanized/motorized march					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 440	Take immediate action against unblocked ambush during motor march					
			0.091 6	0.69 6	0.617 6	0.709 6

Event Code	U	V	W	X	Y	Z
COLL - 03 - 441	Take immediate action against blocked ambush during motor march					
			0.091 6	0.69 6	0.617 6	0.709 6
COLL - 03 - 442	Move by helicopter					
	3.448 6	2.778 6	0.091 6	0.69 6	0.617 6	
COLL - 03 - 450	Operate a command post					
					0.617 3	0.709 3
COLL - 03 - 451	Operate a Combat Operations Center (COC)					
					0.617 6	0.709 6
COLL - 03 - 452	Organize the Combat Operations Center (COC)					
					0.617 6	0.709 6
COLL - 03 - 453	Maintain control of operations					
					0.617 6	0.709 6
COLL - 03 - 460	Plan for employment of fire support					
			0.091 6	0.69 6	0.617 6	
COLL - 03 - 461	Conduct fire support planning					
			0.091 6	0.69 6	0.617 6	
COLL - 03 - 462	Fire support organization/operations					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 463	Conduct staff fire support planning					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 464	Plan and conduct air defense measures					
				0.69 6	0.617 6	0.709 6
COLL - 03 - 465	Employ targeting and target intelligence					
					0.617 6	0.709 6

Event Code		U	V	W	X	Y	Z
COLL - 03 - 470	Plan an immediate Close Air Support (CAS) strike				0.69 6	0.617 6	0.709 6
COLL - 03 - 471	Plan a laser guided close air support (CAS) strike				0.69 6	0.617 6	0.709 6
COLL - 03 - 472	Employ fire support coordination measures and procedures				0.69 6	0.617 6	0.709 6
COLL - 03 - 473	Employ air defense measures				0.69 6	0.617 6	0.709 6
COLL - 03 - 474	Conduct fire support coordination ashore				0.69 9	0.617 9	0.709 9

CHAPTER 12

COLLECTIVE EVENTS

APPENDIX E

COLLECTIVE TRAINING

Purpose:

The purpose of the Collective Training is to identify those events which are completed by units. These events are directly tied to the core capabilities described for each of the collectives.

Administative Notes:

None.

EVENT: COLL - 03 - 010

Clear a stairwell as a 2-man team

Condition: The unit encounters a stairway with doors opened or closed. The situation requires the stairway to be cleared.

PREREQUISITES

COLL - 03 - 011 COLL - 03 - 015

COMPONENTS

1. Shooter number one leads upstairs, 1 step ahead of shooter number two.

2. Upon reaching the point just before he can be engaged from above, shooter number one turns around and covers overhead.

3. Shooter number one ascends the stairs, while covering behind and above.

4. Shooter number 2 follows shooter number one upstairs, 1 step behind and to the side of shooter number one.

5. When shooter number one turns to cover overhead, shooter number 2 remains oriented to the front, covering directly up the stairwell.

6. Shooter number one controls the clearing team's speed of movement.

7. Both shooters pie as much of an area as possible before ascending each step.

8. Once the stairwell has been cleared, the clearing team yells, "clear," to inform the covering team.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 012 COLL - 03 - 013 COLL - 03 - 016

COLL - 03 - 017 COLL - 03 - 018

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 011

Clear a room as a 2-man team

Condition: The unit encounters a room with the door open or closed. The situation requires the room to be cleared.

COMPONENTS

1. Shooter number 2 is behind shooter number one in the stacked position, with his weapon at the alert carry. This positioning is the same if the door is already open or nonexistent.

2. Shooter number one has his weapon at the ready and determines the direction in which the door opens. He then quickly informs shooter number 2 and forces the door open.

3. Shooter number one maintains cover for shooter number 2 as he prepares to throw a grenade into the room.

4. Shooter number 2 throws a hand grenade into the room and then returns to the original stacked position behind shooter number one.

5. After the grenade explodes, shooter number one steps across the threshold and clears his immediate area. He engages targets from the ready carry position.

6. Shooter number 2 follows immediately behind shooter number one, buttonhooks, and clears his immediate area. He engages targets from the ready carry position.

7. Both shooters clear along their respective walls, starting from their nearest respective corner.

8. Both shooters then establish a dominant position in the room 1 step away from the wall and 2 steps into the room.

9. Both shooters use the pieing technique to systematically clear the room by sector, pieing to the opposite side of the room to their farthest respective corner.

10. Once the room has been cleared, the clearing team yells, "Clear," to inform the covering team.

11. Before leaving the room and rejoining the covering team, the clearing team yells, "Coming Out," and waits to hear the covering team yell, "All Clear."

12. The clearing team executes its movement out of the room.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

G878	FUZE, DELAY, F/G811 PRAC GREN	1 per iteration

Weapon: M16A2 5.56mm service rifle

A080	CTG, 5.56MM, BLANK	10 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 356	03XX - X - 355	03XX - X - 344
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 301

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 012

Clear an L-shaped hallway as a 2-man team

Condition: The unit encounters an L-shaped hallway with the door open or closed. The situation requires the hallway to be cleared.

COMPONENTS

1. Each shooter in the clearing team takes a dominant position.
2. Shooter number 2 aims his weapon to cover the dead space.
3. Shooter number two, with his weapon covering the dead space, pies as far as possible and moves forward to increase his angle of fire further into the dead space.
4. Shooter number one moves accordingly with shooter number two.
5. Shooter number 2 stops pieing just before he reaches the position where he cannot cover the dead space.
6. Shooter number one stops short of the hallway and goes to a kneeling position.
7. Shooter number one says, “Ready!”
8. Shooter number 2 then says, “Move!” and both shooters move simultaneously to clear the hallway.
9. Shooter number 2 remains standing, and shooter number one remains kneeling as he pivots around the corner of the wall into the hallway.
10. Once the hallway has been cleared, the clearing team yells, “Clear,” to inform the covering team.

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 344	03XX - X - 256
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 302

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 013

Clear a T-shaped hallway as a 2 man-team

Condition: The unit encounters an L-shaped hallway with the doors open or closed, situation requires the hallway to be cleared.

COMPONENTS

1. Both shooters approach the T-shaped intersection together, pieing their individual sectors while maintaining eye-muzzle-target contact.
2. Both shooters move to dominant positions without entering the intersection.
3. Shooter number one clears his sector of fire and then says, “Ready!”
4. Shooter number 2 clears his sector of fire and then says, “Move!”
5. Both shooters buttonhook into their next positions.

6. Both shooters clear their immediate areas along their respective walls, starting from their nearest respective corner and continuing to their farthest respective corner.

7. Both shooters establish dominant positions that give them control of the hallway and the doorways leading into hallways.

8. Once the hallway has been cleared, the clearing team yells, “Clear,” to inform the covering team.

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 344	03XX - X - 256
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 302

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 014

Search an enemy prisoner of war

Condition: As a 2-man team, search and tag an enemy prisoner of war.

COMPONENTS

1. The team disarms the enemy prisoner.

2. The search man instructs the enemy prisoner of war to remove all gear.

3. The search man instructs the enemy prisoner to lay face down on the ground, with his arms out to the side and legs spread.

4. The cover man maintains his weapon pointed at the prisoner while the search man moves up to the enemy prisoner of war, taking positive control of the individual, ensuring not to come between the cover man’s weapon and the prisoner.

5. The search man searches one side of the individual’s body, starting at the head, ensuring he checks the hair on the head and face, all seams and pocket of the articles of clothing the enemy prisoner of war is wearing.

6. The search man moves to the opposite side of the enemy prisoner of war and repeats the detailed search of the individual.

7. The search man turns the enemy prisoner over and continues the search in the same manner as before.

8. The search man turns the enemy prisoner of war face down and secures his hands behind his back.

9. The search man silences the enemy prisoner.

10. The two-man team completes an enemy prisoner of war capture tag, ensuring it includes date and time of capture, captures unit, location of capturing, and circumstances of capture.

RELATED INDIVIDUAL EVENTS

03XX - X - 438 03XX - X - 345 03XX - X - 344

03XX - X - 343

RELATED COLLECTIVE EVENTS

COLL - 03 - 174

REFERENCES

1. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees

EVENT: COLL - 03 - 015

Execute a Fire Team column formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Fire Team Leader positions himself to the left and rear of the Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

3. The Automatic Rifleman positions himself to the right and rear of the Fire Team Leader, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

4. The Assistant Automatic Rifleman positions himself to the left and rear of the Automatic Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 016

Execute a Fire Team wedge formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Fire Team Leader positions himself to the right and rear of the Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

3. The Assistant Automatic Rifleman positions himself to the left and rear of the Rifleman at a distance that allows sight or voice contact to be maintained, facing in the direction of movement. He should be on line with the Fire Team Leader. The position of the Assistant Automatic Rifleman and the Fire Team Leader are interchangeable.

4. The Automatic Rifleman positions himself behind the Rifleman, to the rear of the Assistant Automatic Rifleman and the Fire Team Leader, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 017

Execute a Fire Team skirmishers right formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Fire Team Leader positions himself to the right and rear of the Rifleman at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

3. The Automatic Rifleman positions himself to the right and forward of the Fire Team Leader at a distance that allows sight or voice contact to be maintained, facing in the direction of movement. He should be on line with the Rifleman.

4. The Assistant Automatic Rifleman positions himself to the right and rear of the Automatic Rifleman at a distance that allows sight or voice contact to be maintained, facing in the direction of movement. He should be on line with the Fire Team Leader.

RELATED COLLECTIVE EVENTS

COLL - 03 - 018

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 018

Execute a Fire Team skirmishers left formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Fire Team Leader positions himself to the left and rear of the Rifleman, at a distance allows sight or voice contact to be maintained, facing in the direction of movement.

2. The Fire Team Leader positions himself to the left and rear of the Rifleman, at a distance that allows sight or voice contact to be

maintained, facing in the direction of movement.

3. The Automatic Rifleman positions himself to the left and forward of the Fire Team Leader, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement. He should be on line with the Rifleman.

4. The Assistant Automatic Rifleman positions himself to the left and rear of the Automatic Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement. He should be on line with the Fire Team Leader.

RELATED COLLECTIVE EVENTS

COLL - 03 - 017

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 019

Execute a Fire Team echelon right formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Automatic Rifleman positions himself to the right and rear of the Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

3. The Fire Team Leader positions himself to the left and rear of the Automatic Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

4. The Assistant Automatic Rifleman positions himself to the right and rear of the Fire Team Leader, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

RELATED COLLECTIVE EVENTS

COLL - 03 - 020

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 020

Execute a Fire Team echelon left formation

Condition: As a Fire Team member, when given the command.

COMPONENTS

1. The Rifleman positions himself first in the order of movement, facing in the direction of movement.

2. The Automatic Rifleman positions himself to the left and rear of the Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

3. The Fire Team Leader positions himself to the right and rear of the Automatic Rifleman, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

4. The Assistant Automatic Rifleman positions himself to the left and rear of the Fire Team Leader, at a distance that allows sight or voice contact to be maintained, facing in the direction of movement.

RELATED COLLECTIVE EVENTS

COLL - 03 - 019

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 021

Execute Fire Team fire and movement

Condition: As a Fire Team, advance from the final coordination line to the limit of advance utilizing fire and movement.

COMPONENTS

1. Before the Fire Team crosses the final coordination line, the Fire Team Leader directs his Fire Team to assume a Fire Team skirmishers formation.

2. The Fire Team Leader, acting as a fighting leader, initiates and directs the movement of his Fire Team towards the objective, by advancing rapidly and firing his M203 at known or suspected enemy positions.

3. Maintaining the skirmishers formation, the Rifleman and the Assistant Automatic Rifleman advance, delivering well directed shots from the shoulder, using the point technique at every location in the zone of advance that may conceivably contain an enemy.

4. Maintaining the skirmishers formation, the squad Automatic Rifleman advances while firing his weapon from the underarm position, delivering short bursts of 3 to 5 rounds at locations that may contain an enemy.

5. The Fire Team advances toward the objective delivering assault fire on suspected enemy positions and known enemy positions as they appear.

6. As the Fire Team advances towards the objective, the Fire Team Leader continually assesses the volume and accuracy of enemy fire directed at his Fire Team.

7. Once the Fire Team Leader has determined the effects of enemy fire impede the advance of the Fire Team, he directs his Fire Team to bound forward by two-man and/or individual rushes.

8. When advancing by rushes, designated members of the Fire Team deliver well aimed shots at known and suspected enemy positions, while other

members rush.

9. The Fire Team advances through the enemy position to the limit of advance, as determined by the Fire Team Leader.

10. The Fire Team Leader consolidates his Fire Team in preparation for a counterattack by assigning individual sectors of fire and directing the establishment of a hasty defensive position.

11. The Fire Team Leader reorganizes his Fire Team in preparation to exploit the assault, by making spot assignments to replace casualties, moving casualties to covered positions, redistributing ammunition, and processing enemy prisoners.

ADMINISTRATIVE INSTRUCTIONS

1. A fire team can not advance beyond an occupied enemy position without hitting the target/killing the enemy.

2. Targets placed within a suspected enemy position are not exposed until probed/fired upon by a fire team member.

EXTERNAL SUPPORT

1. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 337	03XX - X - 336	03XX - X - 045
03XX - X - 043	03XX - X - 042	03XX - X - 023
03XX - X - 016		

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 022

Knock out a bunker

Condition: The unit is ordered to secure and clear a portion of a bunker complex. The unit is operating as part of a larger force.

COMPONENTS

1. Move to the assigned bunker, remaining clear of friendly suppressive fires and observation.

2. On reaching the last covered and concealed position, all weapons engage the designated bunker while selected personnel prepare to use hand grenades or demolitions to destroy the bunker.

3. Designated Marines move to the blind side of the bunker.

4. One Marine covers the exit while the other Marine throws a grenade or demolitions through the exit.

5. After the detonation, the Marine covering the exit enters the bunker, firing short bursts.

6. The bunker is marked after clearing.

7. Chain of command is notified the bunker has been cleared.

8. Unit consolidates.

9. Ammunition is redistributed. Supply requests are forwarded, as required.

10. Casualties are treated and evacuated.

11. Continue the mission.

ADMINISTRATIVE INSTRUCTIONS

1. Live ammunition is preferred if training facilities are available but the task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Live fire trench complex

2. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

G881	GRENADE, HAND, FRAG, M67	2 per iteration

Weapon: M16A2 5.56mm service rifle

A059	CTG, 5.56MM, BALL, M855	15 per weapon

Weapon: M249 5.56mm light machinegun - squad automatic weapon

A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	30 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 338	03XX - X - 337	03XX - X - 336
03XX - X - 256	03XX - X - 064	03XX - X - 045
03XX - X - 017	03XX - X - 016	

EVENT: COLL - 03 - 023

Clear a room as a four-man team

Condition: The unit encounters a room with the door open or closed. The situation requires the room to be cleared.

COMPONENTS

1. Shooter number 2 is behind shooter number one, in the stacked position, with his weapon at the alert carry. This positioning is the same if the door is already open or nonexistent.

2. Shooter number 3 is behind shooter number 2 in the stacked position, with his weapon at the alert carry.

3. Shooter number 4 is behind shooter number 3 in the stacked position, with his weapon at the alert carry.

4. Shooter number one has his weapon at the ready and determines the

direction in which the door opens. He then quickly informs shooter number 2 and forces the door open.

5. Shooter number one maintains cover for shooter number 2 as he prepares to throw a grenade into the room.

6. Shooter number 2 throws a hand grenade into the room and then returns to the original stacked position behind shooter number one.

7. After the grenade explodes, shooter number one steps across the threshold and clears his immediate area. He engages targets from the ready carry position.

8. Shooter number 2 follows immediately behind shooter number one, buttonhooks, and clears his immediate area. He engages targets from the ready carry position.

9. Shooter number one and shooter number 2 clear along their respective walls, starting from their nearest respective corner.

10. Shooter number one and shooter number 2 then establishes a dominant position in the room, 1 step away from the wall and 2 steps away from their nearest respective corner.

11. Shooter number one and shooter number 2 use the pieing technique to systematically clear the room by sector, pieing to the opposite side of the room to their farthest respective corner.

12. Shooter number 3 follows immediately behind shooter number two, crosses the threshold, and establishes a center sector of fire coverage.

13. Shooter number 4 follows immediately behind shooter number 3, buttonhooks, and establishes a center sector of fire coverage opposite shooter number 3.

14. Shooter number 3 then establishes a dominant position in the room, 1 step away from the wall and 2 steps into the room. He uses the pieing technique to systematically clear the room by sector pieing to his nearest respective corner of the room.

15. Shooter number 4 then establishes a dominant position in the room 1 step away from the wall and 2 steps into the room, and uses the pieing technique to systematically clear the room, by sector pieing to his nearest respective corner of the room.

16. Once the room has been cleared, the team yells, “Clear,” to inform outside security.

17. Before leaving the room the team yells, “Coming Out” and waits to hear the reply, “All Clear” from outside security.

18. The team executes its movement out of the room.

ADMINISTRATIVE INSTRUCTIONS

1. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

G878	FUZE, DELAY, F/G811 PRAC GREN	1 per iteration

Weapon: M16A2 5.56mm service rifle

A059	CTG, 5.56MM, BALL, M855	4 per weapon

Weapon: M249 5.56mm light machinegun - squad automatic weapon

A075	CTG, 5.56MM, BLANK, LINKED	5 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 338	03XX - X - 337	03XX - X - 336
03XX - X - 256	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 011 COLL - 03 - 301

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 024

Execute building upper-level entry as a four-man team

Condition: Given individual weapons and a second story access point into a building, while wearing fighting loads.

COMPONENTS

1. The Automatic Rifleman provides security for the Fire Team.

2. The Team Leader and Assistant Automatic Rifleman assist the Rifleman up to the next level, either supported or unsupported.

3. The Team Leader and Assistant Automatic Rifleman face each other holding an item which will support the weight of the Rifleman, or with hands cupped together.

4. The Rifleman steps onto the support or into the hands of the Team Leader and Assistant Automatic Rifleman.

5. The Team Leader and Assistant Automatic Rifleman will lift the Rifleman up to the entry point.

6. The Rifleman pulls himself into the entry point and prepares to assist the next Marine in from the top.

7. The Team Leader will stand with his back or side to the wall, with his hands cupped together.

8. The Assistant Automatic Rifleman raises 1 foot up into the hands of the Team Leader.

9. The Team Leader will lift the Assistant Automatic Rifleman up to the entry point.

10. The Rifleman pulls the Assistant Automatic Rifleman into the entry

point by his weapon, hand, or other item he can find.

11. The Rifleman and the Assistant Automatic Rifleman will pull the Team Leader up into the entry point by his weapon, hand, or other items they can find.

12. The Team Leader will provide security while the Rifleman and the Assistant Automatic Rifleman pull the Automatic Rifleman into the entry point by his weapon, hand or other items they can find.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 353	03XX - X - 352
03XX - X - 351	03XX - X - 350	

RELATED COLLECTIVE EVENTS

COLL - 03 - 302

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 030

Construct a machinegun firing position

Condition: Given an SL-3 complete machinegun, a primary (and if required a secondary) sector of fire, a designated position, an assigned FPL or PDF, E-tool, as a member of a machinegun team/squad, and while wearing fighting loads.

COMPONENTS

1. Team/Squad Leader must determine type of position to construct, depending on the mission. A “T” shaped position is constructed if a primary and secondary sector of fire are assigned. An “L” shaped position is constructed if only a primary sector of fire is assigned. A horseshoe shaped position is constructed if a 180-degree sector is needed. If an M2 or MK19 is used, there is only 1 platform.

2. The Ammunition Bearer assumes a position to provide security and covers the assigned sector of fire.

3. Team/Squad Leader assigns primary, and possible secondary sector of fire, and a principal direction of fire, or a final protective line.

4. The Gunner assumes a position behind the gun, and the Team Leader places the sector limit stakes in while the Gunner aims in on the sector limit.

5. The Team/Squad Leader traces the position outline.

6. The Gunner removes the gun and assumes a position to cover the primary sector of fire.

7. The crew starts digging out the platform, and once the platform is 4 to 6 inches deep, the gun is placed on the platform to cover the primary sector of fire until the position is complete. The platform may require sandbags to reinforce and hold the gun in position.

8. The crew digging the hole uses the dirt to build up the parapet to the front, then flanks, and finally the rear to form the parapet 1 meter wide.

9. Once the platforms are dug down, the Team Leader starts to prepare the range card.

10. The crew digs out the position deep enough to protect the crew and still let the Gunner fire the gun.

11. Revetments may be required to reinforce the walls to prevent them from caving in.

12. The crew digs grenade sumps, quantity and location depend on the type of position being dug.

13. With the Gunner behind the gun, the crew clears the fields of fire.

14. The crew camouflages the position with vegetation from behind their position.

15. Overhead cover is constructed for the position.

16. The Ammunition Bearer digs a one-man fighting position to the flank of the position, so he can provide security.

17. The Ammunition Bearer digs a trench from his position to the gun position, in order to resupply the gun with ammunition or relief.

RELATED INDIVIDUAL EVENTS

03XX - X - 125	03XX - X - 106	03XX - X - 086
03XX - X - 075	03XX - X - 073	03XX - X - 069

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
3. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 031

Prepare heavy weapon defensive positions in an urban environment

Condition: Given the mission to occupy a defensive position in an urban area.

COMPONENTS

1. Conceal vehicles inside of, or in the shadows of the buildings.

2. At least one observation post with communications is emplaced within 5 minutes of occupation.

3. A leader's reconnaissance is conducted with Unit Leaders, and security to:

   a. Develop a tentative plan.

   b. Assign sectors and observation post locations.

   c. Select tentative building or vehicle locations for defensive positions.

d. Select a location for the unit command post (CP).

4. Designate escape routes and priority of work, to include: sleeping and feeding, positioning of Class IV and V, booby traps, and unused rooms and buildings.

5. Establish and mark routes for movement between positions, both within and between buildings.

6. Establish wire communication between positions.

7. Identify sectors of fire to Gunners for range cards.

8. Prepare range cards and sector sketches.

9. Inspect positions for camouflage, fortification, and obstruction to observation and fields of fire.

10. Designate alternate and supplementary positions.

11. Emplace obstacles to deny the enemy access to streets, buildings, or to slow his movement (include rooftops and inside buildings).

12. Improve movement routes into the unit positions.

12. Select vehicle positions.

a. Drive vehicles to be used for firing positions hidden inside of buildings through the wall opposite the likely direction of enemy advance.

b. Ensure the building is sturdy enough to support the weight of the vehicle.

c. Ensure a 9 inch mask clearance between the launcher and any obstruction for TOW vehicles.

d. Remove all glass from windows, doors, and furniture that could be blown around.

e. Fill in or brush vehicle tracks into the building.

13. Prepare the withdrawal plan.

a. Mark routes.

b. Disseminate primary and alternate withdrawal signals.

c. Rehearse the withdrawal plan.

14. Report the unit's status and any change in the tactical situation or combat strength to higher headquarters.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

2. MILES Gear

Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 354	03XX - X - 125	03XX - X - 106
03XX - X - 086	03XX - X - 075	03XX - X - 073
03XX - X - 069		

RELATED COLLECTIVE EVENTS

COLL - 03 - 030

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 032

Deliver machinegun overhead fire

Condition: A machinegun unit is supporting offensive operations. The unit has been tasked to deliver overhead fire. The machineguns are mounted on tripods.

COMPONENTS

1. Identify target(s) and estimate range to within 50 meters.
2. Select a safety limit after the exact positions of the guns have been established and identify a readily identifiable terrain feature which corresponds to the safety limit.
3. Prepare a sketch of the overhead fire situation.
4. Deliver effective overhead fire (between ranges of 350 and 850 meters only) until friendly troops reach the safety limit on the ground, ceasing or shifting fires, as directed.
5. Employ overhead fire in a safe and controlled manner, using depression stops, observing the safety limit, and not firing if the gun-target range exceeds the maximum effective range of the gun.

EXTERNAL SUPPORT

1. Live fire and maneuver range approved for overhead fire
2. ISMT - M2 .50 cal MG
3. ISMT - M240G

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576	CTG, CAL .50, 4&1 LINKED, F/M2	200 per weapon

Weapon: M240G 7.62mm medium machinegun

A151	CTG, 7.62MM, LINK F/OVRHD FIRE	200 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 080	03XX - X - 078	03XX - X - 077
03XX - X - 076	03XX - X - 075	03XX - X - 073
03XX - X - 069		

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 033

Deliver machinegun defilade fire

Condition: A machinegun unit is supporting tactical operations. The unit has been tasked to deliver fire from defilade.

COMPONENTS

1. The machinegun Unit Leader selects suitable defilade (i.e., maximum, minimum, or partial defilade positions) based on the situation and terrain available.
2. The machinegun Unit Leader assigns observers.
3. The machinegun Unit Leader establishes minimum mask clearances (minimum elevation) for the entire sector of fire or for each individual target.
4. The machinegun Unit Leader adjusts fire and designates targets.
5. The machinegun unit delivers effective fire.

EXTERNAL SUPPORT

1. Live fire range

RELATED INDIVIDUAL EVENTS

03XX - X - 080	03XX - X - 078	03XX - X - 077
03XX - X - 076	03XX - X - 075	03XX - X - 073
03XX - X - 069		

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 034

Engage air targets with machineguns

Condition: A machinegun unit is supporting tactical operations. Threat forces have rotary and fixed wing aircraft as well as Remotely Piloted Vehicles (RPVs). The gun teams have been assigned sectors to scan. The hostile criteria, weapons control status, and air defense warnings are established. Enemy aircraft are approaching friendly units.

COMPONENTS

1. Each gun team is assigned a primary and secondary sector of fire.
2. Machinegun Unit Leader determines point at which hostile aircraft are entering the maximum effective range.

3. Gunners determine a point of aim, and line and lead angle, depending on the type aircraft engaged.

4. Machinegun Unit Leaders adjust fire as necessary, based on observation of the tracer stream.

5. Gunners fire continuously throughout the engagement.

6. The machinegun Unit Leader commands, "Cease fire," when appropriate.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

2. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. ISMT - MK19 40mm MG

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 035

Employ machineguns

Condition: The unit is operating separately or as part of a larger operation. Machineguns have been attached to the unit.

COMPONENTS

1. The unit receives machinegun attachments.

2. Brief attached personnel on the unit's order and on specific instructions and tasks.

3. Coordinate details of machinegun employment with machinegun element leader.

4. Designate primary, alternate, and supplementary positions.

5. Position weapons to provide overlapping sectors of fire.

6. Assign principal directions of fire (PDF) and final protective lines (FPL) to each weapon. Priority of fire is given to the most likely avenues of approach.

7. Prepare range cards within 30 minutes and when complete, lay automatic weapons are assigned principal direction of fire (PDF) or final protective line final protective line (FPL).

8. Ensure sufficient ammunition is available and personnel are aware of ammunition resupply procedures.

9. Fire weapons with a heavy volume of flanking and grazing fires at the sustained rate, as soon as the enemy is within effective range.

10. Ensure personnel are aware of immediate action, in case of a weapon stoppage.

11. Provide infantry security for machineguns.

RELATED INDIVIDUAL EVENTS

03XX - X - 078	03XX - X - 077	03XX - X - 076
03XX - X - 075	03XX - X - 074	03XX - X - 073
03XX - X - 069		

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 040

Place the M240G medium machinegun into action

Condition: Given an SL-3 complete M240G medium machinegun, 10 rounds of dummy ammunition, as a machinegun team, while wearing fighting loads.

COMPONENTS

1. The Squad Leader carries the binoculars and compass and ensures the Team Leader has the tripod and 1 box of ammunition. The Gunner has the machinegun. Ammunition Bearer has the spare barrel case, 1 box of ammunition, and flex mount with traversing and elevation mechanism.

2. On the command “Fall in” the team forms on line with 5 paces between team members.

3. On the command “Take equipment,” team members take 1 step forward and pick up equipment.

4. On the command “Form for gun drill,” team members assume the prone position with their equipment in the following position: Team Leader has tripod to his right with trail legs to the rear, front leg uppermost, ammunition box to his left, latch to the front. Gunner has the machinegun to his right, muzzle pointing forward. The Ammunition Bearer has spare barrel case to his right, with muzzle to the rear and ammunition box to his left, with the latch to the front.

5. On the command “Examine equipment,” each member examines his equipment.

6. The Team Leader examines his ammunition first. (Linked dummy ammunition should be used for this training.) To do so, he opens the can and pulls out the ammunition, ensuring it is properly linked, free of dirt and corrosion, and the double link is up and ready for loading. He places the ammunition back in the box and closes the cover. He then places the ammunition to his left.

7. The Team Leader then examines the tripod by ensuring the legs are folded closely together and, with his right hand-checks the sleeve latch to ensure it has tension and will function properly. He ensures the pintle bushing is free of dirt and burrs, the sleeve lock latch and pintle lock release cam are in working order and pintle lock release cam is down.

8. The Gunner examines the gun by pulling the bolt to the rear, places the safety on SAFE, raises the cover, and checks the chamber to ensure the gun is clear.

9. The Gunner then removes the barrel to ensure the bore is clean, checks the flash suppressor for cracks, and checks the front sight for tightness or damage to the blade. He ensures the gas collar is affixed to the plug, barrel changing handle moves freely, and replaces the barrel ensuring 2 to 7 clicks.

10. The Gunner checks the cover to ensure the feed arm/pivot arm/ feed arm fork move freely and are lubricated. He pushes on feed pawls, ensuring they have spring tension, and closes the cover.

11. The Gunner places safety on FIRE, pulls the trigger, and rides the bolt forward. He sets the rear sight on 500 meters.

12. The Ammunition Bearer begins by examining the ammunition in the same manner as the Team Leader.

13. The Ammunition Bearer removes the flex mount from the spare barrel case and inspects the traversing and elevation mechanism.

14. The Ammunition Bearer then centers the elevating handwheel and offset head, checks the locking lever on the traversing slide to ensure it moves freely, and inspects flex mount, ensuring the locking pin and pintle are clean and free of burrs.

15. The Ammunition Bearer then removes barrel from spare barrel case and inspects the bore for cleanliness, flash suppressor for cracks, front sight for tightness or damage. He ensures the gas collar is affixed to gas plug, barrel changing handle moves freely, and the barrel socket is clean.

16. The Ammunition Bearer returns the spare barrel and flex mount back in the case and ensures all SL-3 components are present.

17. Once examinations are completed, individual team members will report any discrepancies that cannot be fixed to the Squad Leader.

18. If no discrepancies, the team members will report, one at a time. The Ammunition Bearer says: “Ammunition Bearer correct”, Gunner reports “Ammunition Bearer and Gunner Correct.” Team Leader reports “All correct.”

19. Once the report is given the Squad Leader announces ADDRAC and gives the command “Gun to be mounted here, front, action." The time begins now.

20. Team Leader rises, grasps right leg of tripod near the head with right hand, and grasps the ammunition box with his left hand. He rotates the tripod onto his right hip with the left leg up and moves forward to gun position.

21. Upon arrival at the gun position, the Team Leader places the ammunition can to his front so it will be approximately on line with the tripod head when the tripod is opened.

22. The Team Leader grasps the right leg shoe with the right hand and left leg shoe with left hand. Then raises the tripod to the vertical position, chest high and separates the legs with a quick jerk, ensuring the sleeve latch engages, locking the tripod in the open position.

23. The Team Leader then places the tripod on the ground with front leg pointing in the direction of fire, and stamps the rear legs into the ground.

24. Once the tripod is set, the Team Leader and assumes prone position on left hip at the left of the tripod.

25. The Ammunition Bearer arrives at the same time the Team Leader and assumes the prone position on left hip at the left of the tripod.

26. Once at the gun position, the Ammunition Bearer removes the flex

mount from spare barrel case and hands it to the Team Leader. He then places spare barrel case on line where the muzzle of the gun will be. The spare barrel is placed on the case with muzzle pointing down range and sight toward the gun.

27. The Ammunition Bearer then moves to the flank to provide security.

28. As soon as the Ammunition Bearer hands the Team Leader the flex mount, the Team Leader inserts the pintle into the pintle bushing and locks it down. Then he lowers the traversing slide over the traversing bar of the tripod, centers it on the 0 graduation line and locks it down.

29. The Gunner arrives to the gun position when the Team Leader receives the flex mount from the Ammunition Bearer.

30. The Gunner then slides the recesses in the receiver into the mounts forward bushing, rotates the gun down into position on the rear of the mount and inserts the locking pin to secure the gun.

31. Once the gun is mounted, the Gunner assumes the prone position behind the gun and raises the cover. The Team Leader places the belt of dummy ammunition ensuring the first round is against the cartridge stops and aligned with the feed aperture. The Gunner closes the cover and, when ready to fire, reports “Up” to the Team Leader.

32. The Team Leader reports “Gun up” to the Squad Leader. The time stops at this time.

33. Once the Team Leader reports “Gun up” the Squad Leader commands “Out of action."

34. The Gunner raises the cover. The Assistant Gunner removes the dummy ammunition. The Gunner inspects the receiver and chamber to ensure they are clear. He pulls the trigger, riding the bolt forward, and closes the cover.

35. The Gunner then removes the locking pin from the flex mount and removes the gun from the mount. He lowers the rear sight, grasps the carrying handle with right hand, and returns to his original position.

36. The Team Leader unlocks the traversing slide, unlocks the pintle latch, and removes the flex mount from the tripod.

37. The Ammunition Bearer arrives at the gun position before the Team Leader, removes the flex mount, and places spare barrel in spare barrel case. Then receives flex mount from Team Leader and puts it in the spare barrel case, closes spare barrel case, grasps case in right hand, and returns to original position.

38. The Team Leader grasps the tripod near the head with his right hand and rotates it up to his right hip with the left leg up. He then returns to original position.

39. The Team Leader drops to his right knee and places the tripod in vertical position with rear shoes on the deck supporting it with right hand near the head. With the left hand, he lowers front leg and slides right hand down to release the sleeve latch. With his left hand, he closes left leg to the right, and lowers the tripod to the deck.

40. Team Leader assumes the prone position and reports “Up."

ADMINISTRATIVE INSTRUCTIONS

1. Placing the M240G medium machinegun into action must be completed in a time limit of 2 minutes. The time will begin with the command “Action” and end when the team announces “Gun up”.

2. This is a team evaluation, not an individual evaluation. Each member of the machinegun team must perform his responsibilities.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A135 CTG, 7.62MM, DUMMY 10 per weapon

Ammunition is not expended.

RELATED INDIVIDUAL EVENTS

03XX - X - 086 03XX - X - 073 03XX - X - 069

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 041

Change barrels for an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun, as a machinegun team, while wearing fighting loads

COMPONENTS

1. The Squad Leader gives the command “Change barrel."

2. With the bolt to the rear, the Gunner places the safety on SAFE and depresses the barrel-locking latch, keeping his hand on the barrel-locking latch throughout the barrel change.

3. The Team Leader grasps the barrel-changing handle and removes the barrel from the gun placing it to the left of the spare barrel case. He then picks up the spare barrel by the changing handle and inserts it into the gun, counting the number of clicks while rotating the charging handle down to ensure proper head space.

4. The Gunner depresses the barrel-locking latch to assist the Team Leader, and then places the gun on FIRE and resumes his firing position.

5. The Team Leader reports the “Gun up” to the Squad Leader.

ADMINISTRATIVE INSTRUCTIONS

1. Changing barrels for an M240G medium machinegun must be completed in a time limit of 30 seconds. The time will begin with the command “Change barrel” and end when the team announces “Gun up”.

2. This is a team evaluation, not an individual evaluation. Each member of the machinegun team must perform his responsibilities.

RELATED INDIVIDUAL EVENTS

03XX - X - 095 03XX - X - 094 03XX - X - 093

03XX - X - 092 03XX - X - 091 03XX - X - 090

03XX - X - 089

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 042

Clear malfunctions and stoppages on the M240G

Condition: While operating as a machinegun team, and given an M240G medium machinegun with malfunctions and stoppages.

COMPONENTS

1. Demonstrate correct immediate action procedures to reduce the following stoppages:

   a. Failure to feed.

   b. Failure to chamber.

   c. Failure to lock.

   d. Failure to fire.

   e. Failure to extract.

   f. Failure to cock.

2. Demonstrate the correct procedures to remedy sluggish operation of a gun.
3. Demonstrate the correct procedures to stop a runaway gun.
4. Demonstrates the correct procedure to clear a double feed.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluator has team members rotate duties until all Marines have demonstrated their knowledge of reducing malfunctions and stoppages.

EXTERNAL SUPPORT

1. Live fire range
2. ISMT - M240G

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131 CTG, 7.62MM, LINKED 4&1 200 per iteration

Expenditure of ammo is not required to complete the task to standard.

EVENT: COLL - 03 - 043

(Table III) Execute a tripod mounted field zero firing exercise with the M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun; 32 rounds of ammunition; target at 500 meters; as a machinegun team, while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun: Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.

2. Team Leader announces "Fire" command to engage a point target at 500 meters, firing at sustained rate.

3. The Gunner sets the rear sight elevation at the range to target.

4. The Gunner centers the rear sight windage.

5. Ammunition Man supplies the Team Leader with a 32 round belt of ammunition, and Assistant Gunner loads the weapon.

6. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted,” and the Team Leader announces “Gun up.”

7. Once the Gunner fires the initial burst, the Team Leader observes the impacts and gives the Gunner corrections, until beaten zone is achieved on target.

8. The Gunner manipulates the traversing and elevation mechanism to the Team Leader's corrections, until beaten zone is achieved on target.

9. Once the impacts are on target the Gunner maintains position behind the gun, and ensures shoulder pressure remains the same.

10. The Team Leader uses the combination tool to unlock the front sight-retaining strap and rotates upwards. Then he rotates aiming point and clockwise if below to move the sights to the target. One half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than halfway out, replace the post blade with number 2 blade.

11. If the target is to left of the aiming point, the Team Leader moves the front sight protector to the left to move the sight to the target, by using the hex wrench. Loosen the adjusting screw and tighten the opposite side screw exactly the same amount. One half rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.

12. The Gunner fires one 6 to 8 round burst for confirmation.

13. The crew uses the same procedures for the spare barrel.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	32 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 088	03XX - X - 087	03XX - X - 086

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 044

(Table IV) Execute a bipod mounted firing exercise with the M240G medium machinegun

Condition: Given a bipod mounted, SL-3 complete M240G medium machinegun; 224 rounds of ammunition; NBC MOPP Level 4; and targets between 100 to 400 meters; as a machinegun team; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.

2. Team Leader announces "Fire" command to engage a double E silhouette target at 300 meters, firing at sustained rate.

3. The Gunner sets the rear sight elevation at the range to target.

4. The Gunner centers the rear sight windage.

5. The Ammunition Man supplies the Team Leader with a 32 round belt of ammunition, and the Assistant Gunner loads the weapon.

6. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted” and the Team Leader announces “Gun up.”

7. Once the Gunner fires the initial burst, the Team Leader observes the impacts and gives the Gunner corrections, until beaten zone is achieved on target.

8. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

9. The Team Leader uses the combination tool to unlock the front sight-retaining strap and rotates upwards. He then rotates the front sight post blade to move the sights to the target. One half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than halfway out, replace the post blade with number 2 blade.

10. If the target is to left of the aiming point, the Team Leader moves the front sight protector to the left to move the sight to the target by using the hex wrench. Loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. One half rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.

11. The Gunner fires one 6 to 8 round burst for confirmation.

12. The crew uses the same procedures for the spare barrel.

13. Load a belt of 192 rounds and make a Condition 1 weapon.

14. Engage a single E silhouette target at 200 meters, with 16 round, firing 2 6 to 8 round bursts, and obtaining a burst, on target in a time limit of 20 seconds. Use steps 3 and 6 to 7 to engage the target.

15. Engage a single E silhouette target at 400 meters, with 16 rounds,

firing 2 6-8 round bursts, while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

16. Engage a moving vehicle type silhouette target at 300 meters, with 16 rounds, firing 2 6 to 8 round bursts while obtaining a burst on target, in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.

17. Engage multiple targets. Engage a single E silhouette at 200 meters and a double E silhouette at 400 meters, with 32 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.

18. Engage multiple targets. Engage a single E silhouette target at 100 meters, single E silhouette target at 200 meters, and a double E silhouette target at 400 meters, with 48 rounds, firing 2 6 to 8 round bursts on each target, while obtaining a burst on each target in a time limit of 45 seconds. Use steps 3 and 6 through 7 to engage the target.

19. Make a Condition 4 weapon.

20. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.

21. Load a belt of 64 rounds and make a Condition 1 weapon.

22. Engage a single E silhouette target at 100 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Using steps 3 and 6-7 to engage the target.

23. Engage a single E silhouette target at 300 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts, while obtaining a burst on target, in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

24. Engage multiple single E silhouette targets at 100 and 300 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6 to 8 round bursts on each target while obtaining a burst on each target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

25. Make a Condition 4 weapon.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 3 and 6 through 7 will be followed for steps 14 through 18 and 22 through 24.

2. At a minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP level 4.

3. The time starts for each task when the team leader announces “Gun up.”

4. A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 9, Sharpshooter 10, and Expert 11-12.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	224 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 088 03XX - X - 087 03XX - X - 086

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-14 Squad Automatic Weapon, M249
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

EVENT: COLL - 03 - 045

(Table IV) Execute a tripod mounted firing exercise with the M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun; 336 rounds of ammunition; NBC MOPP Level 4; and targets between 400 or 1000 meters, as a machinegun team, while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.

2. Team Leader announces fire command to engage a double E silhouette at 800 meters firing at sustained rate.

3. The Gunner sets the rear sight elevation at the range to target.

4. Load a belt of 224 rounds and make a Condition 1 weapon.

5. Once the weapon is loaded ant the Gunner has sighted in on target the Gunner announces, “Sighted” and the Team Leader announces “Gun up."

6. Once the Gunner fires the initial burst, the Team Leader observes the impacts and gives the Gunner corrections to achieve beaten zone on target, within 25 seconds.

7. The Gunner manipulates the traversing and elevation mechanism to the Team Leader's corrections, to achieve beaten zone on target.

8. Once the impacts are on target, the Gunner maintains position behind the gun, and ensures shoulder pressure remains the same.

9. Engage a single double E silhouette target at 400 meters, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2, 3, and 5 through 8 to engage the target.

10. Engage a single, double E silhouette target at 700 meters, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 5 through 8 to engage the target.

11. Engage vehicle type silhouette target at 1000 meters, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Using steps 2, 3 and 5 through 8 to engage the target.

12. Engage multiple double E silhouettes targets at 400 and 700 meters, with 32 rounds, firing 2 6 to 8 to engage the target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3 and

5 through 8 to engage the target.

13. Engage multiple double E silhouettes targets at 550 and 800 meters, with 32 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3, and 5 through 8 to engage the target.

14. Engage multiple double E silhouettes targets at 400, 700 and a vehicle type silhouette at 1000 meters, with 48 round, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Using steps 2, 3 and 5 through 8 to engage the target.

15. Engage a moving vehicle type silhouette target at 800 meters, with 16 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 25 seconds. Using steps 2, 3, and 5 through 8 to engage the target.

16. Engage multiple double E silhouette and moving vehicle type targets. Engage double E at 500 meters and moving vehicle at 800 meters. Use 32 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3, and 5 through 8 to engage the target.

17. Make a Condition 4 weapon.

18. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.

19. Load a belt of 112 rounds and make a Condition 1 weapon.

20. Engage a single, double E silhouette target at 800 meters, while in an NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 5 through 8 to engage the target.

21. Engage a single double E silhouette target at 400 meters while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6 to 8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Using steps 2, 3 and 5 through 8 to engage the target.

22. Engage multiple double E silhouettes targets at 400 and 700 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6 to 8 round bursts on each target while traversing and searching between targets, obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3 and 5 through 8 to engage the target.

23. Engage multiple double E and vehicle type silhouettes targets. Double E at 400 and 500 meters, vehicle type at 1000 meters, while in a NBC posture MOPP Level 4, with 48 rounds, firing 2 6 to 8 round bursts on each target, obtaining a burst on each target in a time limit of 45 seconds. Use steps 2, 3, and 5 through 8 to engage the target.

24. Make a Condition 4 weapon.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 3 and 6 through 8 will be followed for steps 14 through 24.

2. Time starts when the Team Leader announces “Gun up” for each firing step.

3. A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 16-17, Sharpshooter 18-19, and Expert 20-21.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	336 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 088 03XX - X - 087 03XX - X - 086

RELATED COLLECTIVE EVENTS

COLL - 03 - 043

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 046

(Table V) Execute a bipod mounted firing exercise with the M240G medium machinegun

Condition: Given a bipod mounted, SL-3 complete M240G medium machinegun; 224 rounds of ammunition; NBC MOPP Level 4; and targets between 100 to 400 meters; as a machinegun team; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.

2. Team Leader announces "Fire" command to engage a double E silhouette target at 300 meters, firing at sustained rate.

3. The Gunner sets the rear sight elevation at the range to target.

4. The Gunner centers the rear sight windage.

5. The Ammunition Man supplies the Team Leader with a 32 round belt of ammunition, and Assistant Gunner loads the weapon.

6. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted” and the Team Leader announces “Gun up."

7. Once the Gunner fires the initial burst, the Team Leader observes the impacts and gives the Gunner corrections, until beaten zone is achieved on target.

8. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

9. The Team Leader uses the combination tool to unlock the front sight-retaining strap and rotate it upwards. He then rotates the front sight post blade to move the sights to the target. One half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than halfway out replace the post blade with number 2 blade.

10. If the target is to left of the aiming point, the Team Leader moves the front sight protector to the left to move the sight to the target by using the hex wrench. Loosen the adjusting screw (counter clockwise) on the right side of front sight assembly to the desired amount, and tighten (clockwise) the opposite side screw exactly the same amount. One half

rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.

11. The Gunner fires one 6 to 8 round burst for confirmation.

12. The crew uses the same procedures for the spare barrel.

13. Load a belt of 192 rounds and make a Condition 1 weapon.

14. Engage a deep target at 200 meters, with 16 round, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

15. Engage an oblique target at 400 meters, with 16 rounds, firing 2 6 through 8 round bursts while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

16. Engage a moving vehicle type silhouette target at 300 meters, with 16 rounds, firing 2 6 through 8 round bursts while obtaining a burst on target in a time limit of 30 seconds. Using steps 3 and 6 through 7 to engage the target.

17. Engage multiple targets a deep target at 200 meters and a oblique target at 400 meters, with 32 rounds, firing 2 6 through 8 round bursts on each target and obtaining a burst on each target in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.

18. Engage multiple targets. Engage single E silhouette target at 100 meters, a deep target at 200 meters, and a oblique target at 400 meters, with 48 rounds, firing 2 6 through 8 round bursts on each target while obtaining a burst on each target in a time limit of 45 seconds. Using steps 3 and 6 through 7 to engage the target.

19. Make a Condition 4 weapon.

20. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP level 4.

21. Load a belt of 64 rounds and make a Condition 1 weapon.

22. Engage a single E silhouette target at 100 meters, while in a NBC posture MOPP level 4, with 16 rounds, firing 2 6 to 8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 to 7 to engage the target.

23. Engage a single E silhouette target at 300 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6 to 8 round bursts, while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

24. Engage multiple single E silhouette targets at 100 and 300 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6 to 8 round bursts on each target while obtaining a burst on each target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.

25. Make a Condition 4 weapon.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 3 and 6 through 7 will be followed for steps 14 through 18 and 22 through 24.

2. The time starts for each task when the team leader announces “Gun up”.

3. A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 9, Sharpshooter 10, and Expert 11-12.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	224 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 088	03XX - X - 087	03XX - X - 086

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-14 Squad Automatic Weapon, M249
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

EVENT: COLL - 03 - 047

(Table VI) Engage targets with a night vision sight mounted on an M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun; a night vision sight; 208 rounds of ammunition; selected firing position; and targets between 400 to 1000 meters; as a machinegun team, while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team Leader announces "Fire" command to engage a point target at 500 meters firing at sustained rate.
3. The Gunner sets the rear sight elevation to 500 meters.
4. The Gunner centers the rear sight windage.
5. The Ammunition Man supplies the Team Leader with a 32 round belt of ammunition and Assistant Gunner loads the weapon.
6. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Team Leader announces “Gun up.”
7. Once the Gunner fires the initial burst, the Team Leader observes the impacts and gives the Gunner corrections until burst is achieved on target.
8. The Gunner manipulates the traversing and elevation mechanism to the Team Leader's corrections until burst is achieved on target.
9. Once the impacts are on target, the Gunner maintains position behind the gun, ensures shoulder pressure remains the same and sights in while the Assistant Gunner adjusts the reticule pattern onto the target.
10. Load a belt of 176 rounds and make a Condition 1 weapon.
11. Engage a single double E silhouette target, at 800 meters, while

using the night vision sight, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

12. Engage a single double E silhouette target at 400 meters using the night vision sight, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

13. Engage a single double E silhouette target at 700 meters using the night vision sight, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

14. Engage a single vehicle type silhouette target at 1000 meters using the night vision sight, with 16 rounds, firing 2 6 to 8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

15. Engage multiple double E silhouette targets at 400 and 700 meters using the night vision sight, with 32 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

16. Engage multiple double E silhouette targets at 500 and 800 meters using the night vision sight, with 32 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

17. Engage multiple double E silhouette targets at 400, 700, and a vehicle type silhouette target at 1000 meters using the night vision sight, with 48 rounds, firing 2 6 to 8 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 2, 3, and 6 through 8 to engage the target.

18. Make a Condition 4 weapon.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 2, 3, and 6 through 8 will be followed for steps 11 through 17.

2. The time for each firing step starts once the Team Leader announces “Gun up”.

3. A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10-11.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	208 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 099	03XX - X - 088	03XX - X - 087
03XX - X - 086		

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

2. TM 11-5855-238-10 Operator's Manual, Night Vision Goggles, AN/PVS-5 series

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EVENT: COLL - 03 - 048

Execute a predetermined data firing exercise with the M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun; 224 rounds of ammunition; range card; selected firing position; sector limits; and targets between 400 to 1000 meters; as a machinegun team; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Team Leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.

2. The machinegun team prepares the range card.

3. Team Leader announces "Fire" command to engage the final protective line firing at sustained rate.

4. The Gunner sets the rear sight elevation at the range to target.

5. Ammunition Man supplies the Team Leader with a 32 round belt of ammunition, and Team Leader loads the weapon.

6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.

7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted,” and the Team Leader announces “Gun up.”

8. The Gunner fires one burst of 6 to 8 rounds.

9. If on target, the Gunner fires a burst to confirm grazing fire on the final protective line (FPL).

10. If not on target the Team Leader gives corrections to the Gunner and the Gunner adjusts the traversing and elevation mechanism, until grazing fire is achieved.

11. Once the impacts are on target the Gunner reads off the data from the traversing and elevation mechanism to the Team Leader, records the information.

12. Determine and record direction and elevation for 4 point targets, double E silhouette targets at 400, 600, 800, and a vehicle type silhouette target at 1000 meters, with a belt of 64 rounds, firing 6 to 8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the target.

13. Determine and record direction and elevation for 2 area targets, grouped E silhouette targets at 600 and 800 meters, with a belt of 32 rounds, firing 6-8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the target.

14. Engage 4 point targets using range card data, double E silhouette targets at 400, 600, 800, and a vehicle type silhouette target at 1000

meters, with a belt of 64 rounds, firing one 6 to 8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the target. (Scored)

15. Engage 2 area targets using range card data, grouped E silhouette targets at 600 and 800 meters, with a belt of 16 rounds, firing one 6 to 8 round burst on each target, and obtaining a burst on each target. Use steps 2through 11 to engage the target. (Scored)

16. Engage the final protective line (FPL) using range card data, with a belt of 16 rounds, firing 2 6 to 8 round bursts, and obtaining grazing fire when firing final protective line (FPL). Use steps 2 through 11 to engage the target. (Scored)

ADMINISTRATIVE INSTRUCTIONS

1. There is no time limit for this task.

2. A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 6, Sharpshooter 7, and Expert 8.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	224 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 088 03XX - X - 087 03XX - X - 086

RELATED COLLECTIVE EVENTS

COLL - 03 - 044 COLL - 03 - 045

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 052

Place the M2 heavy machinegun into action on an M3 tripod

Condition: Given an SL-3 complete M2 heavy machinegun, 10 rounds of dummy ammunition, as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Squad Leader ensures the squad members have the following equipment: Assistant Gunner-tripod and 1 box of ammunition, Gunner-receiver with traversing and elevation mechanism attached and head space and timing gauge, Ammunition Bearer-barrel, barrel cover, box of ammunition.

2. On the command “Fall in,” the squad forms on line with 5 paces between team members.

3. On the command “Take equipment,” squad members take 1 step forward and pick-up equipment.

4. On the command “Form for gun drill,” squad members assume the prone position with their equipment in the following position: Assistant Gunner has tripod to his left with trail legs to the rear, front leg

uppermost, ammunition box to his right, and latch to the front. Gunner has receiver across his front with backplate to the right and retracting slide handle uppermost. Ammunition Bearer has Barrel to his right with muzzle to the rear and ammunition box to his left front with the latch to the front. Squad Leader has ammunition box to his right as he faces the crew.

5. On the command “Examine equipment,” each member examines his equipment.

6. The Assistant Gunner inspects the tripod to ensure the indexing levers and clamps on the front and trail legs function and are in the low position, front and trail legs are closely folded and the front leg clamp is hand tight. He ensures the sleeve lock latch and pintle lock release cam are in working order, the pintle lock release cam is down, and the pintle bushing is free from dirt and burrs. He then opens the ammunition box to ensure the metallic links are clean, belt is properly loaded, and placed in the can with the double loop end up. He then closes the ammunition box.

7. The Gunner inspects the receiver group to ensure the barrel support and beech bearing are free of dirt, and gun pintle is free of dirt, feed mechanism and bolt switch are properly assembled to feed from the left, striker projects through the aperture in the face of the bolt, rear sight is set at 1000 yards, windage zero, traversing and elevation mechanism is securely attached to the receiver. He ensures the traversing hand-wheel is centered, elevating screws are equally exposed above and below the handwheel, backplate is latched and locked in place, and bolt latch release is locked in the down position by the bolt latch release lock.

8. The Ammunition Bearer inspects the barrel and ammunition to ensure the barrel threads are free of dirt. He then opens the ammunition box, ensuring the links are clean and the belt is properly loaded with the double looped end up. He then closes the ammunition box.

9. When Ammunition Bearer completes his inspection he moves to the Gunner with barrel in right hand and ammunition in left. With the aid of the Gunner, he screws the barrel into the barrel extension, and adjusts the headspace and timing is made, and the Ammunition Bearer remains to the left and on line with the Gunner.

10. The Squad Leader examines his ammunition.

11. Once inspection is complete, the Ammunition Bearer reports "Ammunition correct." Gunner reports "Gun and ammunition correct." and the Assistant Gunner reports "All correct."

12. Once the report is given, the Squad Leader announces ADDRAC and gives the command “Gun to be mounted here, front, action." The time begins now.

13. The Assistant Gunner grasps the left trail leg near the center with his left hand and springs to his feet. Grasping the tripod head with his right hand lifts the tripod across the front of his body with the front leg up, and carries it to the desired position. Upon his arrival, he places trail leg pointing upward, steadying the tripod with his left hand on the front leg. He loosens the front leg clamp, positions the tripod leg, and tightens the front leg clamp. He slides left hand down left trail leg and snaps the left leg out engaging the sleeve latch. He then aligns the tripod for direction, drops the mount to the ground, and stamps the right and left trail shoes in. He then assumes a prone position behind the mount.

14. The Gunner and Ammunition Bearer move together when the tripod is nearly mounted. The Gunner places both hands on the spade grips, the

Ammunition Bearer grasps the ammunition box with his left hand and the gun carrying handle with his right. Both men lift the gun and move rapidly to the position. The Ammunition Bearer places the ammunition box on line. Then the Gunner, assisted by the Ammunition Bearer, inserts the pintle into the pintle bushing. The Ammunition Bearer stamps the front shoe into the ground, releases the carrying handle, lowers his right hand, and lifts the gun pintle lock release cam. When the pintle is fully seated, he presses down the pintle lock release cam with his right hand, turns to his left, and provides security for the gun.

15. The Assistant Gunner holds the left spade grip with his left hand and, with his right hand, lowers the traversing and elevation mechanism to the traversing bar, ensuring the traversing hand-wheel is to the left and the lock lever is to the rear. He then assumes a semi prone position to the left of the gun. He unlatches and raises the cover of the ammunition box, removes the ammunition belt, inserts the double looped end into the feedway, and taps the feedway with his right hand to ensure it is closed.

16. The Gunner grasps the retracting slide handle with his right hand, palms up, and pulls it to the rear. He then releases it. The gun is half loaded. He then assumes the prone position behind the gun and sights in. He tells the Assistant Gunner UP then the Assistant Gunner announces "Gun up" to the Squad Leader. The time stops at this time.

17. To take the gun out of action, the Squad Leader gives the command "Out of action."

18. The Gunner pulls the bolt to the rear with his right hand and, with his left hand, raises the cover. The Assistant Gunner lifts the ammunition out of the feedway, replaces the ammunition in the box, and closes and latches the box.

19. Visually and physically inspect the chamber and bore for ammunition. Then press the trigger and let the bolt go home on an empty chamber. Close the cover. The Gunner grasps both spade grips with both hands and raises to his feet. At the same time, the Ammunition Bearer arrives at the position, grasps the ammunition with his left hand, and places his right foot on the front leg shoe. With his right hand he lifts up on the pintle lock release cam, and grasps the carrying handle.

20. The Gunner and Ammunition Bearer lift the gun from the tripod, turn right, and carry the gun back to the original position. They set the gun down with the muzzle to the left and retracting slide handle up. The Gunner pulls the retracting slide handle towards the rear and the Ammunition Bearer unscrews the barrel. He picks up his ammunition and barrel then moves 5 paces to the rear, places the barrel and ammunition box on the ground to their original position and remains standing.

21. The Gunner rotates the bolt latch release lock to the right and releases the bolt latch. He checks his sights to ensure they are properly set.

22. The Assistant Gunner assumes a kneeling position behind the tripod and releases the sleeve lock latch with his right hand. He rises to his feet, grasps the front leg with his left hand, and rotates the tripod to a vertical position on the trail legs. With his right hand he loosens the front leg clamp, folds down the front leg, and tightens the clamp. With the right hand he rotates the tripod on the right trail leg, releases the sleeve latch, and folds the left trail leg against the right. Then he lifts the tripod across the front of his body with front leg up, turns to the right, and returns to his original position.

23. The Ammunition Bearer comes forward, picks up the remaining

ammunition box, and places it to the right of the Assistant Gunner, latch to the front. He then returns to his original position and assumes a prone position.

24. The Assistant Gunner places the tripod on the ground, assumes a prone position to the right of the tripod, and announces “Up."

ADMINISTRATIVE INSTRUCTIONS

1. In a time limit of 2 minutes. The time will begin with the command “ACTION” and end when the squad leader announces “GUN UP”.

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

A135	CTG, 7.62MM, DUMMY	10 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 106 03XX - X - 069

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 053

Place the M2 heavy machinegun into action vehicle mount

Condition: Given a tripod mounted; SL-3 complete M2 heavy machinegun; 10 rounds of dummy ammunition; M-1045 hardback HMWVV; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. The Squad Leader gives the command for mounting the gun onto the vehicle and announces “Action."

2. The Gunner departs, goes to the vehicle, and prepares the vehicle to receive the gun.

3. The Gunner removes the turret lock pin.

4. The Gunner installs the universal weapons adapter.

5. The Gunner replaces the turret lock pin.

6. The Gunner loosens the locking bolts on the universal weapons adapter on the HMMWV by turning the bolts counter-clockwise.

7. The Gunner inserts the lower end of the pintle adapter into the universal weapons adapter.

8. The Gunner tightens the bolts by turning them clockwise and pulls up on the pintle adapter to ensure it is secured.

9. The Gunner removes the quick-release pin from the pintle adapter.

10. The Gunner inserts the MK 64 MOD 7 gun cradle into the top of the pintle adapter and replaces the quick-release pin.

11. The Gunner ensures the traversing and elevation mechanism is inserted into the pivot arm assembly.

12. The Gunner removes the train and elevating quick-release pin.

13. The Gunner attaches the train and elevating assembly to the holes in the rear of the gun cradle.

14. The Gunner replaces the quick-release pin and rotates it to the locked position.

15. The Gunner unscrews the train lock handle and hex bolt, separating the clamp into 2 parts.

16. The Gunner places the 2 halves of the clamp around the HMMWV pedestal.

17. The Gunner replaces the bolt and the train lock handle, and tightens them, alternately utilizing a 9/16 inch wrench.

18. The Gunner tightens the train lock handle and the hex bolt.

19. The Gunner removes the hex head bolts from the positioning clamp.

20. The Gunner places both parts of the clamp around the HMMWV pedestal, ¼ inch below the train and elevating clamp.

21. The Gunner inserts the hex head bolts in the positioning clamp and tightens the bolts to lock the clamp in place, ensuring it does not move up or down on the pedestal.

22. The Gunner secures the second clamp ¼ inch above the train and elevating clamp, utilizing step 15.

23. The Assistant Gunner removes the gun from the tripod and attaches the M2 mounting adapter to the machinegun. He then takes the machinegun to the Gunner.

24. The Ammunition Man and Squad Leader disassemble the remaining SL-3 components, return the SL-3 components to the vehicle and secure them. Once the SL-3 components are secure, the Ammunition Man/Driver gets in the driver seat, and the Squad Leader gets into the passenger seat. They then prepare to continue the mission.

25. The Assistant Gunner lays the gun on top of the vehicle and climbs on top of the vehicle.

26. The Gunner partly unscrews the wing-nut on the threaded stud of the bracket mounting assembly.

27. The Gunner and Assistant Gunner raise the gun to the gun cradle and align the stud with the forward groove in the side plate of the gun cradle. They push the bracket mounting assembly up until the heads of the 2 mounting pins align with the 2 forward keyholes. They push the heads of the 2 mounting pins into the keyholes, and then allow the bracket mounting assembly to slide down.

28. The Gunner tightens the wing-nut behind the side plate of the cradle.

29. The Assistant Gunner inserts the 2 hooks on the empty case catch bag through the rear holes in the gun cradle.

30. The Assistant Gunner engages the single front hanger on the catch bag with the hook on the gun cradle.

31. The Gunner and Assistant Gunner then load the gun. Once the gun is loaded, the Assistant Gunner gets in the vehicle behind the driver.

32. Once the Squad is in the vehicle and the machinegun is loaded the Squad Leader announces “Gun up."

ADMINISTRATIVE INSTRUCTIONS

1. Emplacing the M2 heavy machinegun into action vehicle mount must be completed in a time limit of 1 minute. The time will begin with the command “Action” and end when the squad leader announces “Gun up.”

RELATED INDIVIDUAL EVENTS

03XX - X - 107

REFERENCES

1. TM 08686A-13&P/1 Mount, Machinegun, MK 64

EVENT: COLL - 03 - 054

Clear malfunctions and stoppages on the M2 machinegun

Condition: While operating as a machinegun team, and given an M2 machinegun with malfunctions and stoppages.

COMPONENTS

1. Remedy sluggish operation of a gun.

   a. Check cleanliness and lubrication of the gun.

   b. Check head space and timing.

   c. Check for burred parts.

2. Stop a runaway gun.

   a. Gunner keeps gun laid on target.

   b. Assistant Gunner twists the belt of ammunition, causing the gun to jam.

   c. Assistant Gunner breaks the ammunition belt. CAUTION: He does not unlatch the cover.

   d. Team replaces broken, worn, or burred parts, and checks the sideplate trigger and trigger control mechanism, if required.

3. Take immediate actions to reduce a stoppage:

   a. Gunner waits 5 seconds after a failure to fire.

   b. Gunner pulls the bolt to the rear (he and Assistant Gunner check for ejection and feeding), releases it and attempts to fire.

   c. If gun fails to fire, team waits 5 seconds. The Gunner pulls the bolt to the rear and returns the retracting slide handle to its forward position.

   d. The Assistant Gunner opens cover and removes the belt of ammunition.

   e. Team inspects the gun to determine the cause of the stoppage.

EXTERNAL SUPPORT

1. Live fire range for M2 .50 cal Machinegun

2. ISMT - M2 .50 cal MG

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A131 CTG, 7.62MM, LINKED 4&1 200 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 119	03XX - X - 118	03XX - X - 117
03XX - X - 116	03XX - X - 115	03XX - X - 114
03XX - X - 113		

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 055

(Table I) Execute a 10-meter tripod firing exercise with the M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun; 236 rounds of ammunition; and the basic machinegun target; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Raise the rear sight by lifting straight up, until it snaps into the upright position.

2. Adjust the range scale by rotating the elevation screw knob to reflect the range of 500 yards.

3. Rotate the windage knob until the zero index mark on the base of the rear sight is aligned with the index mark on the top of the receiver.

4. Assume a good firing position, and obtain correct sight alignment sight picture on paster A1.

5. Fire 3 rounds, 1 round at a time, at paster A1.

6. The Gunner will move down range to observe the shot group, triangulate it, and make the necessary adjustments.

7. Fire another 3 single rounds at paster A1.

8. The Gunner will move down range to observe the shot group, triangulate it, and make the necessary adjustments.

9. The Gunner repeats steps 7 and 8, but shoots at paster A2.

10. If Gunner is able to zero his weapon using 9 rounds, have him use remaining 3 to confirm zero on paster A2.

11. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).

12. The second string of fire will utilize pasters A5 through A6. A 35

round belt is loaded. The Gunner aims at paster 5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster, 6 (not for score).

13. The third string of fire will utilize pasters A7 through A8. A 56 round belt is loaded. The Gunner aims at paster 7 and fires initial 7 round burst. Traversing and searching is required for subsequent burst at the remaining pasters, ending at paster 8 (not for score).

14. The fourth string of fire will utilize pasters B1 through B4. A 28 round belt is loaded. The Gunner fires 7 rounds at each paster, for a total of 28 rounds, in a time limit of 30 seconds per paster. A total of 28 is possible points (scored).

15. The fifth string of fire will utilize pasters B7 through B8. A 56 round belt is loaded. The Gunner aims at paster B7 and fires initial 7 round burst. Traversing and searching is required for subsequent burst at the remaining pasters, ending at paster B8, in a time limit of 60 seconds. A total of 56 points is possible (scored).

16. The sixth string of fire will utilize pasters B5 through B6. A 35 round belt is loaded. The Gunner aims at paster B5 and fires initial 7 round burst. Traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 60 seconds. A total of 35 points is possible (scored).

17. Clear the gun.

ADMINISTRATIVE INSTRUCTIONS

1. The scoring procedures are as follows; one point is given for each round impacting within each space or touching the boundary of a scoring space but only can be counted once.

2. The total possible points for 10 meter firing exercise is 119 points. A minimum of 84 points is required to meet the standard for this exercise. The scoring procedures are as follows: Marksman 84-95, Sharpshooter 96-107, and Expert 108-119.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576 CTG, CAL .50, 4&1 LINKED, F/M2 236 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 110 03XX - X - 109 03XX - X - 108

03XX - X - 106

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 056

(Table II) Execute a tripod mounted field zero firing exercise with the M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun; 28 rounds of ammunition; NBC MOPP level 4; and target at 550 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces "Fire" command to engage a double E silhouette target at 550 meters, firing at sustained rate.

3. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.

4. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 500 meters.

5. The Gunner rotates the windage knob until the zero index mark on the rear sight is aligned with the index mark on the top of the receiver.

6. Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition, and the Assistant Gunner loads the weapon.

7. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade.

8. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted,” and the Assistant Gunner announces “Gun up.”

9. The Gunner fires one burst of 5 to 7 rounds.

10. If on target, the Gunner fires a burst to confirm the zero.

11. If not on target, the Squad Leader gives corrections to the Gunner and he adjusts the traversing and elevation mechanism until burst is on target.

12. Once the impacts are on target the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

13. If sight is above or below the target the Assistant Gunner adjusts the sight to the target by turning the elevation screw knob on the rear sight counter clockwise if the sight is below the target, and clockwise if above.

14. If the sight is to the right or left of the target the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter-clockwise to move the sight to the right.

15. The Gunner fires another burst of 5 to 7 rounds.

16. The squad repeats procedure, if needed, to confirm zeros, by firing a burst on the target.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576	CTG, CAL .50, 4&1 LINKED, F/M2	28 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 110 03XX - X - 109 03XX - X - 108

03XX - X - 106

RELATED COLLECTIVE EVENTS

COLL - 03 - 052

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 057

(Table II) Execute a tripod mounted firing exercise with the M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun; 294 rounds of ammunition; NBC MOPP Level 4; and targets between 400 to 1000 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Load a belt of 196 rounds and make a Condition 1 weapon.

3. Squad Leader announces fire command to engage a double E silhouette target at 800 meters, firing at sustained rate.

4. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.

5. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 550 meters.

6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.

7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted” and the Assistant Gunner announces “Gun up.”

8. The Gunner fires one burst of 5 to 7 rounds.

9. If on target, the Gunner fires a burst to engage the target.

10. If not on target, the Squad Leader gives corrections to the Gunner, and the Gunner adjusts the traversing and elevation mechanism until burst is on target.

11. Engage a single, double E silhouette at 400 meters, with 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 through 10 to engage the target.

12. Engage a single, double E silhouette target at 700 meters, with 14 rounds, firing 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 3 through 10 to engage the target.

13. Engage vehicle type silhouette target at 1000 meters, with 14

rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds.

14. Engage multiple double E silhouettes targets at 400 and 700 meters, with 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 3 through 10 to engage the target.

15. Engage multiple double E silhouette targets at 550 and 800 meters, with 28 rounds, firing 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 3 through 10 to engage the target.

16. Engage multiple double E silhouette targets at 400, 700, and a vehicle type at 1000 meters, with 42 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 3 through 10 to engage the target.

17. Engage moving vehicle type silhouette targets at 800 meters, with 14 rounds, firing 2 5 to 7 round bursts on each target in a time limit 25 seconds. Use steps 3 through 10 to engage the target.

18. Engage multiple double E silhouette and moving vehicle type targets. Double E at 500 meters and moving vehicle at 800 meters, with 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 3 through 10 to engage the target.

19. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.

20. Load a belt of 98 rounds and make a Condition 1 weapon.

21. Engage a single double E silhouette target at 800 meters, while in a NBC posture MOPP Level 4. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a tie limit of 25 seconds. Use steps 3 through 10 to engage the target.

22. Engage a single double E silhouette target at 400 meters, while in a NBC posture MOPP Level 4. Use 14 rounds, firing 2 5 to 7 round bursts and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 through 10 to engage the target.

23. Engage multiple double E silhouette targets at 400 and 700 meters, while in a NBC posture MOPP Level 4. Use 28 rounds, firing 2 5 to 7 round bursts on each target while traversing and searching between targets, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 3 through 10 to engage the target.

24. Engage multiple double E and vehicle type silhouette targets. Double E at 400 and 500 meters, vehicle type at 1000 meters, while in a NBC posture MOPP Level 4. Use 42 rounds, firing two 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 3 through 10 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 2 through 4, 6 through 9, and 11 will be followed for steps 17 through 24.

2. The time starts when the squad leader announces “gun up” for each task.

3. A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 16-17, Sharpshooter 18-19, and Expert 20-21.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576	CTG, CAL .50, 4&1 LINKED, F/M2	294 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 110 03XX - X - 109 03XX - X - 108

03XX - X - 106

RELATED COLLECTIVE EVENTS

COLL - 03 - 052 COLL - 03 - 056

EVENT: COLL - 03 - 058

(Table III) Execute a vehicle mounted firing exercise with a M2 heavy machinegun

Condition: Given a vehicle mounted, SL-3 complete M2 heavy machinegun, 182 rounds of ammunition, NBC MOPP level 4, and targets between 300 to 1000 meters, as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Squad Leader in the front passenger seat in order to observe and give commands, Gunner behind the gun in the turret, Assistant Gunner in the rear passenger seat, and Ammunition Man/Driver driving the vehicle.

2. Squad Leader announces fire command to engage a stationary personnel target at 450 meters, firing at sustained rate.

3. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.

4. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 450 meters.

5. The Assistant Gunner assists the Gunner and loads the weapon with a 112 round belt of ammunition.

6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.

7. The Gunner fires 1 burst of 5 to 7 rounds.

8. If not on target, the Squad Leader gives corrections to the Gunner who adjusts the traversing and elevation mechanism until beaten zone is on target.

9. Engage a single, stationary vehicle type target at 850 meters from a stationary firing position, with 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2 through 8 to engage the target.

10. Engage a multiple, moving vehicle target at 800 meters and a stationary vehicle target at 1000 meters from a stationary firing position, with 28 rounds, firing 2 5-7 rounds bursts, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.

11. Engage multiple stationary vehicles at 300 and 500 meters while the Gunners vehicle is moving. Use 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2-8 to engage the target.

12. Engage multiple targets. Engage stationary personnel target at 600 meters in a moving vehicle and at 800 meters from a stationary firing position, with 28 rounds, firing 2 5 to 7 rounds bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.

13. Make a Condition 4 weapon.

14. Don individual NBC protective equipment to MOPP Level 4. At a minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.

15. Load a belt of 84 rounds and make a Condition 1 weapon.

16. Engage a single vehicle type target at 500 meters from a stationary firing position, while in a NBC posture MOPP Level 4. Use 14 rounds, firing two 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2 through 8 to engage the target.

17. Engage multiple targets. Engage moving vehicle and stationary vehicle targets from a stationary firing position. Engage a moving vehicle type at 800 meters and a stationary vehicle target at 1000 meters, while in a NBC posture MOPP Level 4, with 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.

18. Engage multiple targets. Engage a stationary personnel and vehicle target from a stationary firing position. Engage the stationary personnel target at 300 meters and vehicle type target at 500 and 700 meters, while in a NBC posture MOPP Level 4. Use 42 rounds, firing 2 5-7 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 2 through 8 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. The time starts when the squad leader announces “Gun up” for each task.

2. A minimum of 11 bursts on target out of 14 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 11, Sharpshooter 12, and Expert 13-14.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576 CTG, CAL .50, 4&1 LINKED, F/M2 182 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 110 03XX - X - 109 03XX - X - 108

03XX - X - 107

RELATED COLLECTIVE EVENTS

COLL - 03 - 053

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 059

(Table IV) Execute a predetermined data firing exercise with the M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun, 140 rounds of ammunition, range card, selected firing position, and targets between 400 to 1000 meters, as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces fire command to engage the final protective line, firing at sustained rate.

3. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.

4. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of the final protective line (FPL).

5. The Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition and Assistant Gunner loads the weapon.

6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.

7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted” and the Assistant Gunner announces “Gun up."

8. The Gunner fires one burst of 5 to 7 rounds.

9. If on target the Gunner fires a burst to confirm grazing fire on the final protective line (FPL).

10. If not on target the Squad Leader gives corrections to the Gunner who adjusts the traversing and elevation mechanism until impact is on target.

11. Once the impacts are on target, the Gunner reads off the data from the traversing and elevation mechanism to the Squad Leader who records the information.

12. Determine and record direction and elevation for 2 double E silhouette targets, targets at 600 meters, with a belt of 28 rounds, firing 5 to 7 round bursts, and obtaining a burst on each target. Use steps 2 through 8 and 10 through 11 to engage the target.

13. Determine and record direction and elevation for 2 double E silhouette targets, targets at 600 and 800 meters, with a belt of 28 rounds, firing 5 to 7 round bursts, and obtaining a burst on each target. Use steps 2 through 8 and 10 through 11 to engage the target.

14. Engage 4 double E silhouette targets using range card data, targets at 400, 600, 800, 1000 meters, with a belt of 28 rounds, firing 5 to 7 round burst on each target, and obtaining a burst on each target. Using steps 2 through 8 and 10 through 11 to engage the target.

15. Engage area targets using range card data, with a belt of 14 rounds, firing 5 to 7 round burst on each target, and obtaining a burst on each target. Use steps 2 through 8 and 10 through 11 to engage the target.

16. Fire final protective line using range card data, with a belt of 14 rounds, firing 2 5 to 7 round bursts, and obtaining burst on each target. Use steps 2 through 8 and 10 through 11 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. There is no time limit to this task.

2. A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 6, Sharpshooter 7, and Expert 8.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576	CTG, CAL .50, 4&1 LINKED, F/M2	140 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 110 03XX - X - 109 03XX - X - 108

03XX - X - 106

RELATED COLLECTIVE EVENTS

COLL - 03 - 056 COLL - 03 - 057

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 060

(Table V) Engage targets with an AN/TVS 5 mounted on an M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun; an AN/TVS 5 night vision sight; 182 rounds of ammunition; selected firing position; and targets between 400 to 1000 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun team assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.

3. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 550 meters.

4. The Gunner rotates the windage knob until the zero index mark on the base of the rear sight is aligned with the index mark on the top of the receiver.

5. The Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition, and Assistant Gunner loads the weapon.

6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.

7. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces “Sighted,” and the Assistant Gunner announces “GUN UP."

8. Once the Gunner fires the initial burst, the Squad Leader observes the impacts and gives the Gunner corrections, until beaten zone is achieved on target.

9. The Gunner manipulates the traversing and elevation mechanism to the Squad Leader's corrections until beaten zone is achieved on target.

10. Once beaten zone is obtained the Gunner maintains his position and sights in, while the Assistant Gunner adjusts the reticle pattern onto the target.

11. Load a belt of 154 rounds and make a Condition 1 weapon.

12. Engage a single double E silhouette target while using the AN/TVS 5. Engage the target at 800 meters, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.

13. Engage a single double E silhouette target at 400 meters using the AN/TVS 5. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 7 through 9 to engage the target.

14. Engage a single double E silhouette target at 700 meters using the AN/TVS 5. Use 14 rounds, firing 2 5-7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.

15. Engage a single vehicle type silhouette target at 1000 meters using the AN/TVS 5. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.

16. Engage multiple double E silhouette targets at 400 and 700 meters using the AN/TVS 5. Use 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 7 through 9 to engage the target.

17. Engage multiple double E silhouette targets at 550 and 800 meters using the AN/TVS 5. Use 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 7 through 9 to engage the target.

18. Engage multiple double E silhouette targets at 400, 700, and 1000 meters using the AN/TVS 5. Use 42 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 7 through 9 to engage the target.

19. Make a Condition 4 weapon.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 7 through 9 will be followed for steps 12 through 18.

2. The time for each task starts when the squad leader announces “Gun up”.

3. A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10 through 11.

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

A576 CTG, CAL .50, 4&1 LINKED, F/M2 182 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 120 03XX - X - 110 03XX - X - 109

03XX - X - 108 03XX - X - 106

RELATED COLLECTIVE EVENTS

COLL - 03 - 052

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 065

Place the MK 19 heavy machinegun into action on an M3 tripod

Condition: Given an SL-3 complete MK19 heavy machinegun, 10 rounds of dummy ammunition, as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Squad Leader ensures the squad members have the following equipment: Assistant Gunner-tripod and 1 box of ammunition, Gunner MK19, Ammunition Bearer-MK64 gun cradle with traversing and elevation mechanism attached and 1 box of ammunition.

2. On the command “Fall in,” the team forms on line with 5 paces between squad members.

3. On the command “Take equipment,” squad members take 1 step forward and pickup equipment.

4. On the command “Form for gun drill,” squad members assume the prone position. The Assistant Gunner places the tripod to his left with trail legs to the rear and front leg uppermost, ammunition box to his right, latch to the front. Gunner places the MK19 across his front, flash suppressor to the left top cover up. Ammunition Bearer places the cradle to his right, pintle and traversing and elevation mechanism outboard, ammunition box to his left, latch to the front. Squad Leader has ammunition box to his right as he faces the crew.

5. On the command “Examine equipment,” each member examines his equipment.

6. The Assistant Gunner inspects the tripod to ensure the indexing levers and clamps on the front and trail legs function and are in the low position. He ensures the trail legs are closely folded and the front leg clamp is tight with front leg at a 60 degree angle. He ensures the sleeve lock latch and pintle lock release cam are in working order , the pintle lock release cam is down, and the pintle bushing is free from dirt and burrs. He then opens his ammunition box and inspects the ammunition to ensure it is clean, serviceable, and placed in the box correctly (female link first). He then closes the ammunition box.

7. The Gunner inspects the MK19 to ensure the weapon is clean, bolt is forward, top cover is closed, and the weapon is on SAFE. He ensures the charger handles are forward and locked in the up position.

8. The Ammunition Bearer inspects the cradle to ensure the pintle is clean and all pins and bolts are seated. He prepares the traversing and elevation mechanism by centering both hand-wheels. He then inspects the ammunition to ensure the correct type of ammunition is on hand, and the ammunition can is dent free, all ogives are tight, and the ammunition is clean.

9. The Squad Leader examines his ammunition.

10. Once inspection is complete the Ammunition Bearer reports "Ammunition correct," Gunner reports the "Gun and ammunition correct," and the Assistant Gunner reports "All correct."

11. Once the report is given, the Squad Leader announces ADDRAC and gives the command “Gun to be mounted here, front, action.” The time begins now.

12. The Assistant Gunner grasps the left trail leg near the center with his left hand. He springs to his feet, and grasps the tripod head with his right hand. He lifts the tripod across the front of his body, with the front leg up, and carries it to the desired position. Once at the firing position, he aligns the front leg tripod leg for direction, and with one quick motion snaps the trail legs apart making the sleeve lock latch snap in place. He then stamps the right and left trail shoes into the ground and assumes a prone position behind the mount.

13. When the tripod is nearly mounted, the Ammunition Bearer stands up and grasps the ammunition box with his left hand and the cradle with his right hand. When he arrives at the gun position, he places the ammunition box on line with and 2 feet to the left of the tripod head, latch facing the tripod. He takes the lid off and ensures the ogive ends of the rounds are pointed down range. He then hands the MK 64 cradle to the assistant Gunner, stamps the front shoe of the tripod, turns left. He retrieves the ammunition box which the Assistant Gunner left, in his original position. Upon dropping off the second ammunition box, he turns to his left, and provides security for the gun.

14. The Assistant Gunner secures the gun cradle to the tripod, using the pintle lock release cam. He secures the traversing and elevation mechanism to the tripod by locking the traversing slide lock lever.

15. When the Assistant Gunner has completed placing the cradle on the mount, the Gunner carries the MK19 receiver to the tripod with the barrel in his left hand and the control grip in his right.

16. The Assistant Gunner grasps the barrel while the Gunner holds the grips. Together, they align the grooves on the receiver with the lugs in the gun cradle and slide the receiver forward. The Gunner secures the rear of the weapon by inserting the retaining pin through the cradle and sear assembly.

17. The Gunner opens the top cover and the Assistant Gunner inserts the first round into the feeder, female link first. He pushes the first round across the primary feed pawl and moves the feed slide assembly to the left by pushing the secondary drive lever to the right.

18. The Gunner closes the top cover and charges the weapon. The Gunner presses the trigger which places the lead round in the bolt extractor, charges the weapon for the second time forcing the lead round from the bolt extractors into the bolt fingers. The weapon is ready to fire.

19. When the Assistant Gunner raises the rear sight, the Gunner

announces "Up." The time stops.

20. To take the gun out of action the Squad Leader gives the command “Out of action.”

21. The Gunner pulls the bolt to the rear with his right hand and with his left hand raises the cover, the Assistant Gunner removes the ammunition out of the feedway and off the face of the bolt, replaces the ammunition in the box, and closes and latches the box.

22. The Gunner visually and physically inspects the chamber and bore for ammunition then presses the trigger and lets the bolt go home on an empty chamber. The Gunner closes the top cover.

23. The Assistant Gunner releases the MK19 from the gun cradle. The Gunner lifts the MK19 off the mount and moves to a position 10 paces behind the tripod. He places the MK19 on the ground across his front, the flash suppressor to the left and the top cover up.

24. Once the Gunner has moved away from the tripod, the Ammunition Bearer moves forward and kneels to the left of the tripod. The Assistant Gunner removes the cradle and gives it to the Ammunition Bearer.

25. The Ammunition Bearer grasps the cradle with his right hand and picks up the front ammunition box with his left hand, and moves to his original position. He places the cradle to his right, pintle and traversing and elevation mechanism outboard, ammunition box to his left, latch to the front. He remains standing.

26. The Assistant Gunner releases the sleeve lock latch, rises to his feet, grasps the front leg, and rotates the tripod to a vertical position. He releases the sleeve latch and collapses the trail legs. He loosens the front leg clamp, folds down the front leg and tightens the clamp. He returns with the tripod to his original position and remains standing.

27. The Ammunition Bearer comes forward and picks up the remaining ammunition box, and places it to the right of Assistant Gunner, latch to the front. He then returns to his original position and assumes a prone position.

28. The Assistant Gunner places the tripod on the ground, assumes a prone position to the right of the tripod, and announces “Up.”

ADMINISTRATIVE INSTRUCTIONS

1. Emplacing the MK19 heavy machinegun into action on an M3 tripod must be completed in a time limit of 2 minutes. The time will begin with the command “ACTION” and end when the team announces “Gun up."

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B472	CTG, 40MM, LINKED, DUMMY F/MK19	10 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 125 03XX - X - 069

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: COLL - 03 - 066

Place the MK19 heavy machinegun into action vehicle mount

Condition: Given an SL-3 complete MK19 heavy machinegun, 10 rounds of dummy ammunition, and an M1044 as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Upon the command "Action," the Gunner will unload and clear the MK19 heavy machinegun, and move to the vehicle, and remove the turret pin.

2. The Gunner will install the universal weapons adapter or the M93 vehicle mount.

3. The Gunner will replace the turret lock pin.

4. The Gunner will loosen the locking bolts on the universal weapons adapter on the HMMWV by turning the bolts counter-clockwise.

5. The Gunner will insert the lower end of the pintle adapter into the universal weapons adapter.

6. The Gunner will tighten the bolts by turning it clockwise, and pull up on the adapter to ensure it is secured.

7. The Gunner will remove the quick-release pin from the pintle adapter.

8. While the Gunner is performing steps 1 through 7, the assistant Gunner/Ammunition Man and Driver will remove the MK19 heavy machinegun, the MK64 MOD 7 gun cradle, and traversing and elevation mechanism from the tripod and move to the left side of the vehicle, with the barrel facing the rear of the vehicle, and hands them up to the Gunner. The Gunner will then rotate his body counter-clockwise and insert the MK64 MOD 7 gun cradle into the top of the pintle adapter and replaces the quick-release pin. The Squad Leader will fold up the M3 tripod and move to the rear of the vehicle and secure it in the bracket.

9. While the Gunner is performing step 8, the Squad Leader, Assistant Gunner/Ammunition Man and Driver will proceed to their designated seats. The Squad Leader will sit in the front passenger side seat, and the Assistant Gunner/Ammunition Man will sit in the rear passenger side seat. The Gunner will ensure the traversing and elevation mechanism is inserted into the pivot arm assembly or locked down the traversing and elevation mechanism on the traversing bar on the M93 vehicle mount. If the M93 vehicle mount is being used, the MK19 heavy machinegun can be mounted at this time.

10. The Gunner will remove the train and elevating quick-release pin.

11. The Gunner will attach the train and elevating assembly to the holes in the rear of the gun cradle.

12. The Gunner will replace the quick-release pin and rotate it to the locked position.

13. The Gunner will unscrew the train lock handle and hex bolt, separating the clamp into 2 parts.

14. The Gunner will place the 2 halves of the clamp around the HMMWV pedestal.

15. The Gunner will replace the bolt and the train lock handle, and tighten them, alternately utilizing a 9/16 inch wrench.

16. The Gunner will tighten the train lock handle and the hex bolt.

17. The Gunner will remove the hex bolts from the positioning clamp.

18. The Gunner will place both parts of the clamp around the HMMWV pedestal, ¼ inch below the train and elevating clamp.

19. The Gunner will insert the hex bolts in the positioning clamp and tighten the bolts to lock them in place, ensuring it does not move up or down on the pedestal.

20. The Gunner will secure the second clamp ¼ inch above the train and elevating clamp, utilizing step 15.

21. The Gunner will mount the MK19 heavy machinegun.

22. The Gunner will partly unscrew the wing-nut on the threaded stud of the bracket mounting assembly.

23. The Gunner will align the stud with the forward groove in the sideplate of the gun cradle.

24. The Gunner will push the bracket assembly up until the heads of the 2 mounting pins align with the 2 forward keyholes.

25. The Gunner will push the heads of the 2 mounting pins into the keyholes and allow the bracket mounting assembly to slide down.

26. The Gunner will tighten the wing nut behind the side of the cradle.

27. The Gunner will insert the 2 hooks on the empty case catch bag through the rear holes in the gun cradle.

28. The Gunner will engage the front hanger on the catch bag with the hook on the gun cradle.

29. The Gunner will load the MK19 heavy machinegun, sight in on a given target and sound of “Gun up!”

ADMINISTRATIVE INSTRUCTIONS

1. Emplacing the MK19 heavy machinegun into action on a vehicle mount must be completed in a time limit of 2 minutes. The time will begin with the command “Action,” and end when the squad leader announces “un up."

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B472	CTG, 40MM, LINKED, DUMMY F/MK19	10 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 126

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 067

Clear malfunctions and stoppages on the MK19 machinegun

Condition: While functioning as a machinegun team and given an MK19 heavy machinegun that has malfunctions and stoppages.

COMPONENTS

1. Remedy sluggish operation of a gun.

   a. Check cleanliness and lubrication of the gun.

   b. Check for burred parts.

2. Stop a runaway gun.

   a. If the gun is in free gun mode, the Gunner keeps the rounds on target until all rounds are expended. CAUTION: Assistant Gunner does NOT attempt to break the ammunition belt.

   b. If the gun is being fired using a traversing and elevation mechanism, the Gunner holds the grip with one hand and presses the charger handle locks with the other. He lowers 1 charger handle.

3. Take immediate actions to reduce a stoppage.

   a. Recharge the gun and attempt to fire.

   b. If the gun does not fire, the team inspects the gun to determine the cause of the stoppage.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluator has team members rotate duties until all Marines have demonstrated the ability to reduce malfunctions and stoppages.

2. The evaluation can occur during daylight or under limited visibility conditions.

EXTERNAL SUPPORT

1. Live fire range for MK19 40mm Machinegun

2. ISMT - MK19 40mm MG

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542	CTG, 40MM, LINKED, HE DP F/MK19	50 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 136	03XX - X - 135	03XX - X - 134
03XX - X - 133	03XX - X - 132	03XX - X - 131

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 068

Field zero the MK19 heavy machinegun

Condition: Given an SL-3 complete MK19 heavy machinegun, 4 rounds of ammunition, as a machinegun squad, while wearing fighting loads.

COMPONENTS

1. Machinegun squad assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces fire command to engage a point target at 400 meters, firing at sustained rate.

3. The Gunner moves the rear sight slide to the meter mark represents the estimated distance to the target.

4. The Gunner sets the windage knob at the zero index line.

5. The Ammunition Man supplies the Assistant Gunner with a 4 round belt of ammunition, and Assistant Gunner loads the weapon.

6. Once the weapon is loaded and the Gunner has sighted in to target the Gunner announces ”Sighted,” and the Assistant Gunner announces “Gun up.”

7. The Gunner fires a single round.

8. The Squad Leader observes the impact and gives corrections to the Gunner.

9. If on target, the Gunner fires a round to confirm the zero.

10. If not on target, the Gunner adjusts the traversing and elevation mechanism from the Squad Leaders corrections, until impact is on target.

11. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

12. If the sight is above or below the target, the Assistant Gunner adjusts the sight to the target by turning the elevation knob on the rear sight counter-clockwise if the sight is below the target, and clockwise if above.

13. If the sight is to the right or left of the target, the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter clockwise to move the sight to the right.

14. If the adjustment is correct, the Gunner fires a second round, and it should be on target. If so fire the rest of rounds to confirm zero. If not, the squad repeats steps 3 through 14.

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542	CTG, 40MM, LINKED, HE DP F/MK19	4 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 129 03XX - X - 127

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 069

(Table I) Execute an MK19 tripod mounted firing exercise

Condition: Given a tripod mounted; SL-3 complete MK19 heavy machinegun; 110 rounds of ammunition; NBC MOPP Level 4; and targets between 400 to 1500 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun squad assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces fire command to engage a point target at 600 meters firing at sustained rate.

3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.

4. Load a belt of 80 rounds and make a Condition 1 weapon.

5. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announce “Sighted,” and the Assistant Gunner announces “Gun up."

6. The Squad Leader observes the impact and gives corrections to the Gunner.

7. If on target, the Gunner fires a burst to engage the target.

8. If not on target the Gunner adjusts the traversing and elevation mechanism from the Squad Leader's corrections, until impact on target.

9. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

10. Engage a BMP target (point target) at 1100 meters, with 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 9 to engage the target, in a time limit of 20 seconds. Use steps 2 through 4 and 7 through 11 to engage the target.

11. Engage a troop target (area target) at 600 meters, with 10 rounds, firing 2 3 to 5 round bursts, and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.

12. Engage BMP target (point target) at 1500 meters, with 10 rounds, firing 2 3 to 5 round bursts, obtaining a burst on each target, in a time limit of 2 minutes. Using steps 2 through 3 and 5 through 9 to engage the target.

13. Engage multiple targets; BMP target (point target) at 1100 and troop target (area target) at 600 meters, with 20 rounds, firing 2 3-5 round bursts on each target while traversing and searching between targets, and obtaining a burst on each target in a time limit of 3 minutes. Using steps 2-3 and 5-9 to engage the target.

14. Engage multiple targets with a moving BMP target at 1100 meters and a stationery troop target (area target) at 600 meters, with 20 rounds. Fire 2 3 to 5 round bursts on each target while traversing and searching between targets, obtaining a burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.

15. Don individual NBC protective equipment to MOPP Level 4. At a

minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.

16. Load a belt of 30 rounds and make a Condition 1 weapon.

17. Engage a point target at 400 meters, while in a NBC posture MOPP Level 4, with 10 rounds. Fire 2 3 to 5 round bursts, obtaining a burst on target in a time limit of 1 minute. Use steps 2 through 3 and 5 through 9 to engage the target.

18. Engage multiple targets with a moving BMP target at 1100 meters and a stationary troop target (area target) at 600 meters while in a NBC posture MOPP Level 4. Use 20 rounds, firing 2 3 to 5 round bursts on each target while traversing and searching between targets, and obtaining a burst on target in a time limit of 2 to 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 2 through 3 and 5 through 9 will be followed for steps 17 through 18.

2. The time starts when the squad leader announces “Gun up” for each task.

3. A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10-11.

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542	CTG, 40MM, LINKED, HE DP F/MK19	110 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 127 03XX - X - 125

RELATED COLLECTIVE EVENTS

COLL - 03 - 065

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: COLL - 03 - 070

(Table II) Execute a vehicle mounted MK19 firing exercise

Condition: Given a vehicle mounted; SL-3 complete MK19 heavy machinegun; 74 rounds of ammunition; and targets between 400 to 1000 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun squad assumes position in the vehicle with the Squad Leader in the front passenger seat in order to observe and give commands, Gunner behind the gun in the turret, Assistant Gunner in the rear passenger seat, and Ammunition Man/Driver driving the vehicle.

2. Squad Leader announces fire command to engage a stationary personnel target at 400 meters, firing at sustained rate.

3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.

4. The Gunner sets the windage knob at the zero index line.

5. The Gunner aligns the sights on the base of the target using the traversing and elevation mechanism.

6. The Ammunition Man supplies the Assistant Gunner with a 4 round belt of ammunition, and Assistant Gunner loads the weapon.

7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Assistant Gunner announces “Gun up."

8. The Gunner fires a single round.

9. The Squad Leader observes the impact and gives corrections to the Gunner.

10. If on target, the Gunner fires a round to confirm the zero.

11. If not on target, the Gunner adjusts the traversing and elevation mechanism from the Squad Leader's corrections until impact is on target.

12. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

13. If the sight is above or below the target, the Assistant Gunner adjusts the sight to the target by turning the elevation knob on the rear sight counter clockwise if the sight is below the target, and clockwise if above.

14. If the sight is to the right or left of the target, the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter clock-wise to move the sight to the right.

15. If the adjustment is correct the Gunner fires a second round, and it should be on target. If so, fire the rest of rounds to confirm zero. If not, the squad repeats steps 3 through 14.

16. Load a belt of 30 rounds and make a Condition 1 weapon.

17. Engage a BMP target at 800 meters, with 10 rounds, firing two 3 to 5 round bursts, and obtaining a burst on target in a time limit of 1 minute. Use steps 2 through 3 and 5 through 9 to engage the target.

18. Engage a (area) troop target at 600 meters, with a 10 round belt, firing 2 3 to 5 round bursts and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.

19. Engage a BMP target at 1100 meters, with a 10 round belt, firing two 3 to 5 round bursts on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.

20. Load a belt of 20 rounds and make a Condition 1 weapon.

21. Engage multiple targets. Engage BMP target at 800 meters and (area) troop target at 600 meters, with a belt of 20 rounds. Fire bursts of 3 to 5 rounds while traversing and searching between targets, and obtaining a burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.

22. Load a belt of 20 rounds and make a Condition 1 weapon.

23. Engage a (area) troop target at 600 meters, with the vehicle moving, with a 10 round belt, firing 3 to 5 round bursts, and obtaining a burst

on target in a time limit of 1 minute and 30 seconds. Using steps 2 through 3 and 5 through 9 to engage the target.

24. Engage a moving BMP target at 800 meters, with a belt of 10 rounds, firing 3 to 5 round bursts, while traversing and searching, and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 2 through 3 and 5 through 9 will be followed for steps 17 through 24.

2. The time starts when the squad leader announces “Gun up” for each task.

3. The total possible points for vehicle mounted fire is 7 points. A minimum of 4 points is required to meet the standard for this exercise. The scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542 CTG, 40MM, LINKED, HE DP F/MK19 74 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 127 03XX - X - 126

RELATED COLLECTIVE EVENTS

COLL - 03 - 066

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2

2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: COLL - 03 - 071

(Table III) Execute a predetermined firing exercise with a MK19 heavy machinegun

Condition: Given a tripod mounted; SL-3 complete MK19 heavy machinegun; 109 rounds of ammunition; range card, selected firing position; and targets between 400 to 1500 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun squad assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces fire command to engage a point target at 400 meters, firing at sustained rate.

3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.

4. The Gunner sets the windage knob at the zero index line.

5. The Gunner aligns the sights on the base of the target using the traversing and elevation mechanism.

6. The Ammunition Man supplies the Assistant Gunner with a 4 round belt of ammunition, and Assistant Gunner loads the weapon.

7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Assistant Gunner announces “Gun up.”

8. The Gunner fires a single round.

9. The Squad Leader observes the impact and gives corrections to the Gunner.

10. If on target, the Gunner fires a round to confirm the zero.

11. If not on target, the Squad Leader gives correction to the Gunner and the Gunner adjusts the traversing and elevation mechanism from the Squad Leader's corrections, until impact is on target.

12. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

13. If the sight is above or below the target, the Assistant Gunner adjusts the sight to the target by turning the elevation knob on the rear sight counter-clockwise if the sight is below the target, and clockwise if above.

14. If the sight is to the right or left of the target, the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter-clockwise to move the sight to the right.

15. If the adjustment is correct, the Gunner fires a second round, and it should be on target. If so, fire the rest of rounds to confirm zero. If not, the squad repeats steps 3 through 14.

16. Determine and record direction and elevation for BMP (point) targets at 400, 600, 1100, and 1500 meters. Use a belt of 40 rounds, firing 2 3 to 5 round bursts on each target, and obtaining a burst on each target. Use steps 2 through 11 to engage the targets. (NOT SCORED)

17. Determine and record direction and elevation for troop (area) target at 600, 800, and 900 meters, with a belt of 30 rounds, firing 2 3 to 5 round bursts on each target, and obtaining a burst on target. Using steps 2 through 11 to engage the targets. (NOT SCORED)

18. Engage BMP (point) targets using range card data, targets at 400, 600, 1100, 1500 meters. Use a belt of 20 rounds, firing one 3 to 5 round burst on each target, and obtaining a burst on each target. Use steps 2 through 11 to engage the targets. (Scored)

19. Engage troop (area) target using range card data. Engage targets at 600, 800, and 900 meters, with a belt of 15 rounds, firing one 3 to 5 round burst on each target, and obtaining a burst on target. Use steps 2 through 11 to engage the targets. (Scored)

ADMINISTRATIVE INSTRUCTIONS

1. There is no time limit for these tasks.

2. A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542 CTG, 40MM, LINKED, HE DP F/MK19 109 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 127 03XX - X - 125

RELATED COLLECTIVE EVENTS

COLL - 03 - 065

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: COLL - 03 - 072

(Table IV) Engage targets with an AN/TVS 5 mounted night vision sight on an MK19 heavy machinegun.

Condition: Given a tripod mounted; SL-3 complete MK19 heavy machinegun; an AN/TVS 5 night vision sight; 80 rounds of ammunition; selected firing position; and targets between 400 to 800 meters; as a machinegun squad; while wearing fighting loads.

COMPONENTS

1. Machinegun squad assumes position on the gun with the Squad Leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.

2. Squad Leader announces fire command to engage a point target at 400 meters, firing at sustained rate.

3. The Gunner adjusts the range scale to reflect the range of 400 meters.

4. The Assistant Gunner mounts the AN/TVS 5 to the MK19 without disturbing the weapon alignment, within 2 minutes.

5. The Ammunition Man supplies the Assistant Gunner with a 10 round belt of ammunition and Assistant Gunner loads the weapon.

6. Press the spade grips down and to the right. Turn the elevation and azimuth actuators to align the center mass of the target with the aiming mark at the 400 meter mark of the MK19 scale.

7. The Gunner fires 1 burst to seat the sight and retighten the locking levers.

8. Align the target with the MK19 aiming mark by using the traversing and elevation mechanism.

9. The Gunner fires 1 burst at target, if the impacts are on target the sight is zeroed.

10. If the initial burst is not on target the Squad Leader observes the impacts and gives the Gunner corrections until burst is achieved on target.

11. The Gunner manipulates the traversing and elevation mechanism to the

Squad Leaders corrections until burst is achieved on target.

12. Once burst is obtained the Gunner maintains his position and sights in, while the Assistant Gunner adjusts the reticule pattern onto the target.

13. Load a belt of 40 rounds and make a Condition 1 weapon.

14. Engage a BMP (point) target at 600 meters while using the AN/TVS 5, with 10 rounds. Fire 2 3 to 5 round bursts, and obtaining a burst on target in a time limit of 2 minute. Use steps 2 through 3 and 5 through 8 to engage the target.

15. Engage a BMP (point) target at 800 meters using the AN/TVS 5. Use 10 rounds, firing 2 3 to5 round bursts, and obtaining a burst on target in a time limit of 2 minute. Using steps 2 through 3 and 5 through 8 to engage the target.

16. Engage dismounted troops (area) target at 600 meters using the AN/TVS 5. Use 10 rounds, firing 2 3 to 5 round bursts, and obtaining a burst on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 8 to engage the target.

17. Load a belt of 40 rounds and make a Condition 1 weapon.

18. Engage multiple targets. Engage BMP (point) target at 800 meters and dismounted troops (area) target at 600 using the AN/TVS 5. Use 20 rounds, firing 2 3 to 5 round bursts on each target, and obtaining burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 8 to engage the target.

19. Engage multiple targets. Engage BMP (point) target at 400 meters and dismounted troops (area) target at 600 using the AN/TVS 5. Use 20 rounds, firing 2 3 to 5 round bursts on each target, and obtaining burst on each target in a time limit of 3 minutes. Using steps 2 through 3 and 5 through 8 to engage the target.

ADMINISTRATIVE INSTRUCTIONS

1. Steps 2 through 3 and 5 through 8 will be followed for steps 14 through 19.

2. The time starts when the squad leader announces “Gun up” for each task.

3. A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

B542	CTG, 40MM, LINKED, HE DP F/MK19	80 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 127 03XX - X - 125

RELATED COLLECTIVE EVENTS

COLL - 03 - 065

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

3. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5

EVENT: COLL - 03 - 075

Lay a mortar using reciprocal lay

Condition: Given a mounted SL-3 complete 60mm or 81mm mortar; assigned individual weapons; commands from a M-2 aiming circle operator; as a mortar squad; while wearing fighting loads.

COMPONENTS

1. The Gunner lays the mortar in the general direction of fire.

2. The Gunner, upon receiving the command “Aiming point this instrument,” refers the sight to bisect the lens of the aiming circle or base piece.

3. The Gunner announces “Aiming point identified,” once the vertical hairline of the sight is bisecting the lens of the aiming circle or base piece.

4. The Gunner places the deflection on the sight unit, after receiving the deflection from the aiming circle/base piece.

5. The Gunner performs the 5 steps of crew drill to relay the aiming circle/base piece.

6. The Gunner announces “Gun#____ ready for re-check.”

7. The Gunner repeats steps 4 and 5 until the deflection announced from the aiming circle/base piece is within 1 mil of the deflection on the sight.

8. The Gunner announces, “Gun#___ one mil out/zero mils out, gun layed.”

9. The aiming circle operator announces, “Refer your sight to 2800 and place out your aiming posts.”

10. The Gunner refers the sight to 2800 deflection and sends out the Ammunition Man 100 meters, or as far as terrain allows up to 100 meters.

11. The Gunner utilizes hand and arm signals to direct the Ammunition Man in the placement of the far post.

12. The Ammunition Man will drive the post into the ground and remove cant from the posts, as directed by the Gunner.

13. On signal from the Gunner, the Ammunition Man runs half the distance to the gun and responds to the Gunners hand and arm signals to place in the near post.

14. The Ammunition Man will drive the post into the ground and remove cant from the posts, as directed by the Gunner.

15. The Gunner calls the Ammunition Man in with hand and arm signals once the correct sight picture has been attained and announces, "Gun#___ up.”

ADMINISTRATIVE INSTRUCTIONS

1. The mortar must be layed to a tolerance of 1 mil, using an M2 aiming circle or a base mortar sight, within 115 seconds.

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 076

Perform reciprocal lay using the aiming circle

Condition: The mortar unit is preparing for a fire mission.

COMPONENTS

1. From the aiming circle the command is given, "Section, aiming point, this instrument."

2. Gunners refers this sights to the aiming circle with the vertical crossline, splitting the sight lens of the aiming circle and announces, for example, "Number two, aiming point identified."

3. Aiming circle operator turns the azimuth micrometer knob of the aiming circle until the vertical crossline is laid on the center of the lens of the sight. He reads the azimuth and micrometer scales and announces the deflection, for example, "Number two, deflection, one niner niner eight." He repeats this step until all Gunners have received a deflection.

4. Gunner, on the mortar being laid, repeats the announced deflection and places that deflection on his sight.

5. Gunner and Assistant Gunner lay the mortar so the vertical crossline splits the lens of the aiming circle. Assistant Gunner moves the mount, if necessary.

6. Gunner levels the mortar so all bubbles are centered, and the vertical crossline splits the lens of the aiming circle.

7. Gunner announces, for example, "Number two, ready for recheck."

8. Aiming circle operator gives new deflection and the process in steps 2 through six are repeated until each Gunner announces- for example "Number two, zero (or one) mils, mortar laid."

9. Aiming circle operator commands to the squad of the laid mortar to apply the referred deflection (normally 2800) and to place out aiming posts, for example, "Number two, refer, 2 8 hundred, place out aiming posts."

10. Gunner turns the deflection micrometer knob and indexes deflection 2800 on his sight, without disturbing the lay of the mortar.

11. Ammunition Bearer runs with the aiming posts along the referred deflection about 100 meters from the mortar, terrain permitting, dropping one aiming post halfway (about 50 meters).

12. Using hand and arm signals, Gunner guides the Ammunition Bearer to place out the far aiming post.

13. Ammunition Bearer runs to the aiming post he dropped, and repeats previous step to obtain an aligned sight picture.

14. Once the correct sight picture is obtained, the Gunner announces, for example, "Number 1 up."

EXTERNAL SUPPORT

1. Maneuver/Training area
2. M32 Pneumatic Mortar

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 077

Lay a mortar using the compass method

Condition: Given a general location, an SL-3 complete 60mm or 81mm mortar, assigned individual weapons, an M2 compass or lensatic compass, and an azimuth of lay, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The Squad Leader marks the location of the baseplate with a baseplate stake.
2. The Squad Leader places the compass on the baseplate stake and levels it.
3. The Squad Leader rotates compass to the desired azimuth.
4. The Squad Leader assumes a prone or kneeling position behind the compass.
5. The Squad Leader sights in through the sights of the compass.
6. The Squad Leader directs the ammunition man to a position himself 25 meters forward of the baseplate stake on the mounting azimuth.
7. The ammunition man responds to the Squad Leader’s hand and arm signals by moving the direction stake accordingly.
8. The Squad Leader directs the Ammunition Man to set in the direction stake using hand and arm signals.
9. The Gunner mounts the mortar on the baseplate stake.
10. The Gunner lays the mortar on the direction stake.
11. The Gunner calls the "Gun up."

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 078

Lay for a large deflection and elevation change

Condition: The mortar unit receives a fire command requiring a deflection change of more than 200 mils but less than 300 mils, and an elevation change of more than 100 mils but less than 200 mils.

COMPONENTS

1. Squad Leader issues the fire command to the squad.

2. Squad members repeat the fire command to the Squad Leader.

3. Gunner places the announced deflection and elevation on the sight. He rough levels for elevation by elevating or depressing the barrel until the elevation vial bubbles floats. He centers the buffer carrier.

4. Assistant Gunner grasps the mount, palms up and lifts legs until they are clear of the ground to permit lateral movement.

5. Gunner and Assistant Gunner move the mortar and align the sight on the aiming posts.

6. Assistant Gunner tries to maintain the traversing gear assembly on a horizontal plane. To make the shift, the Gunner grasps the muzzle of the barrel with his right hand, and the elevating leg assembly with his left hand.

7. Gunner announces to the Assistant Gunner to lower the mount.

8. Gunner ensures the elevation bubble is at the forward end of the vial.

9. Gunner centers the elevation bubble and lays for deflection.

10. If the Gunner finds he does not have a proper sight picture, he performs the following:

    a. Traverses half the distance to get a proper sight picture.

    b. Levels the sight.

    c. Divides the distance in half again and levels again.

    d. Repeats this process until he has a proper sight picture.

11. Gunner announces, "Up."

EXTERNAL SUPPORT

1. Maneuver/Training area

2. ISMT - 60mm Mortar

3. ISMT - 81mm Mortar

RELATED INDIVIDUAL EVENTS

03XX - X - 146 03XX - X - 145

RELATED COLLECTIVE EVENTS

COLL - 03 - 075 COLL - 03 - 077

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 079

Refer and realign a mortar

Condition: Given a mounted SL-3 complete mortar, assigned individual weapons, and a subsequent fire command, as a mortar platoon or section, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The mortar squad will receive the command “Referred deflection _____, realign aiming posts.”

2. The Gunner will place the referred deflection on the sight unit and look in the sight without manipulating the mortar.

3. On command “Posts”, the Ammunition Man will move out, on the double, to realign the posts.

4. The Ammunition Man will knock down the near post and proceed to the far post. He will respond to the Gunners hand and arm signals.

5. On command of the Gunner, the ammunition man will move to the near post and place it in using the same procedure.

6. When the Gunner calls the Ammunition Man in, the Ammunition Man will command the Gunner to “center traverse and move bipods,” if the gun is out of center traverse.

7. The Gunner will center the traverse and relay on the posts.

8. The Gunner will announce “Gun# ____ up.”

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 080

Construct a mortar position

Condition: Given an SL-3 complete mortar, assigned individual weapons, entrenching tools, sandbags, a designated position, and a direction of fire, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The squad will mount and lay the mortar in front of the position.

2. The squad will dig a mortar pit that is 3 feet deep and 8 feet in diameter.

3. The squad will dig an ammunition pit to the right or left rear of the mortar pit that is large enough to stack ammunition boxes 3 high and 3 deep and allow separation of the different ammunition types.

4. The squad will mount and lay the mortar in the prepared pit.

5. The squad will build a parapet 3 feet thick and at least 20 inches high reinforced with sandbags and sloping away from the position. The squad will leave an opening that is 3 feet wide in the parapet to provide a clear line of sight to the aiming posts.

6. The squad will dig a connecting trench from the mortar pit to the ammunition pit that is 18 inches wide and 20 inches deep, with a 45 degree angle in the trench.

7. The squad will dig a location for ready ammunition on the right side of the pit.

8. The squad will dig grenade sumps into the left and right side of the pit.

9. The squad will dig a drainage sump.

10. The squad will camouflage the position.

ADMINISTRATIVE INSTRUCTIONS

1. Mortar team members will conduct the performance measures, working interchangeably.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 147

RELATED COLLECTIVE EVENTS

COLL - 03 - 083

REFERENCES

1. FM 7-90 Tactical Employment of Mortars

EVENT: COLL - 03 - 081

Defend against a ground attack

Condition: The mortar unit is providing indirect fire support to a ground unit. They are providing for their own security. A squad sized enemy force attacks the unit in its firing position.

COMPONENTS

1. The mortar unit observation posts (OPs) detect the enemy.
2. Enemy elements are reported to commander using SALUTE format.
3. Fighting positions are occupied.
4. M16s engage enemy troops.
5. M203s engage troop concentrations or light vehicles.
6. AT-4s are used against vehicles or tanks.
7. Enemy elements within range are engaged with mortar fire.
8. Unit Leaders control the fires of their Marines.
9. Firing is staggered so as not to have to reload at the same time.
10. Leaders are alerted of enemy locations and of their ammo status.
11. The situation of the command post is reported throughout the engagement.

12. If the enemy is a small harassing force, the unit holds their position.

13. If the enemy is a platoon-sized or larger force, a disengagement is conducted.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 096 03XX - X - 042 03XX - X - 017

RELATED COLLECTIVE EVENTS

COLL - 03 - 035

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 082

Engage targets using traverse and search fire

Condition: Given a mounted; SL-3 complete; M224 60mm or M252 81mm mortar; assigned individual weapons; ammunition; fire commands and a target; as a mortar team; while wearing fighting loads.

COMPONENTS

1. Mortar team receives a fire command, "Prepare to traverse right to left."

2. Mortar team repeats fire command.

3. Gunner places the data on the sight.

4. Gunner traverses the bipods all the way left or right, and backs off 2 turns.

5. Ammunition Man prepares ammunition for firing.

6. Gunner relays the mortar on the posts.

7. On command, the Assistant Gunner half loads and fires the initial round.

8. Gunner manipulates the traverse and elevation.

9. Gunner re-levels the cross level bubble.

10. Repeat steps 6 through 8 until all rounds called for in the fire command are expended.

EXTERNAL SUPPORT

1. Live fire range and impact area suitable for mortars

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	8 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	8 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 146 03XX - X - 145

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 083

Reconnoiter and occupy a mortar position

Condition: The mortar unit is supporting tactical operations. The platoon commander has designated an area for the establishment of a mortar position and a sector of fire.

COMPONENTS

1. Select a tentative and alternate firing position, by map reconnaissance.

2. Halt the unit 200-400 meters from the tentative firing position.

3. Conduct a reconnaissance of the assigned area and select the exact location of the position. Upon arrival, designate the point of entry as six o'clock along with mortar firing positions upon arrival.

4. Evaluate the factors of METT-T to determine which formation to use in a given firing position.

5. Establish security.

6. Check the positions and the immediate vicinity for mines, NBC contamination, and enemy forces.

7. Conduct a rapid measurement of mask clearance and overhead obstruction.

8. Emplace the aiming circle in a location visible to each selected mortar position.

9. Level the aiming circle, i.e., circular level bubble remains centered when the aiming circle hand is rotated 6400 mils.

10. Ensure aiming circle's 3200 line is parallel to the grid mounting azimuth, i.e., the declination constant is applied.

11. Setup the aiming circle within 2 minutes in daylight, or 3 minutes in darkness.

12. Prepare an overlay, identifying targets within the sector, plotting them with target numbers, and illustrating the FPF.

13. The Fire Direction Center (FDC) completes a firing chart within 5 minutes of arrival or initializes Mortar Ballistic Computer (MBC) for

firing.

14. Within 7 minutes after arrival in position, all guns are ready to fire.

15. Establish wire communications.

16. Dig in mortars and camouflage the positions.

17. Take passive air defense measures.

18. Marines not assigned within the mortar pits prepare and camouflage fighting holes.

19. Reconnoiter alternate and supplementary positions.

20. Establish priority of work, per the Standard Operating Procedure (SOP).

21. complete the mortar position within 4 hours.

22. Leaders prepare sector sketches and forward a copy.

23. Prior to displacing, unit retrieves wire, claymores, trip flares, etc., and a leader inspects the mortar position for documents, overlays, litter, or anything else that may compromise security.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 147

RELATED COLLECTIVE EVENTS

COLL - 03 - 080

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 084

Employ mortars

Condition: The unit is conducting operations separately or as part of a larger operation. Mortars (60mm or 81mm) are in direct support to the unit. The unit is either moving or in the defense.

COMPONENTS

1. Obtain targets, Fire Support Control Measures (FSCMs), and a list of supporting units from higher headquarters.

2. Provide a copy of operation order and fire support plan to mortar unit.

3. Confirm Fire Support Control Measures (FSCMs).

4. Prioritize targets.

5. Attach forward observers, if applicable.

6. Confirm frequency, call signs, and approving authority.

7. Register preplanned targets, if feasible.

8. Consider the range of mortars in recommending a displacement plan.

9. Consider trajectory and effect of munitions on environment (urban, mountainous) and soil (sand, concrete).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 402	03XX - X - 390	03XX - X - 391
03XX - X - 392	03XX - X - 393	03XX - X - 394
03XX - X - 395	03XX - X - 396	03XX - X - 397
03XX - X - 398	03XX - X - 398	03XX - X - 399
03XX - X - 389	03XX - X - 401	03XX - X - 519
03XX - X - 403	03XX - X - 404	03XX - X - 409
03XX - X - 504	03XX - X - 505	03XX - X - 508
03XX - X - 513	03XX - X - 514	03XX - X - 516
03XX - X - 517	03XX - X - 518	03XX - X - 400

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 089

Mount the M224 60mm mortar

Condition: Given an SL-3 complete 60mm mortar, tools, assigned individual weapons, a designated location, a direction of fire, and an emplaced direction stake, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. All crew members inspect the mortar components.

2. The Ammunition Man places the baseplate against the baseplate stake at approximately 11 o’clock, with the open end of the locking cap facing the direction of fire.

3. The Assistant Gunner opens the bipod legs, centers the elevation tube, and locks down the plain wing nut.

4. The Assistant Gunner places the bipods approximately 2 feet in front of the baseplate, with the shock absorbers facing the baseplate.

5. The Assistant Gunner pushes down on the shock absorbers and raises the collar assembly. He opens the collar.

6. The Gunner places the basecap in the locking cap and rotates the carrying handle up, locking the barrel to the baseplate.

7. The Gunner places the collar clamp in the lower saddle of the cannon.

8. The Gunner closes the upper half of the collar clamp and starts tightening the collar-locking knob.

9. The Gunner removes the sight unit from the sight case and checks the sight data. The deflection is placed on 3200 and the elevation on 1100. Close sight case.

10. The Ammunition Man assures the collar-locking knob is tightened before the Gunner returns with the sight.

11. The Assistant Gunner runs the elevation up approximately 8 inches.

12. The Gunner places the sight unit dovetail in the dovetail slot.

13. The Gunner looks through the sight and moves the bipods until the vertical hairline of the M64A1 sight is on, or near, the direction stake.

14. The Gunner rough levels the mortar by manipulating the left leg assembly.

15. The Gunner levels the elevation bubble by turning the elevation hand crank until the elevation bubble on the M64A1 sight is level.

16. The Gunner re-levels the cross level by manipulating the fine cross level mechanism.

17. If the Gunner's vertical line in the sight is within 20 mils of the post, the Gunner traverses half the distance to the stake and minor adjusts.

18. If the Gunner's vertical line in the sight is in excess of 20 mils, the Gunner must repeat steps 15-19.

19. The Gunner continues step 18 until the vertical line is within 2 mils of the stake and both bubbles on the sight are level.

20. The Gunner announces "Gun #___ up."

ADMINISTRATIVE INSTRUCTIONS

1. By preparing M224 60mm Mortar, the gun must be in action within 90 seconds and within 2 mils of the direction stake.

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 090

Clear a misfire for a M224 60mm mortar in the conventional mode

Condition: Given an mounted SL-3 complete 60mm mortar, ammunition, assigned individual weapons, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The first crewmember who notices the failure to fire announces "Misfire."

2. When a misfire occurs all crewmen will remain with the gun. During peacetime live fire training, the section or platoon will move to a safe position 50 meters to the rear, and only the Gunner and Assistant Gunner will remain on the gun to clear the misfire.

3. The Squad Leader/Gunner maintains a grip on the bipods.

4. From a sitting position, the Assistant Gunner kicks downward, 3 times on the cooling fins near the carrying handle.

5. The Assistant Gunner places the selector switch on trigger fire (T) and squeezes the trigger 2 times.

6. If the round fails to fire, the Assistant Gunner places the selector lever on SAFE.

7. The mortar squad moves back 50 meters and waits for 1 minute to allow the cannon to cool and to prevent a hang-fire from injuring crewmen.

8. After waiting 1 minute, the Squad Leader/Gunner approaches the weapon in a low profile on the left side, and sweeps the barrel with fingertips from near the top down to the basecap.

9. If the barrel is too hot, the Squad Leader/Gunner may cool the barrel with water or snow. If time allows, Squad Leader/Gunner may wait longer. Then re-check for heat.

10. The Squad Leader/Gunner removes the sight, locks down the data, and places the sight in the sight case.

11. The Squad Leader/Gunner lowers the elevation by cranking the elevation all the way down, then backing off 1/4 turn.

12. The Squad Leader/Gunner loosens the locking knob until the barrel can be rotated 90 degrees in the locking cap so the flat sides of the base cap are aligned to the flats of the locking cap.

13. The Squad Leader/Gunner tightens the locking knob and calls the Assistant Gunner up.

14. The Assistant Gunner approaches the cannon in a low profile from the right rear.

15. The Assistant Gunner places his left calf in front of the fixed leg assembly, to stabilize the bipods.

16. The Assistant Gunner places his right hand at 6 o’clock on the barrel, below the reinforced lip of the muzzle and his left hand at 12 o’clock below the reinforced lip of the muzzle.

17. The Squad Leader/Gunner lifts the barrel until it is horizontal, checking with the Assistant Gunner to see if he is ready to stop the cartridge. Once the barrel is raised to horizontal, it should never be lowered until the round is removed.

18. The Assistant Gunner places the fleshy portion of the heal of the thumbs over the muzzle, in preparation to stop the cartridge.

19. The Squad Leader/Gunner continues slowly lifting the base of the barrel past the horizontal position, while listening for the sound of the cartridge moving in the barrel.

20. The first crewman who hears the cartridge moving in the cannon will announce, “Sliding." If the cartridge is lodged in the barrel, remove the barrel from the bipod, place the barrel in the misfire pit, and notify EOD.

21. Allowing the fuse to pass between the fleshy portion of the thumbs, the Assistant Gunner stops the cartridge, by applying pressure on the wide portion of the cartridge.

22. The Assistant Gunner removes the cartridge from the barrel and attempts to install the safety wire. Do not attempt to force the safety wire into the fuse. If the safety wire cannot be inserted into the fuse, place the cartridge in a misfire pit and notify EOD.

23. The Squad Leader/Gunner calls the Ammunition Man up.

24. The ammunition man receives the cartridge and inspects it for a dented primer or the lack of a dent in the primer. Identify the cause of the malfunction. If the primer is dented, re-pack the cartridge with all packing material, place the cartridge in the misfire pit, and notify EOD. If the primer is not dented attempt to fire the cartridge on a neighboring gun.

25. The Gunner inverts the barrel and shakes out any unburned increments or debris. He then locks the barrel into the baseplate and tightens the locking knob.

26. The Assistant Gunner swabs the bore of the mortar.

27. The Squad Leader/Gunner replaces the sight and re-lays the mortar on the last data given.

28. The Squad Leader/Gunner places the fire selector back on drop fire “D."

EXTERNAL SUPPORT

1. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643 CTG, 60MM, HE, W/FZ PD M935 1 per weapon

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-90 Mortars

2. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar

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EVENT: COLL - 03 - 091

Fire an M224 60mm mortar in the hand held mode

Condition: Given an M224 cannon and M-8 baseplate, an asbestos heat mitten, assigned individual weapons, prepared ammunition, and targets between 400 and 1340 meters, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The Gunner places fire selector on trigger fire “T."

2. The Gunner estimates range to target.

3. The Gunner kneels directly behind the cannon.

4. The Gunner places the ball of the left foot on the M-8 baseplate.

5. The Gunner identifies the charge to be used to engage targets at the estimated range.

6. The Ammunition Man prepares the round for firing.

7. On command "Half load," the Assistant Gunner releases the round and assumes a safe posture.

8. The Gunner elevates or depresses the cannon until the indicator ball floats next to the estimated range on the appropriate scale.

9. The Gunner sights in over the top or side of the cannon.

10. When the weapon is on target and the indicator ball is floating next to the estimated range, the Gunner starts applying pressure on the trigger to fire.

11. The Gunner checks alignment and range indicator until the round fires.

12. Gunner releases the trigger.

13. On command, the Assistant Gunner half loads and releases the round.

14. The Gunner observes the impact and makes range corrections and weapon alignment corrections.

15. Repeat steps 8 through 15 until the rounds have effect on target.

EXTERNAL SUPPORT

1. Live fire range and impact area suitable for mortars

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	4 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 150	03XX - X - 149	03XX - X - 143

REFERENCES

1. FM 7-90 Tactical Employment of Mortars

EVENT: COLL - 03 - 092

Clear a misfire for an M224 60mm mortar in the hand held mode

Condition: Given an M224 60mm mortar with M8 baseplate, assigned individual weapons, ammunition, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. The first crewmember who notices the failure to fire announces “Misfire."

2. When a misfire occurs, all crewmen will remain with the gun. During peacetime live fire training, the section will move to a safe position 50 meters to the rear. Only the Gunner and Assistant Gunner will remain on the gun to clear the misfire.

3. The Gunner maintains a grip on the cannon and carrying handle and attempts to trigger fire again.

4. The Gunner places the firing selector on SAFE “S” and bounces the mortar on the ground from about 6 inches to dislodge the round.

5. The Gunner places the firing selector on trigger “T,” and attempts to trigger fire twice.

6. If the round fails to fire, the Gunner places the firing selector on SAFE “S” and the Assistant Gunner supports the barrel with logs, sandbags, or empty ammo boxes to keep the barrel upright and stable.

7. The mortar squad moves back 50 meters and waits for 1 minute to allow the cannon to cool and to prevent a hang-fire from injuring crewmen.

8. After waiting 1 minute, the Gunner approaches the weapon in a low profile on the left side and sweeps the barrel with fingertips from below the reinforced lip of the cannon down to the basecap.

9. If the barrel is too hot to handle with bare hands, the Gunner may cool the barrel with water, snow, or, if time allows, wait longer. Then re-check for heat.

10. As soon as the barrel is cool enough, the Gunner calls the Assistant Gunner up.

11. The Assistant Gunner approaches in a low profile from the right rear of the cannon.

12. The Assistant Gunner places the right hand under the muzzle and the left hand on top of the muzzle.

13. The Gunner slowly lifts the base of the barrel with the M8 baseplate to a horizontal position. Once the barrel is raised to horizontal, it should never be lowered until the round is removed.

14. The Gunner checks with the Assistant Gunner to see if he is ready to stop the cartridge.

15. The Assistant Gunner places the fleshy portion of the heal of the thumbs over the muzzle, in preparation to stop the cartridge.

16. The Gunner continues to slowly lift the base of the barrel past the horizontal position, while listening for the sound of the cartridge moving in the barrel.

17. The first crewman who hears the cartridge moving in the cannon will announce, “Sliding.” If the cartridge is lodged in the barrel, remove the barrel from the bipod, place the barrel in the misfire pit, and notify EOD.

18. The Assistant Gunner allows the fuse to pass between the fleshy portion of the thumbs and stops the cartridge by applying pressure on the wide portion of the cartridge.

19. The Assistant Gunner removes the cartridge from the barrel and attempts to install the safety wire. Do not attempt to force the safety wire into the fuse. If the safety wire cannot be inserted into the fuse, place the cartridge in a misfire pit and notify EOD.

20. The Gunner inverts the barrel and shakes out any unburned increments or debris. He lowers the barrel and calls the Ammunition Man up.

21. The Ammunition Man receives the cartridge and inspects it for a dented primer or the lack of a dent in the primer. Identify the cause of the malfunction. If the primer is dented, re-pack the cartridge with all packing material, place the cartridge in the misfire pit and notify EOD. If the primer is not dented attempt to fire the cartridge on a neighboring gun.

22. Assistant Gunner swabs the bore of the mortar.

23. Gunner places the firing selector back on trigger fire “T” and continues firing.

EXTERNAL SUPPORT

1. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643 CTG, 60MM, HE, W/FZ PD M935 1 per weapon

Expenditure of ammunition is not required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 091

REFERENCES

1. FM 23-90 Mortars

2. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar

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EVENT: COLL - 03 - 093

Take the M224 60mm mortar out of action

Condition: The mortar unit is displacing to a new battle position and has been directed to take the mortar out of action.

COMPONENTS

1. Squad Leader commands, "Out of action."

2. Ammunition Bearer retrieves aiming posts.

3. Gunner removes sight from sight slot and places it in the sight case.

4. Gunner depresses the mortar to the minimum elevation, then backs off 1/4 turn and centers the traversing mechanism.

5. Gunner unlocks the collar with collar locking knob.

6. Squad Leader grasps the base of the barrel and turns it 90 degrees (a 1/4 turn), until the spherical projection is in the unlocked position in the baseplate socket.

7. Squad Leader removes the barrel from the collar assembly and secures it.

8. Gunner moves to the front of the bipod and faces it. He kneels, with his left hand on the gear case, and loosens the locking nut.

9. Gunner tilts the bipod to his left and collapses the bipod legs, placing the cable around the legs and re-hooking the cable.

10. Gunner secures mount by placing his right hand on the sight slot and his left hand on the traversing hand-wheel.

11. Ammunition Bearer secures baseplate.

12. Squad Leader secures aiming post and sight case.

13. Squad Leader inspects squad members to ensure all equipment is accounted for and properly secured.

14. Squad Leader announces, for example, "Gun two, up."

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 098

Mount a M252 81mm mortar

Condition: Given an SL-3 complete 81mm mortar, tools, assigned individual weapons, a designated location, a direction of fire, and an emplaced direction stake, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. All crew members inspect the mortar components.

2. The Ammunition Man places the baseplate against the baseplate stake at approximately 11 o'clock with the open end of the socket cap facing the direction of fire.

3. The Assistant Gunner places the breach plug into the socket cap and rotates the firing pin recess up.

4. The Gunner prepares the bipod by loosening the fixed leg-locking knob and lowering the fixed leg until the location catch engages in the recess. He tightens the fixed leg locking knob, ensuring the teeth are meshed, and opens the barrel clamp.

5. The Gunner exposes 8 inches of the elevation shaft and leaves the elevation hand wheel open.

6. The Gunner places the bipod approximately 2 feet in front of baseplate.

7. The Gunner places the barrel clamp around the cannon, against the lower stopping band of the cannon, and locks the barrel clamp.

8. The Gunner removes the sight unit from the sight case and checks the sight data. The deflection is placed on 3200 and the elevation on 1100. The Gunner closes the sight case.

9. The Gunner places the sight unit dovetail in the dovetail slot.

10. The Gunner looks through the sight and moves the bipods until the vertical hairline of the M64A1 sight is on, or near, the direction stake.

11. The Gunner rough levels the mortar by manipulating the left leg assembly.

12. The Gunner levels the elevation bubble by turning the elevation hand crank until the elevation bubble on the M64A1 sight is level.

13. The Gunner re-levels the cross level by manipulating the fine cross level mechanism.

14. If the Gunner's vertical line in the sight is within 20 mils of the post, the Gunner traverses half the distance to the stake and minor adjusts.

15. If the Gunner's vertical line in the sight is in excess of 20 mils, the Gunner must repeat steps 15 through 17.

16. The Gunner continues step 14 until the vertical line is within 2 mils of the stake and both bubbles on the sight are level.

17. The Gunner announces "Gun up."

ADMINISTRATIVE INSTRUCTIONS

1. Prepare the gun for action within 90 seconds and within 2 mils of the direction stake.

RELATED INDIVIDUAL EVENTS

03XX - X - 147

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 099

Clear a misfire for an M252 81mm mortar

Condition: Given a mounted SL-3 complete 81mm mortar; ammunition; assigned individual weapons; as a mortar squad; while wearing fighting loads.

COMPONENTS

1. The first crewmember who notices the failure to fire announces, "Misfire."

2. When a misfire occurs all crewmen will remain with the gun. During peacetime live fire training, the section/platoon will move to a safe position 50 meters to the rear. Only the Gunner and Assistant Gunner will remain on the gun to clear the misfire.

3. The Gunner maintains a grip on the bipods.

4. From a sitting position, the Assistant Gunner kicks downward, 3 times, on the cooling fins near the breech plug.

5. If the round fails to fire, the mortar squad moves back 50 meters and waits for 1 minute to allow the cannon to cool and to prevent a hang-fire from injuring crewmen.

6. After waiting 1 minute, the Gunner approaches the weapon in a low profile on the left side, and sweeps the barrel with his fingertips from the bottom of the blast attenuator down to the breech plug.

7. If the barrel is too hot, the Gunner may cool the barrel with water, snow, or, if time allows, wait longer. Then recheck for heat.

8. The Gunner removes the sight, locks down the data, places the sight in the case, and retrieves the firing pin wrench.

9. The Gunner attempts to remove the firing pin.

10. If the firing pin cannot be removed, the Gunner lowers the elevation by cranking the elevation all the way down, backs off 1/4 turn and removes the firing pin.

11. The Gunner inspects the firing pin for excessive wear, mushroomed tip, or breaks.

12. The Gunner places the firing pin in the sight case.

13. The Gunner grasps both ends of the traversing gear assembly to support the mortar throughout the rest of the procedure.

14. The Gunner calls the Assistant Gunner and the Ammunition man.

15. The Assistant Gunner and the Ammunition Man approach the cannon from the right rear in a low profile.

16. The Assistant Gunner ensures the barrel clamp latch is down, releases the barrel clamp assembly, and rotates the barrel 90 degrees.

17. The Assistant Gunner re-clamps the barrel clamp.

18. The Assistant Gunner places his left calf in front of the fixed leg assembly to stabilize the bipods.

19. The Assistant Gunner places his right hand at 6 o’clock on the barrel on the bottom of the blast attenuator device, and his left hand at 12 o’clock on top of the blast attenuator device.

20. The Ammunition Man places both hands on the cooling fins under the barrel.

21. The Ammunition Man lifts the barrel to a horizontal position, checking with the Assistant Gunner to ensure he is ready to stop the cartridge. Once the barrel is raised to horizontal, it should never be lowered until the round is removed.

22. The Assistant Gunner places the fleshy portion of the heal of the thumbs over the muzzle, in preparation to stop the cartridge.

23. The Ammunition Man continues slowly lifting the base of the barrel past the horizontal position, while listening for the sound of the cartridge moving in the barrel.

24. The first crewman that hears the cartridge moving in the cannon will announce, “Sliding." If the cartridge is lodged in the barrel, remove the barrel from the bipod, place the barrel in the misfire pit and notify EOD.

25. The Assistant Gunner allows the fuse to pass between the fleshy portion of the thumbs and stops the cartridge by applying pressure on the wide portion of the cartridge.

26. The Assistant Gunner removes the cartridge from the barrel and attempts to install the safety wire. Do not attempt to force the safety wire into the fuse. If the safety wire cannot be inserted into the fuse, place the cartridge in a misfire pit and notify EOD.

27. The Ammunition Man inverts the barrel and shakes out any unburned increments or debris then lowers the barrel and inserts the breech plug back into the socket cap.

28. The Ammunition Man receives the cartridge and inspects it for a dented primer or the lack of a dent in the primer and identifies the cause of the malfunction. If the primer is dented, re-pack the cartridge with all packing material and place the cartridge in the misfire pit, and notify EOD. If the primer is not dented, attempt to fire the cartridge on a neighboring gun.

29. The Gunner releases the barrel clamp and rotates the barrel until the firing pin recess is up.

30. The Gunner installs the firing pin.

31. The Assistant Gunner swabs the bore of the mortar.

32. The Gunner replaces the sight and relays the mortar on the last data

given.

EXTERNAL SUPPORT

1. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

C869 CTG, 81MM, HE W/FZ PD 1 per weapon

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-90 Mortars
2. TM 09922A-10/1 M252 81mm Mortar Operator's Manual

EVENT: COLL - 03 - 100

Take the M252 81mm mortar out of action

Condition: The mortar squad is displacing to a new battle position.

COMPONENTS

1. Squad Leader commands "Out of action."
2. Ammunition Bearer retrieves aiming posts.
3. Gunner removes sight from sight slot and places it in the sight case.
4. Ammunition Bearer holds the barrel.
5. Assistant Gunner disengages the barrel clamps and removes the bipod from the immediate area of the mortar.
6. Ammunition Bearer grasps the base of the barrel and turns it 90 degrees (1/4 turn) until it is unlocked from the baseplate socket.
7. Ammunition Bearer secures barrel.
8. Assistant Gunner disengages the barrel clamps.
9. Assistant Gunner closes the barrel clamps.
10. Assistant Gunner traverses the buffer carrier to the traversing handwheel and folds the handle.
11. Assistant Gunner exposes 1 inch of cross level shaft and folds the handle.
12. Assistant Gunner exposes 4 inches of elevation shaft and folds the handle.
13. Assistant Gunner loosens the leg-locking hand-wheel, presses the spring-loaded locating catch, and raises the fixed leg assembly behind the buffer cylinders until it touches the traversing hand-wheel.
14. Assistant Gunner tightens the leg-locking handwheel, ensuring the teeth are correctly meshed, and fastens the securing strap over the arm and around the buffers.
15. Assistant Gunner secures mount.

16. Gunner secures baseplate.

17. Squad Leader secures the aiming posts and sight case.

18. Squad Leader inspects squad members to ensure all equipment is accounted for and properly secured.

19. Squad Leader announces, for example, "Gun two, up."

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 105

Engage targets with a mortar using direct lay

Condition: Given a general location, a mounted SL-3 complete 60mm or 81mm mortar, prepared ammunition, assigned individual weapons, as a mortar squad, while wearing fighting loads.

COMPONENTS

1. Squad Leader announces the fire command.
2. The Squad Leader estimates the range to the target.
3. The Squad Leader converts range estimate into elevation and charge.
4. The Gunner places the initial deflection of 3200 on the sight.
5. The Gunner places the elevation on the sight.
6. The Gunner levels the gun with the correct sight picture.
7. The Gunner bisects the target.
8. The Gunner braces the bipod/mount.
9. The Assistant Gunner will, on command, half load and fire the mortar.
10. The Gunner re-levels the gun.
11. The Gunner re-bisects the target.
12. The Gunner refers the sight to the blast.
13. The Gunner traverses and minor adjusts back to the target.
14. The Squad Leader makes range corrections.
15. The Gunner repeats steps 5 through 14 until the impact of the round has effect on target.

ADMINISTRATIVE INSTRUCTIONS

1. Within 3 rounds, achieve impact within effective casualty radius to the target.

EXTERNAL SUPPORT

1. Live fire range and impact area suitable for mortars
2. M32 Pneumatic Mortar
3. ISMT - 60mm Mortar
4. ISMT - 81mm Mortar

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	4 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	4 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 150 03XX - X - 149 03XX - X - 143

REFERENCES

1. FM 23-90 Mortars

EVENT: COLL - 03 - 106

Fire a priority target

Condition: The mortar unit is in prepared positions. The unit receives a request to engage a priority target. The Fire Direction Center (FDC) has already computed the target and given the firing data to the mortar unit. The target is within the transfer limits of a registration point.

COMPONENTS

1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, and determines if the unit can accept the fire mission.
3. Fire Direction Center (FDC) issues fire command for the priority target (data already determined).
4. Fire Direction Center (FDC) determines subsequent corrections within 30 seconds.
5. If already laid on the requested priority target, unit initiates Fire For Effect (FFE) within 1 minute after receipt of the Call For Fire (CFF).
6. If not already laid on the requested priority target, unit initiates Fire For Effect (FFE) within 2 minutes after receipt of the Call For Fire (CFF).
7. Fire For Effect (FFE) covers the designated area.
8. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Live fire range
2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	6 per iteration

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	3 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 107

Fire For Effect (FFE) (w/o adjustment)

Condition: The mortar unit is in prepared positions. Communications between the Forward Observer and the Fire Direction Center (FDC) are established. The Forward Observer has a standard 1:50,000 military map, a compass, and binoculars. The unit receives a request to execute an FFE without adjustment. The target is within the transfer limits of the registration point.

COMPONENTS

1. Forward Observer prepares a Call For Fire (CFF) (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).
4. Fire Direction Center (FDC) determines subsequent corrections, within 30 seconds.
5. Fire For Effect (FFE) is initiated within 4 minutes after receipt of target location.
6. Fire For Effect (FFE) covers the designated area.
7. Relays the mortars on the Final Protective Fire (FPF) upon receipt of "End of mission."

8. At the end of the mission, he number of rounds expended is reported.

EXTERNAL SUPPORT

1. Impact area
2. Live fire range

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	3 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	3 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 150	03XX - X - 149
03XX - X - 146	03XX - X - 145	03XX - X - 143

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 108

Fire an immediate suppression/smoke mission

Condition: The mortar unit is in prepared positions. The unit receives a request for immediate suppression or smoke.

COMPONENTS

1. Forward Observer (FO) prepares a Call For Fire (CFF) (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).
4. Fire Direction Center (FDC) determine subsequent corrections, if any, within 30 seconds.
5. Fire Direction Center (FDC) records all firing data on computer's record.
6. Fire initial volley within 90 seconds after receipt of the target location.
7. All rounds impact within 100 meters of the target.
8. If an adjustment is requested, mortars lay on the adjusted data.
9. Initiate Fire For Effect (FFE) within 4 minutes after receipt of request to adjust fire.
10. Fire For Effect (FFE) covers the designated area.

11. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643 CTG, 60MM, HE, W/FZ PD M935 6 per iteration

B646 CTG, 60MM, SMOKE, WP (LWCMS) used for immediate smoke missions

Weapon: M252 81mm medium extended range mortar

C869 CTG, 81MM, HE W/FZ PD 4 per weapon

C870 CTG, 81MM, SMK SCREEN RP LWCMUK used for immediate smoke missions

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 109

Fire quick smoke

Condition: The mortar unit is in prepared positions. They have received a fire request for quick smoke.

COMPONENTS

1. Forward Observer prepares a Call For Fire (CFF) (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.

2. FDC monitors the call, determines if the unit can accept the fire mission, and begins to work up data.

3. Fire Direction Center (FDC) obtains approval to fire quick-smoke mission from the highest unit commander affected.

4. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF) (CFF).

5. Fire Direction Center (FDC) determine subsequent corrections, if any, within 30 seconds.

6. Fire Direction Center (FDC) records all firing data on computer's

record.

7. Fires first adjusting round within 3 minutes after receiving Call For Fire (CFF) (CFF) (upwind flank mortar).

8. Unit adjusts with High Explosive.

9. Unit fires subsequent adjusting rounds within 1 minute after Gunner repeats the last digit of the elevation element.

10. After final adjustment round, unit fire 1 smoke round to confirm.

11. If parallel sheaf will not screen area requested, Fire Direction Center (FDC) computes firing data for each sheaf-adjusting mortar to open sheaf.

12. Fire Direction Center (FDC) transmits fire commands to sheaf-adjusting mortars, per Forward Observer's order to fire section right or left.

13. Sheaf adjusting mortars fire to confirm open sheaf within 2 minutes after impact of smoke confirmation round.

14. A screen is established with 2 minutes of Fire For Effect (FFE) volley fire.

15. All rounds to establish the screen are fired within 2 minutes after achieving desired sheaf (parallel or open).

16. The sheaf covers the entire area to be screened.

17. If planned, the screen is established at the specified time.

18. The screen is maintained for 3 to 4 minutes, or as requested.

19. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B646	CTG, 60MM, SMOKE, WP (LWCMS)	3 per weapon

Weapon: M252 81mm medium extended range mortar

C870	CTG, 81MM, SMK SCREEN RP LWCMUK	3 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 108

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: **COLL - 03 - 110**

Register and adjust a parallel sheaf

Condition: The mortar unit has occupied new positions. The platoon is required to register and adjust a parallel sheaf. FOs are positioned and communications are established.

COMPONENTS

1. The Forward Observer (FO) or Fire Direction Center (FDC) selects a registration point that is easy to identify on the ground and on the map, and is relatively permanent and fixed in nature.

2. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.

3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).

4. Forward Observer (FO) adjusts with the base mortar until a 50-meter bracket is halved.

5. Fire Direction Center (FDC) computes subsequent corrections, if any, within 30 seconds.

6. Fire Direction Center (FDC) records all firing data on computer's record.

7. The final adjusting round is fired within 8 minutes after receipt of the target location.

8. Final adjusting round lands within 25 meters of the registration point.

9. Fire Direction Center (FDC) initiates message to observer to prepare to adjust sheaf.

10. Fire Direction Center (FDC) transmits fire command to sheaf-adjusting mortars per Forward Observer (FO)'s order-to-fire section right or section left.

11. Sheaf adjusting unit fires at 10 second intervals.

12. Base unit does not fire unless requested by Forward Observer (FO).

13. Refire corrections of 50 meters or more.

14. Fire last sheaf adjusting round within 4 minutes after the first sheaf adjusting round.

15. Parallel sheaf is achieved when the distances between the last adjusting rounds of the mortars equal the distances between the mortars themselves.

16. Refer each sheaf-adjusting mortar to the deflection of the base mortar to an accuracy of zero mils.

17. Forward Observer following the Forward Observer's (FO's) correction to the last sheaf-adjusting round, units realign aiming posts within 75 seconds during daylight or 2 minutes at night.

18. Mortar unit realigns aiming posts within 1 mil of the referred deflection.

19. Fire Direction Center (FDC) applies registration corrections to existing targets within the transfer limits or the registration point (400 mils left or right of registration point; 1,500 meters plus or minus

from registration point).

20. Report "Registration and adjustment of parallel sheaf complete," within 12 minutes.

21. While not firing another mission, Gunners lay mortar using final protective fire data or the designated priority target data.

EXTERNAL SUPPORT

1. Impact area

2. Live fire range

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	5 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	5 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 111

Adjust a Final Protective Fire (FPF)

Condition: The mortar unit is in prepared positions. A Forward Observer has been given the grid for assigned Final Protective Fires (FPFs) for each of the mortar squads to cover dead space in the machinegun's FPLs not more than 100 meters forward of friendly troops (simulated) in defensive positions.

COMPONENTS

1. Forward Observer (FO) coordinates with supported unit commander to determine desired location of FPF.

2. Forward Observer (FO) selects a target location of a grid a safe distance from friendly troops and transmits Call For Fire (CFF) to the Fire Direction Center (FDC) to adjust an FPF. The attitude of the long axis of the Final Protective Fire (FPF) is announced.

3. Forward Observer (FO) announces "Final protective fire" in place of a target description.

4. Forward Observer (FO) announces "Danger close" as the method of engagement.

5. The fire command specifies the method of adjustment - 1 round either section left or right.

6. The fire command specifies "At my command."

7. The mortar unit fires section left or right; each squad fires 10 seconds apart as per the fire command.

8. The Forward Observer (FO) begins his adjustment with the flank piece impacting closest to the Final Protective Fire (FPF) line. Creeping fire is used due to the danger close situation.

9. Once the first mortar is adjusted, the Forward Observer (FO) adjusts each weapon in succession until adjusting the Final Protective Fire (FPF) is complete.

10. Unit fires the final adjusting round within 16 minutes of the receipt of the target location.

11. All units record their last adjustment firing data as Final Protective Fire (FPF) data.

12. All final adjusting rounds land within 25 meters of the target.

13. Fire Direction Center (FDC) records firing data separately for each mortar on the data sheet.

14. Gunners lay the mortars on the Final Protective Fire (FPF) data while not engaged in other missions.

15. Unit prepares the specified number of rounds and sets them aside for the FPF.

16. At least 1 crewman mans the mortar continuously to fire the FPF.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	4 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	4 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 110

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 112

Fire a mortar Final Protective Fire (FPF)

Condition: The mortar unit is in prepared positions. Final Protective Fires (FPFs) have been assigned to each of the supported units to cover dead space in the machinegun's FPL. The unit receives a request to fire an Final Protective Fire (FPF) already adjusted.

COMPONENTS

1. Fire Direction Center (FDC) transmits fire the Final Protective Fire (FPF) to the unit.

2. If the unit is already laid on the FPF, they fire the first rounds within 30 seconds of receipt of the Final Protective Fire (FPF) request.

3. If the unit is not laid on the FPF, they lay on the Final Protective Fire (FPF) data and fire the first rounds within 1 minute of receipt of the Final Protective Fire (FPF) request.

4. All rounds impact within 25 meters of the FPF.

5. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

3. M32 Pneumatic Mortar

4. ISMT - 81mm Mortar

5. TSFO - Trainer Support Forward Observer

6. CAST - Combined Arms Staff Trainer

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	3 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	3 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 106	COLL - 03 - 111

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 113

Fire mortar illumination

Condition: The mortar unit is in a firing position. The mortars are registered and have an adjusted FPF. The unit receives a request for illumination or illumination coordinated with High Explosive (HE).

COMPONENTS

1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).
4. Fire initial adjusting illumination round within 2 minutes after receipt of fire command from Fire Direction Center (FDC).
5. Forward Observer (FO) adjusts location and height of burst until the target is illuminated and round burns out just above the ground.
6. Fire Direction Center (FDC) uses the firing table to determine the time of flight corrections, corrections for elevation, and range to impact.
7. Fire Direction Center (FDC) determine subsequent corrections, if any, within 30 seconds.
8. Fire Direction Center (FDC) records all firing data on computer's record.
9. Target is illuminated within 10 minutes of the receipt of target location.
10. Illumination is maintained for 2 minutes, or the period requested.
11. Forward Observer (FO) can see the target with the illumination.
12. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Live fire range
2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B647	CTG, 60MM, ILLUM, (LWCMS)	4 per iteration

Weapon: M252 81mm medium extended range mortar

C871	CTG, 81MM, ILLUM W/FZ UK	4 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 114

Fire 2 adjust fire missions simultaneously

Condition: The mortar platoon is in prepared positions and receives 2 adjust fire requests, 1 immediately after another.

COMPONENTS

1. Forward Observers (FOs) prepare and transmit requests for fire within 1 minute.
2. Fire Direction Center (FDC) chief assigns 1 or 2 computers to compute each mission.
3. Fire Direction Center (FDC) determines initial data and sends it to guns within 2 minutes of the last element of the Call For Fire (CFF).
4. Initial adjusting rounds are fired for both missions within 3 minutes after receipt of the target location.
5. Mortars do not crossfire.
6. Non-adjusting mortars follow the fire command for the mortar with which they will fire the Fire For Effect (FFE).
7. Initiate Fire For Effect (FFE) for both missions within 7 minutes after receipt of the second target location.
8. Fire For Effect (FFE) covers the designated area of both targets.
9. At the end of the mission, the number of rounds expended is reported.

EXTERNAL SUPPORT

1. Impact area
2. Live fire range

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	4 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	4 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 115

Fire a Time On Target (TOT) mission

Condition: The mortar unit is in prepared positions. The unit receives a TOT mission request 5 minutes prior to the scheduled time of impact. The target is within the transfer limits of the registration point.

COMPONENTS

1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).
4. Fire Direction Center (FDC) determine subsequent corrections, if any, within 30 seconds.
5. Fire Direction Center (FDC) records all firing data on computer's record.
6. Fire Direction Center (FDC) determines time of flight, and subtracts it from scheduled TOT.
7. Fire Direction Center (FDC) gives units Fire For Effect (FFE) data.
8. Squads lay on target data.
9. Unit prepares required rounds.
10. Fire Direction Center (FDC) orders units to fire.
11. Fires impact within 5 seconds of the scheduled TOT.
12. Fire For Effect (FFE) covers the designated area.
13. At the end of the mission, the number of rounds expended are reported.

EXTERNAL SUPPORT

1. Live fire range
2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	3 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	3 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 114

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 116

Fire a Suppression of Enemy Air Defense (SEAD) mission

Condition: The mortar unit is in hasty or prepared positions. The Fire Direction Center (FDC) has received a warning order from the Forward Observer to stand by to conduct a SEAD mission to suppress 1 target and to mark another target with White Phosphorous (WP)/Red Phosphorous (RP). He has been given a Time On Target (TOT) time no less than 8 minutes from current time.

COMPONENTS

1. Forward Observer (FO) prepares Call For Fire (CFF) within 90 seconds.
2. Forward Observer (FO) transmits Call For Fire (CFF) to the Fire Direction Center (FDC).
3. Fire Direction Center (FDC) prepare data and timeline to shoot in accordance with Bombs On Deck (BOD) time.
4. Rounds impact in accordance with time line + or - 5 seconds.
5. Mark is within 300 meters of the target.

ADMINISTRATIVE INSTRUCTIONS

1. Time begins when Forward Observer (FO) understands mission from the evaluator. This will include a Bombs On Deck (BOD) time 8 minutes away, (i.e., Forward Observer (FO) receives mission at 0900; set BOD at 0908).

EXTERNAL SUPPORT

1. Live fire range
2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	5 per weapon
B646	CTG, 60MM, SMOKE, WP (LWCMS)	1 per iteration

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	5 per weapon
C870	CTG, 81MM, SMK SCREEN RP LWCMUK	1 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 113	COLL - 03 - 114	COLL - 03 - 115

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 117

Engage an area target with mortars

Condition: The mortar unit is in prepared positions. Communications between the Forward Observer and the Fire Direction Center (FDC) are established. The Forward Observer has a standard 1:50,000 military map, a compass, and binoculars. An area target has been identified.

COMPONENTS

1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).
4. First adjusting round is fired within 2 minutes of receipt of target location.
5. Subsequent adjusting rounds are fired within 1 minute after impact of previous round.

6. Units initiates Fire For Effect (FFE) within 12 minutes of the fire request.

7. Fire For Effect (FFE) covers the designated area.

8. Relays the mortars on the Final Protective Fire (FPF) upon receipt of "Cease fire, end of mission."

EXTERNAL SUPPORT

1. Impact area

2. Live fire range

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	5 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	5 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 153	03XX - X - 152	03XX - X - 150
03XX - X - 149	03XX - X - 146	03XX - X - 145
03XX - X - 143		

RELATED COLLECTIVE EVENTS

COLL - 03 - 082

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 118

Conduct a hip shoot

Condition: The mortar unit is moving, either by foot or by vehicle. The unit receives a request for fire while on the move.

COMPONENTS

1. Authenticate the call.

2. Select mortar position based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).

3. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.

4. Deploy vehicles or squads based on guidance or unit Standard Operating Procedure (SOP).

5. Give gun line magnetic direction and place out a single aiming stake.

6. Lay guns at 3200 mils on the single stake.

7. Fire Direction Center (FDC) determines initial data and issues fire command within 2 minutes of last element of Call For Fire (CFF).

8. Fire rounds within 2 minutes of the unit beginning to deploy into the position.

9. Fire Direction Center (FDC) determines subsequent corrections within 30 seconds.

10. Fire Direction Center (FDC) records all firing data on computer's record.

11. If an immediate suppression/smoke mission, unit conducts Fire for Effect (FFE).

12. The adjusting mortar completes its lay, placing out far and near aiming stakes, and indexes the referred deflection to an accuracy of zero mils with a correct aligned sight picture.

13. Non-adjusting squads complete their lay using one of the methods identified in crew drills.

14. Mortar unit adjusts onto target and initiates a Fire For Effect (FFE).

ADMINISTRATIVE INSTRUCTIONS

1. Any method of laying the mortars that allows the unit to meet the time and accuracy standards can be used.

2. Time begins when the unit begins to deploy into position. The unit should not spend a great deal of time selecting the position.

3. For safety considerations, time may be stopped once the guns are up, in order for the Range Safety Officer (RSO) to verify data and lay prior to firing.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

B643	CTG, 60MM, HE, W/FZ PD M935	5 per weapon

Weapon: M252 81mm medium extended range mortar

C869	CTG, 81MM, HE W/FZ PD	5 per weapon

RELATED COLLECTIVE EVENTS

COLL - 03 - 077 COLL - 03 - 083

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 123

Operate a Fire Direction Center (FDC)

Condition: The Fire Direction Center (FDC) within a mortar platoon is controlling its section's indirect fires in support of the maneuver unit during a combat operation.

COMPONENTS

1. Monitor battalion command net and 81mm mortar platoon net.

2. Function as net control station for battalion mortar fire direction net. When operating as split Fire Direction Center (FDC), 1 designated Fire Direction Center (FDC) serves as net control.

3. Maintains continuous communications with battalion Combat Operations Center (COC), platoon commander, other section's Fire Direction Center (FDC), separated mortar squads, and FOs of supported units.

4. Prepare the M16 plotting board prior to site occupation.

5. Prepare and maintain target lists, target overlays, and schedules of fire.

6. Prepare and maintain firing charts for current and planned firing positions.

7. Compute and apply registration corrections.

8. Maintain appropriate firing logs and records.

9. Maintain appropriate ammunition records.

10. Verify all fire commands.

11. Correctly plot fires and follow attack guidance.

12. Implement sleep plan to ensure 24 hour operation.

13. Employ proper radio procedures.

14. Prepare and defend the perimeter.

15. Maintain a current situation map that includes:

    a. Friendly unit locations (to within 100 meters of accuracy).

    b. Planned and registered targets (to within 100 meters of accuracy).

    c. Fire support coordination measures.

    d. Friendly unit graphic control measures.

15. Maintain a current situation map includes:

    a. Friendly unit locations (to within 100 meters of accuracy).

    b. Planned and registered targets (to within 100 meters of accuracy).

    c. Fire support coordination measures.

    d. Friendly unit graphic control measures.

16. Update map continuously, based on the changing tactical situation.

17. When conducting split Fire Direction Center (FDC) operations:

a. Designate 1 Fire Direction Center (FDC) to function as the controlling Fire Direction Center (FDC).

b. Designate the second Fire Direction Center (FDC) to monitor fire requests and compute initial firing data for its own mortars.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Live fire range
3. Impact area
4. M32 Pneumatic Mortar
5. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 166	03XX - X - 157	03XX - X - 156
03XX - X - 155	03XX - X - 149	

REFERENCES

1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 124

Process Call For Fire (CFF)

Condition: The Fire Direction Center (FDC) within a mortar platoon is supporting tactical operations. A Forward Observer (FO) is in position to observe and adjust fires onto a target.

COMPONENTS

1. Receive Call For Fire (CFF).
2. Determine if the unit can support the fire mission and begin computing initial data
3. Ensure firing data of primary plotting board and backup plotting board agree as follows:

a. Deflection - within 10 mils using the plotting board, or 2 mils using the Mortar Ballistic Computer (MBC).

b. Range - within 25 meters, using either the plotting board or Mortar Ballistic Computer (MBC).

c. Charge - without error.

d. Time - within two-tenths of a second.

4. Complete initial data and send to the guns within 2 minutes of the last element of the Call For Fire (CFF) (1 minute for adjust fire, illumination, and immediate suppression missions).
5. Issue subsequent fire commands within 30 seconds after receipt of corrections.

6. Radio operator records all firing data.

7. Fire command contains all elements necessary for accomplishing the mission.

8. Squads repeat fire commands and apply the correct data on the guns.

9. Time of flight provided to the Radio Operator (RO).

10. RO sends "Message to observer."

11. RO sends "Shot, over" to Forward Observer (FO) when initial rounds are fired.

12. RO keeps track of the number and type of rounds fired.

13. RO sends "Splash" 5 seconds before impact of initial rounds.

14. Call For Fire (CFF) is processed until FO announces "End of mission."

15. Record results of the fire mission and the ammunition used.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Live fire range

3. Impact area

4. M32 Pneumatic Mortar

5. ISMT - 81mm Mortar

6. TSFO - Trainer Support Forward Observer

RELATED COLLECTIVE EVENTS

COLL - 03 - 123

REFERENCES

1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

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EVENT: COLL - 03 - 125

Operate by split platoon

Condition: The mortar platoon receives a mission that requires fire support of 2 independent missions or continual fire support for a fast moving attack. The platoon divides into 2 firing sections.

COMPONENTS

1. Each section moves as an independent element.

2. Each section's designated firing position supports the ground unit's scheme of maneuver.

3. Status and location of both sections is monitored.

4. At least 1unit can provide indirect fires to the ground unit at all times.

5. The appropriate section responds to requests for fire according to its mission.

6. Section Fire Direction Center (FDC) computes data and issues fire commands for their own mortars.

7. When both sections are supporting the same mission, sections compute their own firing data for fire missions received by the other section.

ADMINISTRATIVE INSTRUCTIONS

1. This task should be evaluated in conjunction with relevant firing tasks, whenever possible (hip shoots, simultaneous missions, etc.). It can, however, be executed and evaluated in a maneuver area only.

2. Each section should be required to displace at least twice, with the platoon maintaining the ability to provide continuous fire support.

EXTERNAL SUPPORT

1. Live fire range

2. Impact area

3. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 114

REFERENCES

1. FM 23-90 Mortars

2. FM 23-91 Mortar Gunnery

EVENT: COLL - 03 - 129

Employ anti-armor weapons

Condition: The unit is operating separately or as part of a larger operation. Anti-armor weapons have been attached to the unit.

COMPONENTS

1. The unit receives anti-armor attachments.

2. Attached personnel are briefed on the unit's order and on specific instructions and tasks.

3. Details of anti-armor employment are coordinated with anti-armor element leader.

4. Anti-armor weapons are assigned primary and alternate positions that provide observation over the main avenues of approach, and range is known to likely engagement points.

5. Anti-armor personnel are capable of employing the weapon 30 seconds after the armed vehicle is identified and comes into range.

6. Anti-armor personnel are capable of obtaining hits on vulnerable points on the armored vehicle within 2 rounds.

7. Engage armored targets within 300 meters of the AT-4 positions.

8. The Gunner is covered by fire from other weapons.

9. Provides infantry security for anti-armor weapons.

RELATED INDIVIDUAL EVENTS

03XX - X - 198 03XX - X - 187 03XX - X - 181

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 132

Engage multiple stationary targets with MK153 shoulder-launched multipurpose assault weapon (SMAWs)

Condition: The assault section is supporting tactical operations. Each MK153 shoulder-launched multipurpose assault weapon (SMAW) team is located in a cold position with a fully assembled SMAW that has been checked and 2 rockets. Targets have been identified at 200 to 300 meters and prioritized.

COMPONENTS

1. Prepare SMAWs for firing.
2. Section Leader identifies targets and announces "Action."
3. SMAW teams move to primary firing positions.
4. Fire spotting rounds at first target within 60 seconds.
5. On order, the first SMAW team engages the first target with rocket.
6. The first SMAW team moves to an alternate firing position, at least 15 meters, away and acquires another target.
7. On order, the second SMAW team engages the second target.
8. The second SMAW team moves to an alternate firing position, at least 15 meters away, and acquires another target.
9. Complete firing within 2 minutes and 30 seconds.

EXTERNAL SUPPORT

1. Live fire range for SMAW (HE or Practice round) with multiple stationary or moving targets at ranges of 200 to 300 meters

WEAPON AND AMMUNITION

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW

HX05 RKT 83MM, ASSAULT, (SMAW) 2 per weapon

HX07 RKT 83MM, COMMON PRACTICE (SMAW) can also be used to complete the task to standard.

RELATED COLLECTIVE EVENTS

COLL - 03 - 129

REFERENCES

1. FMFM 2-11 Anti-armor Operations

EVENT: COLL - 03 - 137

Assemble an M220E4 TOW2 weapon system on the tripod

Condition: Given an SL-3 complete M220E4 TOW2 weapon system and a direction of fire, as an antitank team, while wearing fighting loads.

COMPONENTS

1. The Gunner lifts the 3 friction locks on the tripod up and all the way to the release position.

2. The Gunner presses the detent stop lever down on 1 of the tripod legs.

3. The Gunner pulls the tripod leg out until the leg support reaches the bottom band on the leg.

4. The Gunner repeats steps 2 through 3 for the other 2 legs of the tripod.

5. The Gunner positions the tripod with the grooved coupling clamp handle and the downhill leg of the tripod facing the direction of fire.

6. Using the detent stop lever, the Gunner adjusts tripod legs until the bubble in each level vial is between the 2 leveling marks on the bubble.

7. The Gunner lowers the friction locks on each leg, all the way to the locked position.

8. The Gunner opens the grooved coupling clamp by pulling the grooved coupling clamp handle out.

9. The Gunner holds the traversing unit directly over the center of the tripod, and the Assistant Gunner pulls the coil cable down through the body of the tripod.

10. The Gunner sets the traversing unit on the tripod.

11. The Gunner closes the grooved coupling clamp to fasten the traversing unit to the tripod.

12. The Gunner places the azimuth lock on the traversing unit to the lock position.

13. The Gunner rotates the traversing unit side to side until the traversing unit locks into place, ensuring the launch tube-locking latch is positioned over the downhill leg of the tripod.

14. The Gunner picks up the launch tube and lifts up the launch tube latch.

15. The Gunner places the 2 launch tube guide pins into the launch tube brackets on the traversing unit.

16. The Gunner lowers the launch tube onto the traversing unit and secures the launch tube latch, ensuring it is locked into place.

17. The Assistant Gunner removes the optical sight from the shroud bag and unlocks the optical sight-locking latch.

18. The Gunner holds the optical sight with the tracker hock mount facing the traversing unit optical sight mounting plate.

19. The Gunner seats the optical sight tracker hock mount onto the optical mounting plate on the traversing unit, and rotates the optical sight down onto the traversing unit.

20. The Gunner grabs the optical sight-locking latch with a palms up grip and pulls the latch handle up into the locked position, ensuring the

optical sight is secured onto the traversing unit before releasing.

21. The Assistant Gunner removes the thermal sight from the thermal sight case, ensuring the thermal sight lens cover is latched onto the thermal sight.

22. Ensuring the thermal sight-locking latch is in the rear position, the Gunner mounts the thermal sight unto the thermal sight mounting plate on optical sight by lining up the vee ways on the thermal sight and on the optical sight.

23. The Gunner pushes the thermal sight-locking latch to the forward position, securing the thermal sight to the optical sight.

24. The Gunner removes the dust cover from the post-amplifier on the thermal sight.

25. The Gunner connects the post-amplifier cable to the post-amplifier on the thermal sight, by aligning the keys and rails in the post-amplifier connector.

26. The Gunner rotates the outer ring on the post-amplifier cable connector clockwise until the post-amplifier cable is secured.

27. The Assistant Gunner unlocks the missile guidance set cover and lifts the cover off of the missile guidance set.

28. The Assistant Gunner removes the dust cover from the missile guidance set battery assembly.

29. The Assistant Gunner inserts the missile guidance set battery assembly into the missile guidance set, ensuring the electrical connector on the battery assembly is aligned with the electrical connector on the missile guidance set.

30. The Gunner locks the battery in the missile guidance set by rotating at least 2 of the wing-nuts clockwise, until they lock the battery into place.

31. The Gunner places the missile guidance set under the tripod.

32. The Gunner ensures there are no bent or unserviceable pins on the coil cable connector.

33. The Gunner connects the coil cable from the traversing unit unto the J1 connector on the missile guidance set by aligning the keys and rails.

34. The Gunner rotates the outer ring on the coil cable connector clockwise until the coil cable is secured, ensuring the coil cable connector has rotated down past the red line on the J1 connector.

35. The Assistant Gunner opens the lid on the battery power conditioner.

36. The Assistant Gunner removes the battery power conditioner cable from the lid.

37. The Assistant Gunner unlocks the dust covers on both ends of the battery power conditioner cable and the dust covers on the thermal sight and the battery power conditioner.

38. The Gunner connects the battery power conditioner cable to the connector on the battery power conditioner by aligning the keys and rails and rotating the outer ring clockwise until the cable is secure.

39. The Gunner connects the battery power conditioner cable to the J1 connecter thermal sight by aligning the keys and rails, and rotating the outer ring clockwise until the cable is secure.

40. The Assistant Gunner removes the battery power conditioner battery cover from the battery power conditioner by sliding the battery power

conditioner locks to the unlocked position.

41. The Assistant Gunner inserts the battery power conditioner batteries into the battery power condition well, ensuring the electrical connectors are aligned.

42. The Assistant Gunner replaces the battery power conditioner battery cover by aligning the cover into its proper place.

43. The Assistant Gunner secures the battery power conditioner cover by sliding the battery power conditioner into the locked position.

44. The Gunner turns the battery power conditioner on by placing the ON/OFF switch into the ON position, and repeats the step by turning the ON/OFF/STBY on the thermal sight the ON position.

RELATED INDIVIDUAL EVENTS

03XX - X - 216

REFERENCES

1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

EVENT: COLL - 03 - 138

Construct a ground mounted M220E4 TOW2 weapon system fighting position

Condition: Given an SL-3 complete, M220E4 TOW2 weapon system, a direction of fire, a designated position, individual weapons, and entrenching tools, as an antitank team, while wearing fighting loads.

COMPONENTS

1. Maintain constant observation of the sector of fire.

2. Assemble the M220E4 TOW2 weapon system and set up on the direction of fire.

3. Conduct an M220E4 TOW2 weapon system checkout procedure.

4. Clear fields of fire without unnecessarily exposing the fighting position.

5. Dig a square weapon position 24 inches deep and no larger than necessary to accommodate the weapon system and crew. The front of the position is centered on the direction of fire.

6. Construct a parapet to the front and flanks at least 18 inches thick. Ensure there will be at least 9 inches of muzzle clearance under the launch tube once the weapon system is emplaced.

7. Dig a hole to set the missile guidance set, either under, or to the front of the tripod.

8. Disconnect the missile guidance set, and place it in the depression constructed for it.

9. Set up the launcher in the fighting position on the direction of fire.

10. Reconnect the missile guidance set, and check the bore sight of the weapon system.

11. Dig a storage/protective area for the crew and missiles to one flank at a 90-degree angle to the primary direction of fire. Use the strongest

material available for the roof. Put canvas or plastic down before throwing dirt on the roof to keep the ceiling from leaking. Place at least 20 inches of dirt on top of the storage/protective area.

12. Camouflage the position using available materials.

13. Inspect the position and its camouflage. If possible, move at least 35 meters to the front of the position and study it to determine improvements.

14. Ensure the ground behind the TOW is free of equipment, leaves, dirt, and debris, out to 25 meters.

15. If time allows, improve the position by adding overhead cover for the crew and weapon system.

RELATED INDIVIDUAL EVENTS

03XX - X - 218

EVENT: COLL - 03 - 139

Disassemble the M220E4 TOW2 weapon system from the tripod

Condition: Given an assembled, SL-3 complete M220E4 TOW2 weapon system; as an antitank team; while wearing fighting loads.

COMPONENTS

1. The Gunner turns the battery power conditioner off by placing the ON/OFF switch on the battery power conditioner into the OFF position. The Gunner repeats the step by placing the ON/OFF/STBY switch on the thermal sight into the OFF position.

2. The Assistant Gunner removes the battery power conditioner battery cover from the battery power conditioner cover by sliding the battery power conditioner locks to the unlocked position.

3. The Assistant Gunner removes the battery power conditioner batteries from the battery power conditioner battery well.

4. The Gunner disconnects the battery power conditioner cable from the J1 connector on the thermal sight by rotating the outer ring counter-clockwise.

5. The Gunner disconnects the battery power conditioner cable from the battery power conditioner by rotating the outer ring counter-clockwise.

6. The Gunner replaces the dust covers on both ends of the battery power conditioner cable, the thermal sight, and the battery power conditioner.

7. The Assistant Gunner replaces the battery power conditioner cable into the battery power conditioner lid, ensuring the cable is secured.

8. The Assistant Gunner replaces the battery power conditioner battery cover by aligning the cover into its proper place.

9. The Assistant Gunner secures the battery power conditioner cover by sliding the battery power conditioner locks into the locked position.

10. The Assistant Gunner secures the lid on the battery power conditioner, ensuring the latches are rotated clockwise.

11. The Gunner rotates the outer ring on the coil cable connector counter-clockwise, and removes the coil cable from the missile guidance

set.

12. The Gunner rotates the wing-nuts on the battery assembly counter-clockwise, and removes the battery assembly from the battery well on the missile guidance set.

13. The Assistant Gunner replaces the dust covers on the battery assembly.

14. The Assistant Gunner secures the missile guidance set cover to the missile guidance set, by seating the cover unto the guides on the set and rotating the cover down unto the missile guidance set and lock it down.

15. The Gunner rotates the outer ring on the post-amplifier connector on the thermal sight counter-clockwise.

16. The Gunner removes the post-amplifier cable from the thermal sight and replaces it into the post-amplifier cable connector on the traversing unit.

17. The Gunner replaces the dust cover onto the post-amplifier connector on the thermal sight.

18. The Gunner pulls the thermal sight-locking latch to the rear position, and removes the thermal sight from the mounting plate on the optical sight.

19. The Assistant Gunner places the thermal sight into the case, ensuring the thermal sight is positioned properly.

20. The Assistant Gunner locks the thermal sight case down with the thermal sight-locking latches.

21. The Gunner grabs the optical sight with the left hand on the front of the optical sight and the right hand on the locking latch, with a palms up grip.

22. The Gunner unlocks the optical sight-locking latch by pulling down until the optical sight is unlocked from the traversing unit.

23. The Gunner removes the optical sight from the optical sight mounting plate on the traversing unit by lifting the optical sight up and out away from the traversing unit.

24. The Assistant Gunner places the optical sight into the optical sight shroud bag by ensuring the electrical connector on the optical sight is facing the padded portion of the shroud bag.

25. The Assistant Gunner places the optical sight-locking latch into the locked position, and then properly secures the shroud bag.

26. The Gunner unlocks the launch tube locking latch on the traversing unit and lifts up the forward end of the launch tube.

27. The Gunner removes the launch tube from the traversing unit.

28. The Gunner unlocks the grooved coupling clamp on the tripod.

29. The Gunner lifts the traversing unit up and away from the tripod, and the Assistant Gunner pulls the coil cable through the body of the tripod.

30. The Assistant Gunner reseats the coil cable to the traversing unit, ensuring the coil cable is coiled into its proper place.

31. The Gunner unlocks the friction locks on all 3 legs on the tripod.

32. The Gunner lifts up on the tripod, ensuring all 3 legs return to the stowed position.

33. The Gunner relocks the friction locks on all 3 legs.

34. The Gunner locks the grooved coupling clamp on the tripod.

RELATED INDIVIDUAL EVENTS

03XX - X - 217

RELATED COLLECTIVE EVENTS

COLL - 03 - 137

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: COLL - 03 - 140

Mount an M220E4 TOW2 weapon system to an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)

Condition: Given an SL-3 complete, stowed M220E4 TOW2 weapon system; an M1045/46; and a direction of fire; while wearing a fighting load.

COMPONENTS

1. Gunner unlocks all 3 hatch cover latches on the weapons station of the vehicle and opens the weapons station hatch cover, by pushing upwards and outward.

2. Gunner secures the hatch cover by folding the hatch cover in half and turning the securing handles inboard, ensuring the missile guidance set mounting tray is towards the direction of fire.

3. Driver/Assistant Gunner unlatches the missile guidance set retaining straps that secure the missile guidance to the Gunner’s platform.

4. Driver/Assistant Gunner moves inside the vehicle to the back and opens the cargo shell door by pulling the forward latch and allowing the door to rise to the open position.

5. Driver/Assistant Gunner stands up through the cargo shell door opening.

6. Gunner grabs the missile guidance set handle lifts the missile guidance set up through the weapon station hatch, and places the missile guidance set on the missile guidance set mounting tray. He ensures the missile guidance set handle is facing him.

7. Gunner secures the missile guidance set down to missile guidance set mounting tray, by attaching at least 2 of the missile guidance set retaining latches provided on the missile guidance set mounting tray.

8. Gunner unlocks the missile guidance set cover, lifts the cover from the missile guidance set, and places the cover onto the left rear seat.

9. Gunner unlocks the weapons station pedestal mount cover on the weapon station and opens the weapons station pedestal mount cover, locking it into the open position.

10. Gunner unlocks the bottom grooved coupling clamp handle and bell safety on the grooved coupling clamp extension.

11. Ensuring the azimuth lock on the traversing unit is facing him. The Gunner grabs the control knobs on the traversing unit and lifts the traversing unit up through the weapons station.

12. Driver/Assistant Gunner pulls the coil cable from the traversing unit coil cable connector and feeds the coil cable down through the weapons station pedestal mount.

13. Gunner rotates the traversing unit until the launch tube locking latch is positioned facing the direction of fire. He then places the traversing unit onto the weapons station pedestal mount.

14. Gunner secures the traversing unit to the weapons station pedestal mount by securing the bottom grooved coupling handle on the grooved coupling clamp extension and bell safety.

15. Driver/Assistant Gunner removes the launch tube from the launch tube mount on the cargo shell door by unlatching the launch tube retaining strap, and hands the launch tube to the Gunner.

16. Gunner takes the launch tube from the Assistant Gunner and places the launch tube guide pins into the launch tube brackets on the traversing unit.

17. Gunner lifts up the launch tube latch on the traversing unit and lowers the launch tube onto the traversing unit. He secures the launch tube latch ensuring the launch tube is locked in place.

18. Driver/Assistant Gunner unlatches the optical sight retaining straps from the optical sight storage bracket, and places the optical sight on the roof of the vehicle.

19. Driver/Assistant Gunner holds the optical sight shroud bag while the Gunner unlocks the optical sight-locking latch and removes the optical sight from the optical sight shroud bag.

20. Gunner sets the optical sight hook mount onto the optical sight mounting plate on the traversing unit, and rotates the optical sight down onto the optical sight mounting plate.

21. Ensuring he holds onto the optical sight with one hand, the Gunner grabs the optical sight-locking latch with a palms up grip and pushes the optical sight-locking latch up into the locked position.

22. Ensure the optical sight is secured to the traversing unit prior to releasing the optical sight.

23. Driver/Assistant Gunner places the optical sight shroud bag onto the optical sight storage bracket.

24. Driver/Assistant Gunner unlatches the thermal sight retaining straps from the thermal sight case mounting bracket, and places the thermal sight case on the roof of the vehicle.

25. Driver/Assistant Gunner unlocks the thermal sight case and opens the thermal sight case lid, ensuring the thermal sight case lid opens towards the Driver/Assistant Gunner.

26. Gunner removes the thermal sight from the thermal sight case.

27. Gunner ensures the thermal sight-locking latch is in the rear position. He mounts the thermal sight onto the thermal sight mounting plate on the optical sight, by lining up the “Vee Ways” on the thermal sight with the “Vee Ways” on the optical sight.

28. Gunner pushes the thermal sight-locking latch into the forward position, ensuring there is “metal to metal contact."

29. Driver/Assistant Gunner re-secures the thermal sight case into the thermal sight case mounting bracket in the vehicle.

30. Gunner removes dust cover from the post-amplifier on the thermal sight.

31. Gunner connects the post-amplifier cable from the traversing unit to the post-amplifier on the thermal sight by aligning the “keys and rails” in the post-amplifier connectors on the thermal sight and the post-amplifier cable.

32. Gunner rotates the outer ring on the post-amplifier connector clockwise, until the post-amplifier cable is secured to the post-amplifier.

33. Driver/Assistant Gunner moves through the cargo shell door opening, and pulls the cargo shell door down until it is secured in place.

34. Driver/Assistant Gunner moves inside the vehicle to the right rear seat, and opens the cable box.

35. Driver/Assistant Gunner removes the TVPC power cable from the cable box, and removes the dust cover from the power conditioner cable.

36. Driver/Assistant Gunner connects the TVPC power cable P2 connector to the power conditioner cable by aligning the keys and rails on the TVPC power cable and the power conditioner cable.

37. Driver/Assistant Gunner rotates the outer ring on the TVPC power cable connector clockwise, until the TVPC power cable is secured to the power conditioner cable.

38. Driver/Assistant Gunner unwraps the power conditioner cable from the cable bracket on the vehicle, and passes the power conditioner cable to the Gunner.

39. Gunner connects the TVPC power cable to the TVPC power cable connector on the TOW vehicle power conditioner, by aligning the keys and rails on the TVPC power cable and the TOW vehicle power and conditioner.

40. Gunner rotates the outer ring on the TVPC power cable connector clockwise until the TVPC power cable is secured to the TOW vehicle power conditioner.

41. Driver/Assistant Gunner removes the thermal sight power cable 2W2 from the cable box and removes the dust covers from both ends of the thermal sight power cable 2W2.

42. Driver/Assistant Gunner passes the “thin” end of the thermal sight power cable 2W2 to the Gunner.

43. Driver/Assistant Gunner removes the dust cover from the thermal sight power cable 2W2 connector on the vehicle power conditioner.

44. Driver/Assistant Gunner attaches the “thick end” of the thermal sight power cable 2W2 to the thermal sight power cable 2W2 connector on the thermal sight vehicle power conditioner, by aligning the keys and rails on the thermal sight power cable 2W2 connector and the thermal sight vehicle power conditioner connection.

45. Driver/Assistant Gunner rotates the outer ring on the thermal sight power cable 2W2 connector clockwise, until it is secured.

46. Driver/Assistant Gunner moves to the driver's seat and ensures the Vehicle Power conditioner ON/OFF switch is set to the ON position.

47. Gunner removes the dust covers from the thermal sight power cable 2W2 and the J1 connector on the thermal sight.

48. Gunner rotates the outer ring on the thermal sight power cable 2W2 connector clockwise, until it is secured.

49. Gunner inspects the coil cable connector to ensure there are no bent or unserviceable pins on the connector.

50. Gunner connects the coil cable from the traversing unit onto the J1

connector, by aligning the keys and rails on the coil cable connector and the J1 connector on the missile guidance set.

51. Gunner rotates the outer ring on the coil cable connector clockwise until the coil cable is secured, ensuring the coil cable connector has rotated down past the red line on the missile guidance set J1 connector.

52. Gunner ensures the Driver/Assistant Gunner is seated in the driver's seat, and sets the ON/OFF/STBY switch on the thermal sight to the ON position.

53. Gunner sounds off "Gun up" to alert the crew the system is mounted.

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: COLL - 03 - 141

Load a vehicle mounted M220E4 TOW2 weapon system

Condition: Given a M220E4 TOW2 weapon system mounted upon a M1045/46 hardback HMMWV, and an encased missile, as an antitank team, while wearing fighting loads.

COMPONENTS

1. Gunner places the elevation and azimuth locks on the traversing unit into the LOCK position.

2. Gunner rotates the traversing unit until it locks into place. Then rotates the control knobs on the traversing unit until the trunnion locks into place.

3. Gunner pushes the bridge clamp locking lever forward, and then lifts the bridge clamp to the OPEN position.

4. Driver/Assistant Gunner opens the forward end of the cargo hatch. Then pushes the cargo shell door up and back to a 90-degree angle.

5. Driver/Assistant Gunner releases missile #1 from the missile #1 slot on the missile rack, by opening the securing straps.

6. Driver/Assistant Gunner pulls up on the quick release clamp at the forward handling ring and removes it from the encased missile.

7. Driver/Assistant Gunner turns the inside portion of the protective cover on the electrical connector on the encased missile 2 complete turns counter-clockwise.

8. Driver/Assistant Gunner turns the protective cover counter-clockwise and removes it from the electrical connector.

9. Driver/Assistant Gunner rotates the encased missile until the electrical connector is facing in the up position, and hand the missile to the Gunner.

10. Gunner raises the aft end of the encased missile and slides the encased missile forward. Ensures the indexing lugs on the forward end of the encased missile are aligned into the indexing slots on the launch tube.

11. Gunner firmly lowers the aft end of the encased missile, ensuring the electrical connector will properly join with the bridge clamp.

12. Gunner lowers the bridge clamp over the encased missile. Presses down on top of the bridge clamp. Pulls down the bridge clamp locking lever to lock the bridge clamp over the missile. Then sounds off “Loaded."

13. Driver/Assistant Gunner closes the cargo shell door on the back of the vehicle.

14. Driver/Assistant Gunner moves to the front of the vehicle and occupies the driver side seat.

RELATED INDIVIDUAL EVENTS

03XX - X - 222

RELATED COLLECTIVE EVENTS

COLL - 03 - 140

EVENT: COLL - 03 - 142

Engage a target with an M220E4 TOW2 weapon system

Condition: Given a vehicle or ground mounted M220E4 TOW2 weapon system, a simulated encased missile, field tactical trainer, individual weapons, and fire commands, as an antitank team, while wearing fighting loads.

COMPONENTS

1. Conduct an M220E4 TOW2 weapon system checkout procedure.

2. Gunner ensures the ON/OFF/STBY switch is in the ON position.

3. Gunner unlocks the elevation and azimuth locks on the traversing unit.

4. Gunner holds the control knobs, acquires a target using the optical site, and sounds off "Target acquired."

5. Gunner adjusts the focus control on the optical sight until the cross hairs in the optical sight are in focus.

6. Gunner looks through the thermal sight and adjusts the diopter adjustment ring to focus the reticule in the thermal sight.

7. Gunner ensures the BATTERY MONITOR light and the NOT READY light in the thermal sight are not lit.

8. Gunner sets the field of view selector on the thermal sight and then adjusts the range focus, contrast, and brightness knobs, as necessary.

9. Gunner switches the field of view on the thermal sight to NFOV and then adjusts the range focus, contrast, and brightness knobs, as necessary.

10. Gunner determines the sight to be used to engage the target based on the best image presented to acquire the target.

11. Driver/Assistant Gunner visually inspects the firing danger zone in front of the weapons system and the back-blast area behind the weapon system. The Driver/Assistant Gunner sounds off “Back-blast area all secure."

12. Driver/Assistant Gunner raises the arming lever on the bridge clamp and sounds off “Gun up."

13. Driver/Assistant Gunner faces the rear of the weapons system and observes the back-blast area.

14. Gunner raises the trigger protective cover and sounds off “Launch."

15. Gunner presses the trigger, and continues to track the target.

16. Upon impact, the Gunner sounds off “Impact."

17. Gunner lowers the trigger protective cover and locks the traversing unit with both the elevation and azimuth locks.

18. Driver/Assistant Gunner raises the bridge clamp locking lever, raises the bridge clamp, and cuts the command link wires.

19. Driver/Assistant Gunner raises the aft end of the empty launch container, and removes it from the launch tube.

20. Driver/Assistant Gunner physically and visually inspects the launch tube for serviceability, stability, and debris.

21. Driver/Assistant Gunner sounds off “Weapon clear."

RELATED INDIVIDUAL EVENTS

03XX - X - 224 03XX - X - 222 03XX - X - 221

RELATED COLLECTIVE EVENTS

COLL - 03 - 141

EVENT: COLL - 03 - 143

Perform M220E4 TOW2 weapon system hang-fire procedures

Condition: Given an M220E4 TOW2 weapons system with a hang-fire, as an antitank team, while wearing fighting loads.

COMPONENTS

1. Gunner sounds off “Hang-fire” when the trigger is pressed. The gyros spin, and the missile does not fire.

2. Driver/Assistant Gunner repeats “Hangfire."

3. Gunner continues to track the target for 1 minute.

4. Driver/Assistant Gunner times for 1 minute, and then sounds off “Minute up."

5. Gunner closes the trigger protective cover, and locks the traversing unit with the azimuth and elevation locks.

6. Driver/Assistant Gunner lowers the arming lever on the bridge clamp.

7. Driver/Assistant Gunner raises the bridge clamp locking lever and then raises the bridge clamp.

8. Driver/Assistant Gunner lifts the aft end of the missile and then pulls the missile out of the launch tube.

9. Driver/Assistant Gunner cradles the missile and ensures the missile is pointed down range in a safe direction.

10. Driver/Assistant Gunner carries the missile to a dud pit, or places the missile on the ground at a safe distance from the launcher and other personnel.

11. The crew loads another missile.

RELATED INDIVIDUAL EVENTS

03XX - X - 227

RELATED COLLECTIVE EVENTS

COLL - 03 - 142 COLL - 03 - 144

REFERENCES

1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

EVENT: COLL - 03 - 144

Perform M220E4 TOW2 weapon system misfire procedures

Condition: Given an M220E4 TOW2 weapons system with a misfire, as an antitank team, while wearing fighting loads.

COMPONENTS

1. Gunner sound off “Misfire” when the trigger is pressed and nothing happens.
2. Driver/Assistant Gunner repeats “Misfire."
3. Gunner continues to track the target for 1 minute.
4. Driver/Assistant Gunner times for 1 minute, and then sounds off “Minute up."
5. Driver/Assistant Gunner visually re-checks the firing danger zone in front of the weapons system and the back-blast area behind the weapon system.
6. The Driver/Assistant Gunner sounds off “Back-blast area all secure."
7. Driver/Assistant Gunner inspects the arming lever on the bridge clamp to ensure it is in the UP position at a 90-degree angle and sounds off “Gun up."
8. river/Assistant Gunner faces the rear of the weapons system and observes the back-blast area.
9. Gunner raises the trigger protective cover and sounds off “Launch,” and attempts to fire, by pressing the trigger.
10. Gunner sounds off “Misfire” when the trigger is pressed and nothing happens.
11. Driver/Assistant Gunner repeats “Misfire."
12. Gunner continues to track the target for 1 minute.
13. Driver/Assistant Gunner times for 1 minute, and then sound off “Minute up."
14. Gunner closes the trigger protective cover, and continues to track the target.
15. Driver/Assistant Gunner lowers the arming lever on the bridge clamp to disarm the system.
16. Driver/Assistant Gunner checks to ensure the battery assembly is secured properly on the missile guidance set.
17. Driver/Assistant Gunner presses the test operator switch to ensure the battery passes or works.

18. Driver/Assistant Gunner checks the coil cable attached to the missile guidance set to ensure the J1 connector is fully seated onto the electrical connector.

19. Driver/Assistant Gunner checks to ensure the bridge clamp locking lever is closed properly on the bridge clamp.

20. Driver/Assistant Gunner visually re-checks the firing danger zone in front of the weapons system, and the back-blast area behind the weapon system.

21. The Driver/Assistant Gunner sounds off “Back-blast area all secure."

22. Driver/Assistant Gunner raises the arming lever on the bridge clamp and sounds off “Gun up."

23. Driver/Assistant Gunner faces the rear of the weapons system and observes the back-blast area.

24. Gunner raises the trigger protective cover, sounds off, “Launch,” and attempts to fire by pressing the trigger.

25. Gunner sounds off “Misfire” when the trigger is pressed and nothing happens.

26. Driver/Assistant Gunner repeats “Misfire."

27. Gunner continues to track the target for 1 minute.

28. Driver/Assistant Gunner times for 1 minute, and then sounds off “Minute up."

29. Gunner closes the trigger protective cover, and locks the traversing unit with the azimuth and elevation locks.

30. Driver/Assistant Gunner lowers the arming lever on the bridge clamp.

31. Driver/Assistant Gunner raises the bridge clamp locking lever and the bridge clamp.

32. Driver/Assistant Gunner lifts the aft end of the missile and pulls the missile out of the launch tube.

33. Driver/Assistant Gunner cradles the missile and ensures the missile is pointed down range in a safe direction.

34. Driver/Assistant Gunner carries the missile to a dud pit, or places the missile on the ground at a safe distance from the launcher and other personnel.

35. The crew loads another missile.

RELATED INDIVIDUAL EVENTS

03XX - X - 228

RELATED COLLECTIVE EVENTS

COLL - 03 - 142 COLL - 03 - 143

REFERENCES

1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

EVENT: COLL - 03 - 145

Dismount an M220E4 TOW2 weapon system from an M1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)

Condition: Given an SL-3 complete, mounted M220E4 TOW2 weapon system; an M1045/46 HMMWV; as an antitank team; while wearing fighting loads.

COMPONENTS

1. Gunner sets the ON/OFF/STBY switch on the thermal sight to the OFF position.

2. Gunner removes the coil cable from the missile guidance set by rotating the outer ring on the coil cable connector counter-clockwise, until the coil cable is unsecured.

3. Gunner rotates the outer ring on the TVPC power cable connector counter-clockwise until the TVPC power cable is unsecured from the TOW vehicle power conditioner.

4. Gunner rotates the outer ring on the post-amplifier connector counter-clockwise, until the post-amplifier cable is unsecured from the post-amplifier on the thermal sight.

5. Driver/Assistant Gunner removes the thermal sight power cable 2W2 from the thermal sight vehicle power conditioner by rotating the outer ring of the thermal sight power cable 2W2 counter-clockwise.

6. Driver/Assistant Gunner moves inside the vehicle to the back and opens the cargo shell door by pulling the forward latch and allowing the door to rise to the open position.

7. Driver/Assistant Gunner places the thermal sight case on the roof of the vehicle.

8. Driver/Assistant Gunner unlocks the thermal sight case and opens the lid, ensuring the thermal sight case lid opens towards the Driver/Assistant Gunner.

9. Gunner places the dust cover back onto the post-amplifier connector on the thermal sight, and unlocks the thermal sight by pulling the thermal sight-locking latch into the rear position.

10. Gunner removes the thermal sight from the thermal sight mounting plate on the optical sight and places it into the thermal sight case, ensuring the thermal sight is positioned properly inside the thermal sight case.

11. Driver/Assistant Gunner locks the thermal sight case by using the thermal sight case locking latches, and straps the thermal sight case down into the thermal sight case mounting bracket on the roof of the vehicle.

12. Driver/Assistant Gunner places the optical sight shroud bag on the roof of the vehicle.

13. The Gunner holds onto the optical sight with the left hand, and grabs the optical sight-locking latch with a palms up grip with the right hand.

14. Gunner pulls the optical sight-locking latch down until the optical sight is unlocked from the traversing unit.

15. Gunner removes the optical sight from the optical sight mounting plate on the traversing unit, by lifting the optical sight upward and out away from the traversing unit.

16. Gunner places optical sight into the optical sight shroud bag ensuring the electrical connector portion of the optical sight is facing the padded portion of the optical sight shroud bag.

17. Gunner places the optical sight-locking latch into the locked position.

18. Driver/Assistant Gunner secures the straps on the optical sight shroud bag, and secures the optical sight shroud bag to the optical sight storage bracket inside the vehicle.

19. Gunner unlocks the launch tube latch on the traversing unit and removes the launch tube off of the traversing unit by raising the nose end straight up and lifting the launch tube guide pins out of the launch tube brackets.

20. Gunner hands the launch tube to the Driver/Assistant Gunner.

21. Driver/Assistant Gunner places the launch tube into the launch tube mount on the cargo shell door and secures the launch tube with the launch tube strap.

22. Driver/Assistant Gunner moves down through the cargo shell door opening and pulls the cargo shell door down, until it is secured in place.

23. Driver/Assistant Gunner moves inside the vehicle to the right rear seat, and opens the cable box.

24. Gunner unlocks the bottom grooved coupling clamp handle and bell safety on the grooved coupling clamp extension.

25. Gunner lifts the traversing unit off of the weapons station pedestal mount, and the Driver/Assistant Gunner pulls the coil cable up through the weapons station pedestal mount.

26. Driver/Assistant Gunner places the coil cable connector into the coil cable receptacle on the traversing unit.

27. Gunner secures the traversing unit to the pedestal mount inside the vehicle, by securing the bottom grooved coupling handle and bell safety on the grooved coupling clamp extension.

28. Gunner grabs the missile guidance set cover and secures the cover to the missile guidance set, by seating the cover onto the guides on the missile guidance set and rotating the cover down, securing the latches.

29. Gunner grabs the handle on the missile guidance set and places the set on the Gunner’s platform inside the vehicle, with the handle facing to the rear of the vehicle.

30. Driver/Assistant Gunner disconnects the TVPC power cable P2 connector from the power conditioner cable by rotating the outer ring on the TVPC power cable connector counter-clockwise until the TVPC power cable can be removed from the power conditioner cable.

31. Driver/Assistant Gunner places the TVPC power cable into the cable box.

32. Driver/Assistant Gunner replaces the dust cover on the power conditioner cable and wraps the power conditioner around the cable bracket on the vehicle.

33. Driver/Assistant Gunner replaces both dust caps on the thermal sight power cable 2W2 and places the thermal sight power cable 2W2 into the cable box.

34. Driver/Assistant Gunner closes the lid on the cable box and moves back to the drivers seat.

35. Gunner closes weapon station pedestal mount and secures it with the spring latch.

36. Gunner closes weapons station hatch cover by pulling the hatch cover handle up and over the weapons station hatch.

37. Gunner secures the weapon station hatch cover with the 3 hatch cover locking latches.

38. Gunner secures the missile guidance set to the Gunner’s platform by securing the 2 retaining straps over the top of the missile guidance set.

39. Gunner moves to the Gunner's seat and ensures all gear is secured properly.

RELATED COLLECTIVE EVENTS

COLL - 03 - 140

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: COLL - 03 - 146

Perform M220E4 TOW2 weapon system qualification

Condition: Given an M220E4 TOW2 weapon system, simulated encased missile, fire commands, and a precision gunnery target system, while wearing a fighting load.

COMPONENTS

1. Gunner ensures the ON/OFF/STBY switch to the ON position.

2. Gunner unlocks the elevation and azimuth locks on the traversing unit.

3. Gunner holds the control knobs, acquires the target using the optical site, and sounds off "Target acquired."

4. Gunner adjusts the focus control on the optical sight until the cross hairs in the optical sight are in focus. Note: When in conditions of low visibility the Gunner will turn the reticule light switch to the ON position.

5. Gunner looks through the thermal sight and adjusts the diopter adjustment ring to focus the reticule in the thermal sight.

6. Gunner checks that the BATTERY MONITOR light and the NOT READY light in the thermal sight are not lit.

7. Gunner sets the field of view selector on the thermal sight to Wide Field Of View (WFOV) and then adjusts the range focus, contrast, and brightness knobs as necessary.

8. Gunner switches the field of view on the thermal sight to the Narrow Field Of View (NFOV) and then adjusts the range focus, contrast, and brightness knobs as necessary.

9. Gunner determines the sight to be used to engage the target based on the best image presented to acquire the target. Note: Whenever possible the desired sight to be used is the thermal sight.

10. Driver/Assistant Gunner visually inspect the firing danger zone in front of the weapons system and the back-blast area behind the weapon system. The Driver/Assistant Gunner will sound off “back-blast area all secure."

11. Driver/Assistant Gunner raises the arming lever on the bridge clamp, and sounds off “Gun up."

12. Driver/Assistant Gunner faces the rear of the weapons system and

observe the back-blast area.

13. Gunner raises the trigger protective cover and sounds off “Launch."

14. Gunner presses the trigger and continues to track the target.

15. Upon impact the Gunner sounds off “Impact."

16. Gunner lowers the trigger protective cover and locks the traversing unit with both the elevation and azimuth locks.

17. Driver/Assistant Gunner raises the bridge clamp locking lever, raises the bridge clamp, and cuts the command link wires.

18. Driver/Assistant Gunner raises the aft end of the empty launch container, and removes it from the launch tube.

19. Driver/Assistant Gunner physically and visually inspect the launch tube for serviceability, stability, and debris.

20. Driver/Assistant Gunner sounds off “Weapon clear."

ADMINISTRATIVE INSTRUCTIONS

1. When vehicle mounted Gunner will perform steps 11, 12, 17, 18, 19

EXTERNAL SUPPORT

1. TOW live-fire missle range with targets

2. Precision Gunnery Target System (PGTS) - TOW

3. Field Tactical Trainer (FTT)

WEAPON AND AMMUNITION

Weapon: M220E4 TOW 2

PB97	GUIDED MISSILE TOW	1 per weapon

REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System

2. FMFM 2-11 Anti-armor Operations

3. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: COLL - 03 - 150

Move tactically as scout sniper team

Condition: The scout sniper team is given a mission to move into an operating area by foot.

COMPONENTS

1. Select routes that:

   a. Avoid known enemy positions and obstacles.

   b. Offer cover and concealment.

   c. Take advantage of difficult terrain, swamps, and dense woods.

d. Avoid natural line of drift.

e. Avoid trails, roads, footpaths, or built-up or populated area unless required by the mission.

2. Use proper movement techniques.

3. Observer moves as point man; sniper follows.

4. Observer and sniper maintain visual contact, even when lying down.

5. Interval between observer and sniper is normally not more than 20 meters.

6. Sniper reacts to point man's actions.

7. Observer and sniper cross danger areas tactically.

8. Maintain operation security.

9. Move slowly and cautiously.

10. Use camouflage.

11. Avoid making sounds.

12. Avoid leaving target indicators.

13. Change direction frequently.

14. Maintain proper communication procedures.

15. Maintain radio listening silence.

16. Use visual signals.

ADMINISTRATIVE INSTRUCTIONS

1. This is not a stalk, but the movement of the team into their area of operation. The evaluator must be an 8541.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 486

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 151

Stalk to a final firing position

Condition: The scout sniper team is given an area of operations and a mission to observe an area and engage targets of opportunity consistent with their assigned priority of targets. They have moved into their area of operations and must stalk approximately 1000 yards to their final firing position or observation post.

COMPONENTS

1. Select a final position between 300 and 600 meters of the target area that offers:

   a. Maximum fields of fire and observation of the target area.

   b. Concealment from enemy observation.

   c. Covered routes into and out of position.

   d. A natural or man-made obstacle, between the sniper team's position and target.

2. Avoid any prominent terrain features.
3. Avoid objects that may make noise.
4. Conceal any optical devices that may reflect light.
5. Scan ahead and watch for overhead movement.
6. Move into position, undetected.
7. Organize equipment and establish a system of continual observation.
8. Prepare a range card of the sector.
9. Compare data book entries with the current environmental conditions.

ADMINISTRATIVE INSTRUCTIONS

1. The evaluator must be an 8541. The target area should have targets representing standing troops and troops in fighting positions.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 481 03XX - X - 183 03XX - X - 182

RELATED COLLECTIVE EVENTS

COLL - 03 - 150

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 152

Collect and report target information from hide

Condition: The scout sniper team is in a hide position or observation post and is required to observe an area approximately 1800 mils wide. They must report personnel, equipment and activity within the area for a specified period of time.

COMPONENTS

1. Locate any objects within the area of observation.
2. Maintain a logbook of any activity in the area of observation.
3. Prepare a panoramic sketch of the area, to include location of the objects.
4. Report activity via radio using approved pro-words, or encodes messages, as necessary.
5. Employ field expedient or directional antenna as necessary.
6. Report observations from memory, if required.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 485

RELATED COLLECTIVE EVENTS

COLL - 03 - 175 COLL - 03 - 247

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 153

Engage a key target

Condition: The scout sniper team has stalked to observe a key target. The target is consistent with their assigned priority of targets. Permission has been given to engage the target.

COMPONENTS

1. Identify the target and determines its range.
2. Shooter applies correct elevation comeup to elevation knob.
3. The observer gives the wind adjustment.
4. Shooter applies calculated windage adjustment to windage knob and informs observer when ready.
5. Observer reconfirms the wind adjustment and calls any changes.
6. Shooter fires and calls his shot.
7. Observer spots impact and calculates correction.
8. Observer records data in data book.

EXTERNAL SUPPORT

1. Live fire range for M40A1 or M82A1A with man sized targets at 300 to 1200 meters

WEAPON AND AMMUNITION

Weapon: M40A1 7.62mm sniper rifle

A171	CTG, 7.62MM, BALL, MATCH, M852	1 per iteration

Weapon: M82A1A .50 cal special application scoped rifle

A602	CTG, CAL .50, SRTA	1 per iteration

RELATED INDIVIDUAL EVENTS

03XX - X - 249 03XX - X - 248 03XX - X - 247

03XX - X - 238

RELATED COLLECTIVE EVENTS

COLL - 03 - 151

EVENT: COLL - 03 - 158

Employ scout snipers in reconnoitering a route

Condition: The scout sniper platoon is ordered to conduct a route reconnaissance. The platoon is operating separately, or as part of a larger force, with an engineer attachment, if available. The platoon is providing for its own security. Both the enemy and friendly units have indirect fire capabilities.

COMPONENTS

1. The platoon commander or Chief Scout issues orders to the scout sniper teams.

2. The teams collect and report information about the route and the adjacent terrain.

a. Determine trafficability.

b. Locate all bridges.

c. Locate and classify fords or crossing sites near bridges.

d. Evaluate the road surfaces of the route, to include width.

e. Locate and classify all underpasses, tunnels, and culverts.

f. Identify and evaluate restrictive curves and steep grades.

g. Identify and evaluate bypasses of all restrictive passages and obstacles.

h. Locate and evaluate bypasses of all restrictive passages.

i. Complete and confirm the map reconnaissance by visual inspection of the route and the adjacent terrain.

j. Reconnoiter the terrain that dominates the route.

k. Reconnoiter all built-up areas along the route.

l. Reconnoiter all lateral and axial routes.

3. The scout sniper platoon determines all intelligence requirements specified in the order.

4. Enemy forces do not learn the strength, location, or intentions of the main element. The scout sniper teams return to the ORP or rendezvous point on time.

5. The Platoon Sergeant or Chief Scout collects information and disseminates it to all platoon members.

6. Leaders account for all personnel.

7. The platoon returns undetected to friendly positions.

8. The Platoon Sergeant or Chief Scout reports all information accurately, and by the time specified in the order. All forces that can influence the route are reported. All possible avenues of approach are identified in the report.

9. The platoon prepares a route classification overlay that shows the following:

a. The beginning and end coordinates of the route.

b. The trace of the route.

c. All restrictions to the traffic flow, to include bypass capability and classification for all restrictive passages.

d. All sharp curves and series of curves.

e. Level and uneven crossings.

f. The length and width of the constrictions.

g. The percentage of slope on steep upgrades.

h. The overall capability of the route.

10. The platoon submits terrain information to battalion S2 with the route classification overlay and obstacle, bypass, and ford reports.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails

RELATED INDIVIDUAL EVENTS

03XX - X - 490	03XX - X - 489	03XX - X - 483
03XX - X - 482	03XX - X - 481	

RELATED COLLECTIVE EVENTS

COLL - 03 - 194

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 159

Employ scout snipers in reconnoitering an area

Condition: The scout sniper unit has been tasked with reconnoitering an area in preparation for an operation.

COMPONENTS

1. Organize into reconnaissance and security elements, or combined reconnaissance and surveillance elements.

2. Conduct a map reconnaissance to confirm the objective and the plan.

3. Conduct reconnaissance through long- or short-range observation and surveillance, or a combination of both.

4. For long-range observation:

a. Teams move to observation points that offer cover and concealment. They are far enough from the objective to be outside of enemy small-arms range and local security measures.

b. If information cannot be gathered from one observation point, a series of OPs, occupied by one or more scout sniper teams, may be used.

5. For short-range observation:

a. Teams move to a point near the objective that is within the range of enemy small-arms fire and local security measures.

b. Teams pass through any outposts, defensive wire, or minefields to get close enough to gain information.

6. Teams gather all intelligence requirements, using the keyword SALUTE.

7. Ensure enemy forces do not learn the strength, location, or intentions of the main element.

8. Teams return to the Objective Rally Point (ORP) or rendezvous point, as prescribed in the order.

9. Ensure all personnel and equipment are accounted for.

10. Return undetected to friendly positions.

11. Conduct debrief of teams and report all information.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 490	03XX - X - 489	03XX - X - 483
03XX - X - 482	03XX - X - 481	

RELATED COLLECTIVE EVENTS

COLL - 03 - 195

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 160

Employ scout snipers as guides

Condition: The scout sniper unit is tasked with providing guides from a linkup point to their release points. The unit is conducting a linkup, infiltration, or other operation requiring guides. The enemy has observation posts and reconnaissance patrols in the area.

COMPONENTS

1. Conduct a reconnaissance of the linkup point, release point, and the routes between them.

2. Emplace direction and/or route markers.

3. Conduct linkup with the friendly unit(s).

4. Guide the unit to the release point without being compromised by the enemy.

5. Complete the mission in the time specified.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 487

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 161

Employ scout snipers as a screen

Condition: The scout sniper unit has been tasked with screening the movement of a larger unit. The unit is conducting a movement to contact or deliberate attack.

COMPONENTS

1. Deploy forward or to a flank of the unit's movement well prior to the unit movement.

2. Position the scout snipers to provide early warning while maintaining cover and concealment.

3. Deploy a proposed screen line and set up OPs forward of the screen line for surveillance of the area.

4. Report any enemy activity at the screen line and before engaging them.

5. Conduct patrols in areas the main body cannot maintain observation over.

6. Move at the pace set in the operation order by moving teams from rear to front, or by displacing all OPs at the same time.

7. Engage the enemy when contact is made, and in accordance with the operation order.

8. Provide SALUTE reports immediately upon detecting the enemy.

9. Call for indirect fire and close air support to delay the enemy and force him to deploy his forces.

10. Detect and destroy enemy reconnaissance elements.

11. Prevent the enemy from reaching the main body undetected.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 490	03XX - X - 489	03XX - X - 483
03XX - X - 482	03XX - X - 481	

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 162

Employ scout snipers in support of an attack

Condition: The scout sniper unit is tasked with supporting an attack. The S-2 knows the general location of the enemy unit and its approximate size. The enemy's disposition on the ground are not known.

COMPONENTS

1. Move into the area of operations during daylight, either with regular patrols or separately.

2. Collect and report information on the enemy dispositions, patrolling activities, and Observation Post/Listening Post (OP/LP).

3. Operate independently to hunt and kill enemy snipers.

4. Maintain constant observation on the enemy, ensuring they do not change positions after dark.

5. Select targets for sniper fire and plan for the use of supporting arms (as a contingency).

6. Establish hides where the scout snipers can accomplish their assigned missions.

7. Support the infantry units movement across danger areas.

8. Ensure the maneuver element does not become disoriented, and protect it from ambush.

9. Conduct reconnaissance, and mark a route for the enveloping force and/or provide guides.

10. Silently remove sentries or LPs near the objective.

11. Use teams to eliminate preselected key targets at the initiation of the assault, or if the attacking force is discovered early.

12. During the assault, use teams to protect the flanks of the attacking unit or seal off the enemy rear to prevent withdrawal or counterattack.

13. If in an urban environment, use teams to support the search party by eliminating crew served weapons and enemy snipers.

14. If a mechanized attack, use teams to eliminate enemy antitank crews, vehicle commanders, and fire at enemy tank optics.

ADMINISTRATIVE INSTRUCTIONS

1. Most evaluations will require evaluators to go out with each sniper team to determine what targets they are engaging and whether their positions are able to support their assigned missions. This evaluator must be a scout sniper (8541) himself.

2. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 490	03XX - X - 489	03XX - X - 483
03XX - X - 482	03XX - X - 481	

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 163

Employ scout snipers in support of a raid

Condition: The scout sniper unit is tasked with supporting a raid. The enemy is known to have reconnaissance units in the area. The S-2 knows the general location (four digit grid coordinate) for the raid objective. Security positions near the raid objective are not known.

COMPONENTS

1. Deploy in advance of, or before, the security element of the raid force.

2. Deploy where the scout snipers can accomplish their assigned missions.

3. Observe and report on the exact locations of the raid objective. Cover avenues of approach into the objective, and prevent reinforcements.

4. Eliminate key targets on the raid objective just prior to the initiation of the raid.

5. Cover the raid force's route of withdrawal from the area.

ADMINISTRATIVE INSTRUCTIONS

1. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 483 03XX - X - 482 03XX - X - 481

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 164

Employ scout snipers in the defense

Condition: The scout sniper unit is tasked with supporting a defense. The enemy is known to have reconnaissance units in the area.

COMPONENTS

1. Prepare primary, alternate, and supplementary positions, and complete range cards.

2. Use teams to prevent infiltration or to operate in overwatch of a unit in reverse slope defense when assigned an area behind the forward edge of the battle area.

3. Use team positions as an extension of local security or of normal patrolling activities, preventing infiltration, and providing early warning/engaging selected targets when assigned an area forward of the forward edge of the battle area.

4. Use teams to conduct counter-reconnaissance and counter-sniper operations as well as provide early warning, and engage selected targets when operating as outguards for a combat outpost,

5. Observe and report information on enemy movements, and coordinate supporting arms on large groups of enemy.

6. Delay and inflict casualties on the advancing enemy. Cover avenues of approach and obstacles by direct fire, and harass the enemy, causing him to deploy prematurely.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 483 03XX - X - 482 03XX - X - 481

REFERENCES

1. FMFM 1-3B Sniping

EVENT: COLL - 03 - 170

Utilize cover, camouflage, and concealment

Condition: The unit is in the defense or in a halted position. The enemy has a night observation capability. The enemy has the capability to employ direct and indirect detection means.

COMPONENTS

1. Keep internal unit operations and activities under camouflage, to the maximum extent possible.

2. Conceal personnel, equipment, and emplacements.

3. Obtain, employ, and replace camouflage materials on a regular basis.

4. Ensure individual Marines demonstrate an understanding of the use of covered routes and covered positions.

5. Immediately move halted elements into the nearest covered area. Do not allow them to remain in exposed positions.

6. Site equipment, tentage, radios, and vehicle parking areas to take advantage of any cover provided by natural terrain features.

7. Establish weapon firing positions in areas that permit the use of natural cover.

8. All individual Marines and crew served weapons elements make use of available material to improve cover, including overhead cover.

9. Prepare vehicles for concealment with appropriate screening material and the use of natural camouflage.

10. Provide equipment and tentage with appropriate screening material or concealed with natural material.

11. Camouflage individual and crew served weapons firing positions to prevent detection by the enemy.

12. Place men and materiel in areas that are concealed from casual detection by enemy air assets.

13. Unit Leaders supervise and make appropriate adjustments.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 178

REFERENCES

1. FM 20-3 Camouflage

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 171

React to indirect fire

Condition: The unit is moving or halted and the alert of incoming indirect fire is given, or rounds impact nearby.

COMPONENTS

1. Unit Leader gives a direction and distance for the unit to move to establish a rally point, I.e., "Three o'clock, one hundred meters."

2. Individuals move rapidly along the direction and distance indicated.

3. At the rally point, the Unit Leader immediately accounts for personnel and equipment, and forms the unit for movement to an alternate location.

4. Individuals seek cover in shelters, if unit must remain in position due to METT-T.

5. Mission essential equipment is protected as much as possible.

6. Individuals attempt to improve/maintain cover without compromising position to the enemy.

7. Unit Leader evaluates moving the unit to an alternate fighting position.

8. Unit Leader present submits a SHELREP.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 335 03XX - X - 334

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 172

Destroy equipment

Condition: The unit must displace in the face of enemy threats. The equipment is unable to be moved. No means of transport are available.

COMPONENTS

1. Procedures for the destruction of the equipment by weapons fire, burning or explosives are known by all Marines.

2. Equipment is methodically destroyed (simulated), as per the operator's TM.

ADMINISTRATIVE INSTRUCTIONS

1. This is a simulated event.

2. The Marines are tested on their knowledge of destruction techniques on their own equipment.

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 173

Process casualties

Condition: The unit is conducting tactical operations. Enemy fire, direct or indirect, has been received in the position area causing casualties.

COMPONENTS

1. Injured Marines apply self-aid.

2. Marines apply buddy aid to the injured. Individuals demonstrate first aid knowledge in the treatment of fractures, penetrating wounds, and sucking chest wounds.

3. Unit corpsmen conduct triage to maximize number of survivors.

4. Unit Leader assesses casualties and determines need for MEDEVAC.

5. Unit Leader coordinates with higher headquarters for MEDEVAC (ground, air, etc.), if required.

6. MEDEVAC does not interfere with tactical mission.

7. Transport individuals requiring evacuation by man carry, litter, vehicle, or helicopter to treatment site in a tactically sound and expeditious manner.

8. Begin casualty reporting immediately after an individual is wounded, starting at the lowest unit level and terminating at higher headquarters.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluator will tag casualties. Marines, including officers who are tagged with incapacitating wounds, drop where "hit." Marines tagged as incapacitated do not move under their own power, but rely on other Marines to carry them.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Helicopter support

3. Suitable landing zone

4. Tactical vehicle(s)

RELATED INDIVIDUAL EVENTS

03XX - X - 440 03XX - X - 439

RELATED COLLECTIVE EVENTS

COLL - 03 - 179

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCRP 3-02G First Aid

EVENT: COLL - 03 - 174

Process known or suspected enemy personnel

Condition: The unit is conducting tactical operations. The unit, or local security has captured enemy soldiers.

COMPONENTS

1. Search Enemy Prisoners of War (EPWs) immediately after capture.
2. Tag and evacuate weapons, documents, and items of potential intelligence value at the same time as EPWs.
3. Return personnel items, protective clothes, and equipment to the EPWs.
4. Segregate EPWs type and sex - Officers, NCO, unranked, civilian combatants, etc.
5. EPWs are required to remain silent and are not permitted to converse among themselves.
6. Process EPWs with speed to obtain maximum intelligence benefit.
7. Ensure EPWs are safeguarded from abuse and the hazards of enemy fire.
8. Report perishable information obtained from EPWs immediately to higher headquarters.
9. Treat enemy casualties with the same medical care and MEDEVAC priority as friendly casualties with any difference in treatment based solely on medical reasons.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Roll players
3. Documents/weapons

RELATED INDIVIDUAL EVENTS

03XX - X - 345

RELATED COLLECTIVE EVENTS

COLL - 03 - 014

REFERENCES

1. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees

EVENT: COLL - 03 - 175

Submit reports

Condition: The unit has information that must be forwarded to the next higher headquarters.

COMPONENTS

1. Submit a spot report (SpotRep).
2. Submit a situation report (SitRep).
3. Submit a shell report (ShelRep)/mortar report (MortRep)/bomb report

(BomRep) within 30 minutes after event.

4. Submit a Meaconing, Intrusion, Jamming, Interference (MIJI) report to the net control station within 10 minutes after event occurs.

5. Submit Nuclear, Biological, and Chemical (NBC) 1 Report within 5 minutes after attack to higher headquarters, by secure means, when possible.

6. Submit Nuclear, Biological, and Chemical (NBC) 4 report.

7. Encryption is in accordance with standard operating procedures.

8. Forward reports on time, even if information is incomplete.

ADMINISTRATIVE INSTRUCTIONS

1. This task should be evaluated at any point when a report is necessary.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 465 03XX - X - 439 03XX - X - 379

RELATED COLLECTIVE EVENTS

COLL - 03 - 247

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 176

Conduct crater analysis

Condition: The unit has received incoming indirect fire. Enemy shells have impacted in the vicinity. The enemy situation dictates that only hasty survey techniques can be used. At a minimum, a lensatic compass and map are available.

COMPONENTS

1. Determine grid location of crater to within 100 meters.

2. Determine direction of incoming round within 5 minutes after the crater is identified in the area of impact.

3. Determine direction back to the firing weapon to within 3 degrees.

4. Collect shell fragments are collected and identify the type of weapons fired.

5. Complete and transmit shell report (ShelRep) to appropriate agency within 5 minutes.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluator will employ either a paper crater with fragments or have a crater dug in the area that is satisfactory for analysis.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. MCWP 2-15.3 Ground Reconnaissance Operations
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 177

Conduct a debriefing

Condition: The unit has returned from a patrol. The intelligence section is unavailable to assist in the debriefs.

COMPONENTS

1. Coordinate the debriefing of the recovered patrol.
2. Use a post mission check-list.
3. Concentrate debrief on answering the Essential Elements of Information (EEIs) of the unit commander.
4. Conduct a communications debrief.
5. Entire patrol participates in the debrief.
6. Provide debriefers with all notes and map notations made during the patrol.
7. Submit a detailed patrol report within 6 hours after recovery.
8. Submit film and a film log which includes detailed information concerning the photography taken during the patrol.
9. Properly tag and turn over all enemy material collected on the patrol.

RELATED COLLECTIVE EVENTS

COLL - 03 - 245

REFERENCES

1. MCWP 2-14 Counterintelligence

EVENT: COLL - 03 - 178

Conduct tactical discipline

Condition: The unit is conducting tactical operations. The enemy has the capability to detect the unit visually, audibly, and electronically.

COMPONENTS

1. Demonstrate personal control and contribute to mission accomplishment.
2. Safeguard and conduct daily maintenance of individual and crew served weapons.

3. Employ firepower in an orderly and organized fashion when engaged. Random wastage of ammunition is not tolerated by leaders.

4. Do not waste or abuse unit supplies or material.

5. Safeguard supplies from the enemy and the weather. Do not scatter litter on the terrain.

6. Wear the prescribed uniform, per standard operating procedure.

7. Practice good field sanitation and personal hygiene by use of designated heads, police of area, and frequent inspection of foot and body sores.

8. Ensure and maintain light discipline.

a. Use flashlights only when necessary and with a filter.

b. Use hand grenades and Claymore mines at night where possible, to eliminate the muzzle flash of weapons.

c. Build fires only when necessary and, as a rule, only in daylight.

d. Do not allow smoking at night.

e. At night, use only passive night observation equipment, if possible.

9. Enforced and maintain noise discipline.

a. Tape down or remove items that make noise.

b. Prohibit talking, except as required to conduct or plan operations.

c. If vehicle engines must be turned on to increase battery power, turn on all vehicles at the same time.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluators will use the 90 percent rule to determine whether requirements are being met. This task will be evaluated over the entire exercise and evaluators will note efforts of leaders to maintain and correct discipline.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

Note: Appropriate blank ammunition is required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 170

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 179

Maintain local security

Condition: The unit is conducting tactical operations. Enemy forces are deployed in the vicinity. The enemy has a night observation capability.

COMPONENTS

1. Maintain listening posts (LPs)/observation posts (OPs) and dispatch local security patrols.

2. Key fighting positions (along key avenues of approach, coordination points with adjacent units) remain occupied and on alert.

3. Employ active and passive operation security measures to prevent surprise and to provide greater security.

4. Identify primary, alternate, and supplementary positions. Improve them, as time permits.

5. Employ a series of natural and artificial obstacles to restrict, delay, block, or stop the movement of enemy forces.

6. Prepare, update, and refine the defense diagram. Submit one copy to higher headquarters and keep one copy with unit.

7. Coordinate defense with higher headquarters and adjacent unit for mutual support, considering the fires of organic weapons, support from mortars, artillery, naval gunfire, and air.

8. Build flexibility into the plan through the identification of a reaction force, centralized control over supporting fires, shifting of fires, and supplementary positions.

9. Disperse elements and individuals throughout the operation to avoid excessive casualties.

10. Plan critical signals and ensure the entire unit understands them.

11. Effectively use available time in the planning and preparation of defensive positions.

12. Do not dispatch patrols in repetitive or stereotyped patterns.

13. Coordinate patrol routes with adjacent units and higher headquarters.

14. Patrols and OP/LPs report departure and return per established procedures.

15. Disseminate combat information acquired by security elements throughout the unit, and as required to higher headquarters.

16. Brief outgoing patrols and LP/OPs with current information. Debrief incoming patrols and LP/OPs. Forward pertinent debrief items to higher headquarters.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 285 03XX - X - 262 03XX - X - 260

RELATED COLLECTIVE EVENTS

COLL - 03 - 178 COLL - 03 - 180

REFERENCES

1. FMFM 6 Ground Combat Operations
2. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 180

Maintain operational security

Condition: The unit is conducting tactical operations, operating separately or as part of a larger force. The enemy has the capability to detect the unit visually, audibly, and electronically.

COMPONENTS

1. Control information to subordinate units on a need-to-know basis.
2. Prohibit fraternization with civilians, as applicable.
3. Unit conducts alert, deployment, preparation, and loading in a manner that minimizes detection.
4. Any uncontrolled maps do not contain the friendly order of battle.
5. Conduct inspections and briefings to ensure personnel do not carry details of military activities in personal materials (letters, diaries, notes, drawings, sketches, or photographs).
6. Cover all reflective surfaces with nonreflective material such as cloth, mud, or camouflage stick.
7. Do not strip foliage near positions. Camouflage earth berms.
8. Marines mask or remove all unit markings from vehicles.
9. Leaders enforce trash disposal discipline.
10. Individuals avoid crossing near footpaths, trails, and/or roads.
11. Individuals camouflage entrances leading into the positions.
12. Disperse vehicles and park in shadows. Move vehicles as shadows shift. Hang camouflage nets properly, if used, to breakup the outline of the vehicle.
13. Secure weapons, ammunition, sensitive items, and classified documents.
14. Employ electronic/communications security, including the use of:

    a. CEOI procedures.

    b. Approved radio procedures.

    c. Short transmissions, lowest power settings possible, avoid transmission patterns, and maintain radio silence, as directed.

    d. Procedures for operations during jamming.

    e. Messenger and wire.

15. Employ physical security measures:

    a. Observation posts.

    b. Patrols.

    c. Stand-to procedures.

    d. Local security.

16. Sanitize all planning areas and positions before departure.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 285 03XX - X - 262 03XX - X - 260

RELATED COLLECTIVE EVENTS

COLL - 03 - 178

REFERENCES

1. FMFM 6 Ground Combat Operations
2. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 190

Plan patrols

Condition: The unit is conducting tactical operations. The unit has been issued a warning order to conduct reconnaissance patrols to collect information and to conduct normal security patrols. The patrol will be conducted on a 24-hour basis.

COMPONENTS

1. Analyze the mission and available information to identify specific tasks with respect to the commander's guidance, Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL), and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

2. Issue a warning order to subordinate units in sufficient time to allow for planning and preparation.

3. Review essential elements of friendly information, and immediately initiate measures to reduce OPSEC indicators.

4. Use standardized procedures contained in Standard Operating Procedures (SOPs) to develop a day and night patrol schedule.

5. Review available patrol reports in the area.

6. Request available intelligence and combat information on the enemy, his disposition, his capabilities, his intentions (DRAW-DE), his

identified vulnerabilities, the area of operations, and the weather.

7. Request aerial imagery and other available special topographic products.

8. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

9. Prepare a detailed description, sketch, or terrain model of routes of advance into the objective area.

10. Evaluate the effects of weather and astronomical data on both friendly and enemy forces, i.e., ambient light levels and trafficability.

11. Coordinate procedures to allow for timely updates on the threat and the weather while on patrol.

12. Issue commander's planning guidance.

13. Assign a specific mission and provides required support, personnel, equipment, supplies, and ammunition.

14. Provide the Rules of Engagement (ROE) to subordinates.

15. Specify adequate control measures, i.e., patrol schedules, specific times of departure, time restrictions, checkpoints, directives, communications procedures, available land navigation aids, and night movement procedures.

16. Identify available fire support i.e., air, naval surface fire support, artillery, and mortars, and procedures to request these assets.

17. Coordinate patrol plan with adjacent units, if required.

18. Identify insertion and extraction means.

19. Prepare a patrol operations order.

20. Develop a withdrawal plan and plans for other contingencies, i.e., downed aircraft and mass casualties.

RELATED INDIVIDUAL EVENTS

03XX - X - 320 03XX - X - 319

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 191

Conduct a patrol

Condition: The unit is assigned the mission to conduct a patrol. The unit is operating as part of a larger unit in the defense. The unit must provide its own security.

COMPONENTS

1. Conduct forward passage of lines.

2. Conduct assigned mission (reconnaissance/combat).

3. Utilizes control measures, i.e., checkpoints, rally points, etc.

4. Use patrol routes that avoid civilian centers, ridgelines, and danger areas.

5. Maintain all-around security.

6. Employ appropriate fire support during enemy contact.

7. Submit appropriate reports, as required.

8. Conduct rearward passage of lines.

9. Conduct debrief of patrol; consolidate information, and forward to higher headquarters.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 504 03XX - X - 320 03XX - X - 319

RELATED COLLECTIVE EVENTS

COLL - 03 - 190

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCWP 3-11.3 Scouting and Patrolling

3. FM 21-26 Map Reading and Land Navigation

EVENT: COLL - 03 - 192

Occupy an Objective Rally Point (ORP)

Condition: The unit is required to occupy an ORP. The unit provides its own security.

COMPONENTS

1. Halt 200 to 400 meters (terrain-dependent) from the tentative ORP.

2. Establish local security with automatic weapons positioned to cover the most likely direction of enemy approach.

3. Security team provides a contingency plan to the main body.

4. Security team, with communications, reconnoiters the tentative ORP.

5. Security team checks the ORP for suitability and to ensure no enemy is near. The ORP should:

   a. Provide cover and concealment.

   b. Be easy to defend for a short time.

   c. Be away from natural lines of drift.

   d. Be easily located.

e. Be close enough to the objective to minimize control problems.

f. Be out of sight, sound, and small-arms range of the objective.

6. Once the ORP has been reconnoitered, portion of the security team remains in the ORP while the remainder returns to the main body.

7. Rest of the unit moves forward to the ORP.

8. Perimeter positions and sectors of fire are designated to the subordinate leaders.

9. Occupy designated positions without enemy detection.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 504

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FM 20-3 Camouflage
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 193

Occupy a patrol base

Condition: The unit occupies a patrol base in preparation for or as part of an assigned mission. The unit provides its own security.

COMPONENTS

1. Halt 200 meters to 400 meters (terrain-dependent) from the tentative patrol base.

2. Establish local security with automatic weapons positioned to cover the most likely direction of enemy approach.

3. The security team provides a contingency plan to the main body.

4. The security team reconnoiters the patrol base.

5. The security team checks the patrol base for suitability and to ensure no enemy is near.

6. Once the patrol base has been reconnoitered, a portion of the security team remains in the patrol base while the remainder returns to the main body.

7. The rest of the unit is brought forward.

8. Rear security camouflages the trail from the security position to the patrol base.

9. Occupy the patrol base by deploying in a controlled manner and establishing a perimeter defense.

10. Use only 1 point of entry and exit.

11. Establish temporary observation posts. As a minimum, establish an observation post to observe the route the unit used to enter the patrol base.

12. Conduct reconnaissance to the limits of the unit's direct fire weapons to identify any signs of enemy activity, suitable observation post locations, possible rally points, withdrawal routes, and dead space.

13. Designate withdrawal routes, rally points, alternate patrol base, and observation post positions.

14. Establish or modify standard operating procedures for defensive work priorities.

15. Develop a fire plan sketch.

16. Establish communications with higher headquarters, OPs, and throughout the unit.

17. Permit only necessary movement within the patrol base.

18. Continuously enforce noise, light, and camouflage discipline.

19. Emplace early warning devices on avenues of approach.

20. On a staggered basis, accomplish patrol base activity priorities, such as:

a. Weapons and equipment maintenance.

b. Individuals perform personal functions.

c. Trash is buried or carried with the unit.

d. Water parties are dispatched (a minimum of 2 personnel - no more than 2 parties in 24 hours).

21. Leaders in the patrol base continue to plan and prepare for the mission.

22. Establish an alternate patrol base that is occupied in the same manner as the primary patrol base.

23. After departure, remove or conceal all signs of the unit's presence.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 504

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 194

Conduct a route reconnaissance

Condition: The unit is ordered to conduct a route reconnaissance. The unit is operating as the lead element of a larger unit's movement or separately as a security element in advance of the main body's movement. The unit provides its own security.

COMPONENTS

1. Prepare for the mission in conjunction with higher headquarters. Conduct a coordinated map reconnaissance, identifying key areas of interest to be reconnoitered.

2. Collect and report information about the route:

   a. Determine trafficability.

   b. Locate/Evaluate all bridges.

   c. Locate/Classify fords or crossing sites near bridges.

   d. Evaluate the road surface of the route, to include the width.

   e. Locate/Classify all underpasses, tunnels, and culverts.

   f. Identify/Evaluate restrictive curves and steep grades.

   g. Identify/Evaluate all other restrictive passages and obstacles.

   h. Locate/Evaluate bypasses of all restrictive passages.

3. Collect and report information about the adjacent terrain:

   a. Complete/Confirm the map reconnaissance by visual inspection of the route and the adjacent terrain.

   b. Reconnoiter the terrain that dominates the route.

   c. Reconnoiter all built-up areas along the route.

   d. Reconnoiter all lateral and axial routes.

4. Collect and report information about the enemy forces that can influence the route:

   a. Determine the enemy location.

   b. Determine the enemy strength.

   c. Determine the enemy composition.

   d. Determine the enemy activity.

   e. Locate the enemy supporting units and weapons.

   f. Identify the possible avenues of approach.

5. Prepare a route classification overlay.

6. Submit the route classification overlay and any obstacle, bypass, or ford reports.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Trafficable roads/trails
3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 381 03XX - X - 380

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FM 5-36 Route Reconnaissance and Classification

EVENT: COLL - 03 - 195

Conduct an area reconnaissance

Condition: The unit is ordered to conduct a reconnaissance of an area. The unit is operating separately and provides its own security.

COMPONENTS

1. A map reconnaissance is conducted to define the area and identify objectives.
2. The unit organizes based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL):
   a. Separate reconnaissance elements.
   b. Combined reconnaissance element.
   c. Security element.
3. Moves into the area and establish an ORP.
4. A security element is designated to remain at the ORP.
5. If using separate reconnaissance elements, each element is assigned a zone and reconnaissance objectives.
6. If using a combined reconnaissance element, the element is assigned a route and reconnaissance objective(s).
7. Patrols) depart from the ORP at irregular intervals.
8. Each patrol maintains communication with the ORP, providing SITREPS.
9. ORP consolidates reports and forward information to higher headquarters.
10. Patrols return on schedule.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 381 03XX - X - 380

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. MCWP 2-15.3 Ground Reconnaissance Operations
2. FM 5-36 Route Reconnaissance and Classification

EVENT: COLL - 03 - 196

Conduct a zone reconnaissance

Condition: The unit is required to reconnoiter a zone. The unit is operating separately and provides its own security.

COMPONENTS

1. Unit organized into reconnaissance teams and security teams.
2. Map reconnaissance is conducted and a series of ORPs or rendezvous points throughout the zone are selected.
3. Moves tactically to and occupies the ORPs.
4. Reconnoiter the area using one of the following techniques:

   a. Fan method.

   b. Converging-routes method.

   c. Successive-sectors method.

5. Reconnaissance elements return to the ORP or link up at the rendezvous point at designated times.
6. Reconnaissance elements controlled from the ORP.
7. Each team has a designated security and reconnaissance element.
8. Each member of the team has assigned responsibilities (point, pace, recorder, and rear security).
9. Each member of the team has designates rally points that are easily recognizable.
10. Each member of the team ensures local security is established and maintained at all halts.
11. The reconnaissance teams use the designated technique along routes.
12. The reconnaissance teams gather all information in accordance with the OPORD.
13. Collected information from the reconnaissance teams is analyzed and

the reconnaissance plan is refined.

14. When all selected areas have been reconnoitered, the unit returns undetected to friendly positions and provides timely and accurate reporting as required in the OPORD.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 381 03XX - X - 380

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 197

Cross a danger area

Condition: The unit is moving dismounted and encounters a danger area that cannot be bypassed. The unit must provide its own security.

COMPONENTS

1. Takes appropriate action on encountering a danger area.
2. Halt and maintains local security.
3. Designates near-side and far-side rally points.
4. Positions the near-side security.
5. Near-side security:

   a. Observes flanks.

   b. Overwatches crossing of far-side security team.

   c. Warns of enemy approach before the main body is engaged.

   d. Overwatches the crossing of the main body.

6. Select the crossing point that provides adequate cover and concealment.

7. Far-side security team reconnoiters the far side and ensures any terrain (small hills, folds, streambeds) might conceal enemy positions is clear of the enemy.

8. Far-side security team secures an area large enough to allow deployment of the entire unit.

9. Far-side security team establishes an observation post forward of the cleared area.

10. Far-side security team signals to the main body the area is clear.

11. Crosses the danger area quickly and quietly using the appropriate method for the terrain and enemy situation.

12. As the main body crosses the danger area, the far-side security area expands.

13. Spends minimal time near and in the danger area.

14. Executes appropriate actions if contact is made.

15. The near-side security crosses the danger area and regains their positions in the formation.

16. Accounts for all members.

17. Continues assigned mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MOUT Facility/MOUT training area

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 502

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 198

Cross a water obstacle

Condition: The unit must cross a water obstacle. The unit must provide its own security.

COMPONENTS

1. Stops short of the tentative crossing site and sets up security.

2. Unit Leader assigns recon and security elements, consisting of near and far side security teams.

3. Reconnaissance element selects the crossing site. The crossing site should:

   a. Be at the narrowest point.

   b. Have at least one strong, well-rooted tree or similar anchor point on each side of the obstacle, 4 to 6 feet from the bank.

   c. Have low banks.

d. Shallow enough water at the bank to permit an individual to wade into or out of the water.

e. Have good positions for security on each flank that provide cover, concealment, observation, and fields of fire.

4. Personnel in the security area prepare for the water crossing.

5. Maintain noise, light, and camouflage discipline throughout the crossing.

6. Individuals prepare for the water crossing.

a. Waterproof all water-sensitive items.

b. Unblouse trousers.

c. Unbuckle chin straps on helmets.

d. Tie all loose items to uniform or body (dummy-cord).

7. Security team moves to and secures the near side of the crossing site.

8. Unit Leader makes an estimate of the situation and determines the method for crossing the water obstacle.

9. Far-side security team crosses the water obstacle using the selected technique.

10. Far-side security team reconnoiters the far side.

11. Far-side security team sets up security.

12. Organizes remainder of unit into the required teams and elements (if not previously designated).

13. Crossing teams move from the security position to the crossing site.

14. Crossing teams utilize:

a. One-rope bridge.

b. Two-rope bridge.

c. Poncho rafts.

d. Waterproof bags.

e. Empty canteens.

f. Water wings (made from extra trousers).

g. Boats (military or civilian).

15. Remainder of the unit crosses the obstacle and take up security positions on the far-side.

16. Once the entire unit is across and equipment is gathered, the far-side security team rejoins the platoon.

17. Ensure all personnel and equipment are accounted for.

18. Moves out of the area of the water obstacle as soon as possible and continues the mission.

EXTERNAL SUPPORT

1. Water obstacle (river, stream)

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company
3. MCWP 3-17.1 River-Crossing Operations

EVENT: COLL - 03 - 199

Cross a defile

Condition: The unit is moving mounted and encounters a defile. There are no alternate routes, or METT-T requires crossing the defile. The unit provides its own security.

COMPONENTS

1. Unit is organized into a clearing element and a security element.
2. The unit stops in a covered and concealed position; the clearing element dismounts.
3. The security element remains with the vehicles to provide close-in infantry protection.
4. One clearing team checks the defile, one team clears the right flank, and one team clears the left flank.
5. The clearing teams use covered and concealed routes to clear their assigned areas.
6. The first clearing team checks the route of advance for mines or ambushes and clears the defile.
7. The second and third clearing teams clear flanks and take up positions to overwatch the defile and to observe beyond the defile.
8. At least one pair of vehicles crosses through the defile to link up with the dismount teams at an overwatch position beyond the defile.
9. The second set of vehicles moves through the defile, halts, and picks up the dismount teams.
10. Trafficability is reported to higher headquarters.
11. Continues the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Trafficable roads/trails with adjacent dismounted maneuver/training area
3. MILES Gear

   Note: Appropriate blank ammunition is required.

EVENT: COLL - 03 - 200

Execute a point ambush

Condition: The unit had been ordered to execute a point ambush in a designated area of operations. The unit is operating separately and must provide its own security. Both friendly and enemy units have indirect fire available.

COMPONENTS

1. Reconnaissance is conducted of the tentative ambush site with FO, RO, element leaders, and a security team.

2. The kill zone is identified and confirmed.

3. A portion of the reconnaissance team returns to the ORP, leaving a security team at the ambush site.

4. The unit is organized into an assault element, a support element, and a security element based on the reconnaissance information.

5. The security team departs the ORP and moves undetected to secure the flanks of the ambush site, providing detection and early warning of the enemy's approach.

6. A portion of the security team remains in the ORP if the unit plans to return to the ORP after the execution of the ambush.

7. The support and assault elements move to designated positions using covered and concealed routes.

8. Claymore mines are placed to cover the kill zone and the unit's withdrawal routes.

9. The security team alerts the unit of the enemy approach. At a minimum the security team reports the direction of movement, size of the target, and any special weapons and equipment carried.

10. If the enemy force is too large, the Unit Leader directs the ambush is not initiated. The squad allows the enemy to pass. The Unit Leader calls in a SITREP and continues the mission.

11. If the enemy force is not too large, the Unit Leader initiates or signals the initiation of the ambush when the largest percentage of the enemy is in the kill zone.

12. The signal to shift or cease fires is given.

13. The assault element assaults before the enemy can react to kill or capture all enemy in the kill zone.

14. Specialty teams (demolition, aid and litter, search, PW) accomplish their assigned tasks immediately after the assault.

15. Withdraws in the sequence designated.

16. Planned indirect fire or smoke is used to cover the withdrawal.

17. A SITREP is transmitted to higher headquarters.

18. Continues the mission.

ADMINISTRATIVE INSTRUCTIONS

1. All targets must be destroyed by organic weapons to accomplish this task to standard.

2. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Live fire range with moving targets
2. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

K143	MINE, APERS, M18A1, W/ACCES	2 per iteration

Weapon: M16A2 5.56mm service rifle

A059	CTG, 5.56MM, BALL, M855	84 per weapon

Weapon: M203 40mm grenade launcher

B519	CTG, 40MM, PRACTICE, M781	4 per weapon

Weapon: M240G 7.62mm medium machinegun

A131	CTG, 7.62MM, LINKED 4&1	200 per weapon

Weapon: M249 5.56mm light machinegun - squad automatic weapon

A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	200 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 262	03XX - X - 224	03XX - X - 198
03XX - X - 181	03XX - X - 128	03XX - X - 110
03XX - X - 076	03XX - X - 069	03XX - X - 064
03XX - X - 045	03XX - X - 042	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 201

Execute an area ambush

Condition: The unit has been ordered to execute an area ambush. The unit is operating separately and must provide its own security.

COMPONENTS

1. A tentative ambush site is selected from map reconnaissance.
2. Sectors are assigned to subordinate elements.
3. Unit and attachments are task organized. Additional assets (FO, anti-

armor weapons, Corpsmen, special equipment, and demolitions) are requested to conduct the ambush.

4. Specific guidance is issued on contingency plans, rally points, control measures, and coordinating instructions.

5. Fire support is planned to support execution and withdrawal from the ambush site.

6. Upon arrival to the tentative ambush site, the elements conduct detailed reconnaissance of their sectors or tentative ambush sites and identify likely enemy avenues of approach, choke points, kill zones, obstacle sites, patrol bases, and cache sites.

7. All ambush positions are confirmed and incorporated into the overall concept of the operation and a scheme of maneuver that sequences the ambushes to accomplish the commander's intent.

8. Alternate and supplementary positions are designated for each of the elements.

9. Claymore mines are placed to cover the kill zone and the unit's withdrawal routes.

10. All ambush sites transmit information on enemy movement.

11. Ambushes are initiated in the sequence that accomplishes the commander's intent expressed in the order.

12. Elements do not become decisively engaged by the enemy.

13. Reports enemy intelligence and results of contacts to higher headquarters.

14. Consolidates and withdraws at the completion of the operation or on order.

ADMINISTRATIVE INSTRUCTIONS

1. Task can be accomplished to standard with blank ammunition and MILES gear.

2. All targets must be destroyed by organic weapons to accomplish this task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 262	03XX - X - 224	03XX - X - 198
03XX - X - 181	03XX - X - 128	03XX - X - 110
03XX - X - 076	03XX - X - 069	03XX - X - 064
03XX - X - 045	03XX - X - 042	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 191

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 202

Execute an anti-armor ambush

Condition: The unit is required to conduct an antiarmor ambush. The unit is operating separately or as part of a larger force. The unit must provide its own security. The unit has been given appropriate assets and/or attachments to accomplish mission.

COMPONENTS

1. Kill zone is selected from reconnaissance and intelligence estimates.

2. The unit (and attachments) organizes for an anti-armor ambush and by designating an assault element, a security element, and a support element.

3. Plan indirect fires in the kill zone to destroy the enemy and cover the withdrawal of the unit.

4. Armor-killer teams are assigned positions that offer:

   a. Good fields of fire into the kill zone.

   b. Cover and concealment.

   c. An obstacle between the team and the kill zone.

   d. Covered and concealed withdrawal routes.

5. Positions for the security teams are assigned on both flanks of the kill zone where they can secure all elements and cover the withdrawal of the assault and support elements.

6. Positions are assigned to the support element that provide supporting fires for the armor-killer team(s) and covers their withdrawal.

7. Support element and security teams move undetected to designated positions.

8. Obstacles are emplaced that canalize the enemy or to stop him in the kill zone.

9. Claymore mines are placed to cover the kill zone and the unit's withdrawal routes.

10. Individual positions are covered and concealed while waiting for the enemy.

11. The security element alerts the unit of the enemy approach. At a minimum, report the direction of movement, size of target, formation, number and type of vehicles, and any special weapons and equipment carried.

12. If the enemy force is too large, the Unit Leader directs the ambush is not initiated. The unit allows the enemy to pass. The Unit Leader calls in a SITREP and continues the mission.

13. If the enemy force is not too large, the Unit Leader initiates or

signals the initiation of the ambush when the largest percentage of the enemy is in the kill zone.

14. The ambush is initiated by using one of the following methods:

a. A command-detonated anti-armor mine, if the enemy is entirely mounted and the mine is available.

b. Javelin, if fields of fire are over 65 meters and mines are not available.

c. Multiple AT-4/SMAW fires, if fields of fire are less than 200 meters and mines are not available.

15. Once the ambush is initiated, the remainder of the armor-killer teams open well-aimed, interlocking fire with M240Gs/SAWs, M16s, and grenade launchers throughout the kill zone, to its flanks, and beyond it.

16. Indirect fires should impact in the kill zone as soon as possible after the initiation of the ambush.

17. Signal to cease fires is given when return fire has stopped.

18. If the unit is to assault the kill zone, the designated element provides overwatch while the clearing teams clear, search, and/or destroy vehicles.

19. On signal, unit withdraws to a designated rally point on the Unit Leader's command and prepares to execute the fire support plan.

20. SITREP is transmitted to higher headquarters.

ADMINISTRATIVE INSTRUCTIONS

1. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard in the field with simulators.

2. All targets must be destroyed by organic weapons to accomplish this task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Live fire range for anti-armor weapons (Javelin, TOW) and machineguns (M2, MK19) with stationary and moving vehicle targets at ranges of 1000 to 2000 meters

3. MILES Gear

Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 262	03XX - X - 224	03XX - X - 198
03XX - X - 181	03XX - X - 128	03XX - X - 110
03XX - X - 076	03XX - X - 069	03XX - X - 064
03XX - X - 045	03XX - X - 042	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 035	COLL - 03 - 057	COLL - 03 - 058
COLL - 03 - 129	COLL - 03 - 142	COLL - 03 - 191

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 211

Conduct staff logistics planning

Condition: The unit is in receipt of a warning order to prepare to participate in tactical operations as a part of its parent MAGTF.

COMPONENTS

1. Review existing plans, Standard Operating Procedures (SOPs), and lessons learned.

2. Review the intelligence estimate to gather all available intelligence and information on the enemy and areas of operations in order to determine climate, weather, terrain, existing facilities, in-country transportation means, airfields, hospitals, distances, etc.

3. Initiate detailed logistics planning upon receipt of the warning order.

4. Analyze the mission and available information to identify specific CSS requirements within each of the six functional areas.

5. Develop, in coordination with the CSSE commander and MAGTF S-4, a detailed CSS estimate of supportability which compares all CSS-related factors influencing each proposed course of action.

6. Identify anticipated requirements for sustainability.

7. Computes, in coordination with the CSSE commander and MAGTF S-4, consumption rates and detailed logistics requirements for each stage of the operation.

8. Determine the support required by each unit, and recommend to the commander, priorities of support, and allocation of resources.

9. Ensure sufficient quantities of Class IV and Class V (W) material are available to support the obstacle emplacement plan.

10. Develop a resupply concept to include push/pull, supply point(s), etc.

11. Determine air delivery requirement if capability exists.

12. Review ACE's estimate of supportability to identify capabilities, limitations, and operational constraints for the support of the CSS concept.

13. Determine helicopter delivery/resupply requirements. Coordinate with and provide them to the air officer.

14. Recommends MP augmentation to handle civilians and anticipated large numbers of EPWs.

15. Determine overall transportation requirements.

16. Provides pertinent CSS instructions for inclusion in the operations order, as required.

17. Determine legal services support requirements.

18. Identify any other peculiar CSS requirements.

19. Operates a logistic operations center (LOC).

RELATED INDIVIDUAL EVENTS

03XX - X - 532

RELATED COLLECTIVE EVENTS

COLL - 03 - 212

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 212

Conduct logistics planning

Condition: The unit is in receipt of a warning order to prepare to participate in tactical operations as a part of its parent unit.

COMPONENTS

1. Review existing plans, Standard Operating Procedures (SOPs), and lessons learned.

2. Review the intelligence estimate to gather all available intelligence and information on the enemy and areas of operations in order to determine climate, weather, terrain, existing facilities, in-country transportation means, airfields, hospitals, distances, etc.

3. Initiate detailed logistics planning upon receipt of the warning order.

4. Analyze the mission and available information to identify specific CSS requirements within each of the six functional areas.

5. Identify anticipated requirements for sustainability.

6. Determine the support required by each unit, and recommend to the commander, priorities of support, and allocation resources.

7. Ensure sufficient quantities of Class IV and Class V (W) material are available to support the obstacle emplacement plan.

8. Develop a resupply concept to include push/pull, supply point(s), etc.

9. Determine overall transportation requirements.

10. Identify any other peculiar CSS requirements.

RELATED INDIVIDUAL EVENTS

03XX - X - 532

RELATED COLLECTIVE EVENTS

COLL - 03 - 211

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 213

Logistically sustain a unit

Condition: The unit must conduct extended tactical operations. The unit is operating separately or as part of a larger force. The unit when operating separately must provide its own security.

COMPONENTS

1. Submit appropriate status reports.

a. Reports personnel strength and casualties in accordance with Standard Operating Procedures (SOPs).

b. Reports equipment strength, status, and losses in accordance with Standard Operating Procedures (SOPs).

c. Reports supply status in accordance with Standard Operating Procedures (SOPs).

d. Submit reports following major changes in status which impair mission accomplishment or in accordance with Standard Operating Procedures (SOPs).

2. All leaders know the locations of the higher headquarters command posts and resupply/maintenance locations.

3. Establish and adheres to security and sleep plans.

4. Individuals are given food, water, and rest.

5. Uniform is consistent with the weather conditions and the mission.

6. Required basic load, supplies, and operational equipment are on hand.

7. Submit ammunition and resupply requests early.

a. Based on actual losses and expenditures, and forecasted requirements.

b. Request are submitted soon enough so as not to impair current or future operations.

8. Resupply requests are made through higher headquarters using logistic nets vice tactical nets.

9. Request enough replacement personnel, water, rations, lubricants, ammunition, and repair parts to meet expected needs until the next resupply.

10. Request fortification materials, if required.

11. Maintains appropriate ammunition stockage.

12. Leaders inspect the maintenance performed by their subordinates.

13. Priority of maintenance effort is given to weapons and radios.

14. Performs emergency repairs as far forward as possible to ensure continued operation and availability of equipment.

15. Casualties who do not need evacuation are given medical treatment as soon as possible.

16. Attached corpsmen routinely check the physical well-being of the Marines.

17. Marines are trained to administer first aid.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 532

RELATED COLLECTIVE EVENTS

COLL - 03 - 212 COLL - 03 - 214

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 214

Provide logistics support

Condition: The unit is conducting ongoing tactical operations as part of its parent MAGTF.

COMPONENTS

1. Provide logistics support as planned.
2. Coordinate with CSSE to ensure planned logistics requirements are met and request additional assistance as necessary.
3. Stage ammunition and supplies for combat operations.
4. Allocate certain supplies, equipment, and other CSS resources in reserve.
5. Distribute supplies, equipment, and other CSS resources as required.
6. Perform 1st and 2d echelon maintenance on organic equipment.
7. Provide initial efforts to recover, identify, and evacuate the deceased and their personal effects.
8. Provide supervisory procedures for disease prevention and control.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 532

RELATED COLLECTIVE EVENTS

COLL - 03 - 213

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 215

Conduct resupply

Condition: The unit is static and conducting operations apart from the logistics train of their higher headquarters. The unit must conduct resupply as a result of the operations or for sustainment.

COMPONENTS

1. The unit coordinates resupply.

2. The unit prepares a resupply point, when appropriate, according to resupply transport.

a. Helicopter: The unit, under leader supervision, prepares, marks, and secures LZ to the rear of the unit's position.

b. Wheeled vehicle: The unit selects a covered and concealed unloading site, with suitable routes leading into and out of the site.

3. Adequate tools, such as wire cutters and crowbars, are available to open ammunition boxes.

4. Security is maintained and ammunition is divided.

5. The unit resupplies without restricting its security, communications, movement, delivery of direct fire, or ability to provide indirect fire support.

6. Supplies are distributed throughout the unit, based on current and anticipated operations and needs.

7. When possible, the unit conducts resupply in position, instead of out of position.

8. Resupply is performed as quickly as possible in covered and concealed positions.

9. When supplies have been stocked at firing positions, the unit uses these items first.

10. The unit rearms.

11. Marines fill all magazines.

12. Remaining stowed ammunition is repositioned to leave easy-to-stow areas open.

RELATED INDIVIDUAL EVENTS

03XX - X - 532

RELATED COLLECTIVE EVENTS

COLL - 03 - 213 COLL - 03 - 216

EVENT: COLL - 03 - 216

Conduct aerial resupply

Condition: The unit is to be resupplied by air. The unit is operating separately and must provide its own security.

COMPONENTS

1. The Unit Leader conducts a reconnaissance of the selected LZ or DZ. Location should meet the following criteria:

a. Easily identified from the air.

b. Secure from enemy direct fire.

c. Accessible by the unit.

e. If using a LZ, the surface is firm enough to support the weight of the resupply aircraft.

f. If using a LZ, the zone is free of tree stumps or other objects that would puncture the bottom of the aircraft or damage sling-loaded cargo.

g. If using a LZ, the zone is free of loose debris that may damage aircraft engines.

h. If using a LZ, the ground slope is less than 15 degrees.

i. The approach and departure ends of the LZ or DZ are free of tall trees, telephone lines, power lines, or similar obstacles that may interfere with aircraft landings or lift-offs.

2. Designates a security element and a recovery and distribution element.

3. Security element establishes mutually supporting positions that provide observation, cover, concealment, fields of fire, and cover the most likely mounted and dismounted avenues of approach to the LZ or DZ.

4. Identify the load impact or aircraft landing point and the distribution point.

5. The Unit Leader identifies the operational area to the recovery and distribution element leader.

6. The recovery and distribution element prepare the LZ or DZ.

a. Removes the obstacles, if possible, and marks the obstacles it cannot remove.

b. Removes debris that may interfere with the resupply aircraft.

c. Marks the load impact or aircraft landing point in a manner identified by the commander (for example, smoke, lights, D-17 panels, field-expedient markers).

7. Once the aircraft arrives, the recovery and distribution element moves quickly to the aircraft or airdropped load.

8. The recovery and distribution element unload the aircraft, divide the load, and move it to the distribution point.

9. At the distribution point, the supplies are broken down in accordance with the allocation plan.

10. Supplies are distributed tactically to individuals in a manner that:

a. Individuals do not group together.

b. Security is maintained throughout the operation.

11. The recovery and distribution element conceals the LZ or DZ by removing any indication of its use, such as aircraft tracks, and recover markers, equipment, and any other items that may identify its use for resupply.

12. The unit continues the mission.

EXTERNAL SUPPORT

1. Helicopter support

2. Suitable landing zone/drop zone

RELATED COLLECTIVE EVENTS

COLL - 03 - 213 COLL - 03 - 215

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 217

Conduct tactical feeding

Condition: The unit is conducting operations separate from higher headquarters. The opportunity arises to provide chow at the unit's static location. The unit must remain as tactical as possible during the feeding.

COMPONENTS

1. Maintains local security and noise and light discipline.

2. Burns or buries garbage, waste, and trash when authorized. When not authorized, waste is carried with the unit and disposed of as soon as possible.

3. Individuals remain 3 meters to 5 meters apart in the serving line and at the eating site, using cover and concealment.

RELATED COLLECTIVE EVENTS

COLL - 03 - 178 COLL - 03 - 179

EVENT: COLL - 03 - 218

Perform field sanitation

Condition: The unit is conducting operations apart from higher headquarters. Higher headquarters' order requires the unit to remain static for an extended period.

COMPONENTS

1. Individuals conduct personal hygiene.

2. Minor wounds (scratches and abrasions) are cleaned and bandaged to prevent infection. Exposed bandages are olive drab.

3. If continuously wearing chemical protective overgarments, Individuals

try to bathe and change undergarments every 48 hours to avoid rashes.

4. Each individual's pack contains personal hygiene equipment in accordance with Standard Operating Procedures (SOPs).

5. Individuals drink only potable water as identified by the unit corpsman.

6. Maintains its prescribed load of water purification materials in accordance with Standard Operating Procedures (SOPs).

7. Purifies potable water by using iodine tablets or by boiling.

8. Builds latrines and urinals at least 100 feet from water sources and 100 meters from mess areas. Hand-washing facilities are provided with a soakage pit beneath.

9. Individuals prepare, use, and fill cat holes during operations.

10. All food is protected from extreme temperatures, moisture, and pests.

11. Unit locations consistent with the mission are selected to avoid pests.

12. Individuals use protective measures, to include wearing netting, using repellent, spraying, dusting, poisoning, and trapping.

13. Individuals wash hands before eating or preparing food.

14. Leaders ensure their unit follows field sanitation procedures.

RELATED COLLECTIVE EVENTS

COLL - 03 - 214

EVENT: COLL - 03 - 219

Perform preventive medical services

Condition: The unit is in position and facilities have been established.

COMPONENTS

1. Inspections are conducted on a daily basis of mess, troops facilities, and head areas.

2. Actual and potential health hazards are identified.

3. Inspections are conducted on a daily basis of field sanitation measures.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 452	03XX - X - 451	03XX - X - 450
03XX - X - 449	03XX - X - 448	03XX - X - 447
03XX - X - 446	03XX - X - 445	03XX - X - 444
03XX - X - 443	03XX - X - 442	03XX - X - 441
03XX - X - 440	03XX - X - 439	03XX - X - 438

RELATED COLLECTIVE EVENTS

COLL - 03 - 214

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 220

Operate an aid station

Condition: The unit is deployed in support of tactical operations. The unit's aid station is operating ashore with the command post. The aid station must support around the clock operating capability.

COMPONENTS

1. Immunizations are up-to-date on deployed personnel.

2. Establish an aid station well-forward, capable of performing patient triage.

3. Establish facilities which provide patient protection from the environment and from enemy fire.

4. Demonstrates the capability to handle mass casualties; i.e., perform patient triage, provide emergency treatment, and evacuate patients.

5. Demonstrates medical evacuation capabilities by both ground and air means.

6. Complete and attaches field medical evacuation tag to each patient.

7. Coordinate with the receiving station at the time of departure and provides an estimated time of patient arrival.

8. Prioritizes patients for evacuation in the appropriate categories (urgent, priority, routine).

9. Prepare patients for evacuation (restrained/secured), ensuring all necessary items are with the patient bottles, personal equipment, etc.

10. Provides monitoring and treatment in the evacuation area.

11. Provides monitoring and treatment while en route, if required.

12. Possesses adequate medical equipment and supplies to provide immediate medical care to blast and burn casualties.

13. Medical personnel are CPR, suture, and I.V. certified.

14. Treats environmental casualties properly.

15. Operates the BAS according to provisions contained in the unit Standard Operating Procedure (SOP).

16. Maintains the capability to treat casualties while displacing.

17. Coordinate the decontamination and handling of contaminated casualties.

18. Provides preventive medical support for the control of disease in the battalion.

19. Coordinate casualty reporting procedures within the battalion, in conjunction with S-1/S-4.

20. Provides the priority of treatment for patients based solely on medical considerations, not on the patient's status as friendly or enemy.

21. Establish an adequate internal security for patients and medical equipment.

22. Displays external markings required by the Geneva Convention on all medical assets and personnel as directed by the battalion commander.

23. Adequately disperses equipment and tentage.

24. Provides an adequate water supply to support BAS operations.

25. Assures minimum water quality standards are met.

26. Request supply status and orders supplies for the maintenance of emergency stockage.

27. Communicable diseases are identified and treated.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 214 COLL - 03 - 219

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 230

Plan communications security

Condition: The unit is in receipt of a warning order to conduct operations. The unit may be embarked aboard ship or in a staging area. Operation planning has commenced.

COMPONENTS

1. Determine transmission security requirements, in conjunction with S-2/S-3.

2. Determine emissions security requirements, in conjunction with S-2/S-3.

3. Determine cryptological security requirements, in conjunction with S-2/S-3.

4. Determine physical security requirements, in conjunction with S-2/classified material storage (CMS) custodian.

5. Compiles communications access lists and publishes appropriate procedures.

6. Coordinate with the CMS custodian to ensure sufficient intertheater COMSEC packages for combined/joint operations are held and meet mission requirements.

7. Develop and coordinate a COMSEC plan to include "BEADWINDOW" monitoring.

8. Ensure subordinates possess the required keying materials and CMS equipment.

9. Coordinate the control, acquisition, holding, storage, and distribution of COMSEC materials with the CMS custodian.

10. Plan for adequate personnel and safeguards for security of communications spaces.

11. Develop an emergency action plan (EAP) for use when established ashore.

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 231

Conduct staff communication coordination

Condition: The unit is in receipt of a warning order to conduct operations. The unit may be embarked aboard ship or in a staging area. Planning has commenced.

COMPONENTS

1. Coordinate with the staff to determine doctrinal and unique requirements and exchanges information on available communications support.

2. Coordinate with communications personnel of adjacent/higher command elements to identify doctrinal and unique requirements, liaison requirements, and exchange information.

3. Coordinate with subordinate unit commanders to determine doctrinal and unique requirements, and exchanges information on communications support requirements and assets available.

4. Identify organic personnel and equipment assets available to support the planned communication system; and provide for the internal redistribution of assets, if required.

5. Request personnel and equipment augmentation from the higher command element, if required.

6. Submit frequency requirements to higher headquarters based on the use of frequency propagation analysis tools.

7. Forward the prioritization and allocation of shipboard communications asset requirements to the higher command element.

8. Coordinate with the ACE and higher headquarters' fire support coordinator (FSC) in the development of the communications portion of the pilot's/controller's handbook.

9. Establish restoration priorities based on the unit standard operating procedures and commander's guidance.

10. Ensure the plan for communications/electronics maintenance supports the communications plan.

11. Identify to the S-4, logistics requirements, i.e., consumables, POL, batteries, etc.

12. Participates in embarkation planning to ensure spread loading, proper off-loading, and access to communications equipment while embarked.

RELATED COLLECTIVE EVENTS

COLL - 03 - 235

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 232

Develop concept of communications support

Condition: The unit is in receipt of a warning order to conduct operations. The unit may be embarked aboard ship or in a staging area. Planning has commenced.

COMPONENTS

1. Analyze the mission and available information to identify specific communications tasks with respect to mission, enemy, terrain and weather, tactics, time, space, and logistics (METT-TSL); and key terrain, obstacles, cover and concealment, observation, and avenues of approach (KOCOA).

2. Request available communications-related intelligence and information on the enemy, terrain, and weather from available sources, i.e., S-2 and/or higher command element communications electronics officer (CEO).

3. Participate in higher headquarters' communications coordination conference to identify communications requirements, and to obtain technical and administrative instructions.

4. Request message distribution per the procedures contained in the communications Standard Operating Procedure (SOP).

5. Review task organization and command relationships to determine coordination and support requirements.

6. Prepare a communications estimate of supportability for each course of action considered.

7. Refine concept of communications support based on commander's guidance.

8. Review the communications Standard Operating Procedure (SOP), contingency plans, lessons learned, etc., for applicability.

9. Plan for the establishment of communications with outside agencies, as required.

10. Conduct close and continuous liaison with higher headquarters communications planners.

11. While embarked aboard amphibious shipping, submits prioritization and allocation of shipboard communications asset requirements to the MAGTF and/or the ship's communications officer.

12. Demonstrate knowledge of all external communications support available including the naval telecommunications (NTS) and defense communications systems (DCS) networks (e.g., AUTODIN, DSN, AUTOSEVOCOM, and DSSCS) and uses appropriate communications while en route to and within the objective area if embarked on amphibious shipping.

13. Validate internal and external needlines for all phases of the operation.

14. Identify types of information (data, voice, facsimile, etc.) and estimated volume to be exchanged.

15. Submit recommended prioritization of communications circuits.

16. Employ circuit profile analysis techniques.

17. Identify critical low-density items and major end items for usage and maintenance support.

18. Configure the communication system to allow for systems and technical control.

19. Coordinate the employment of various types of radios to ensure reliable communications and redundancy, by providing multiple communications paths, and divergent portions of the frequency spectrum.

20. Based on commander's guidance, coordinate the use and allocation of COMSEC equipment and materials.

21. Coordinate the use and location of deck mounted radios with the MAGTF/ATF CEO.

22. Coordinate communications requirements to support the rehearsal plan.

23. Request frequencies for operations, rehearsals, communications exercises (COMMEX), and/or CPX.

24. Identify potential interoperability problems.

25. Review the CEOI for potential problems such as frequency incompatibility between nets, and submits requests for changes to the MAGTF CEO.

26. Coordinate with subordinate units to ensure required connectivity is planned.

27. Coordinate the preparation of the ASC-26 with the ACE for the GCE's use.

28. Determine/requests HF frequency propagation for all operating areas.

29. Request any known geographic and climatic communications limitations.

30. Develop communications contingency plan.

31. Develop a COMSEC plan, in conjunction with the S-2, and coordinate with MAGTF CEO to monitor COMSEC, providing friendly CEOI information such as the identification of key nets, times for changing call signs, frequencies, KY-57 "fills", etc.

32. Plan manual and automatic retransmission sites; and requests aerial retransmission.

33. Ensure the communications plan reflects secure voice equipment availability, correct key lists and edition numbers, and verifies subordinates possess them.

34. Plan for the use of field expedient radio antennas.

35. Publish and disseminate the communications plan in a timely manner.

36. Review and monitor overall communication readiness.

RELATED COLLECTIVE EVENTS

COLL - 03 - 231

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 233

Conduct communication preparation

Condition: The unit has issued an operations plan or order. Final preparation is being conducted.

COMPONENTS

1. Conduct briefings on overall operations/communications plan, schedule of events, COMSEC plan, etc.
2. Briefs staff on communications plan.
3. Use graphic aids, maps, charts, needline diagrams, alternate route diagrams, or other visual aids when briefing.
4. Conduct preparatory training required on COMSEC equipment and materials.
5. Conduct preoperations inspections, inventory, and operations checks.
6. Ensure any rehearsal plans fully test the supportability of the communications plan.
7. Validates the requirement for planned ground or air retransmission sites.
8. Verifies compatibility of COMSEC means and procedures.
9. Conduct operational checks of all circuits during any rehearsal.
10. During rehearsals installs communications based on established priorities.
11. Evaluate communications personnel proficiency during rehearsals.
12. Conduct correct message drafting briefings.
13. Demonstrates procedures for handling high priority messages.

RELATED COLLECTIVE EVENTS

COLL - 03 - 230

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 234

Conduct communications control

Condition: The unit is supporting tactical operations. The requirement exists to establish communication control.

COMPONENTS

1. Establish communication control procedures based on the Standard Operating Procedure (SOP).
2. Follows installation and restoration priorities.
3. Maintains circuit status.
4. Coordinate troubleshooting effort.

5. Provides the necessary communications to allow for continuous command and control.

6. Maintains continuous awareness of the commander's plan of operation and resulting communications requirements.

7. Receive and prepare communications status reports, as required.

8. Ensure communications discipline measures are adhered to during planning, and all subsequent phases of the operation.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 233

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 235

Ensure interoperability

Condition: The unit is in receipt of a warning order to conduct operations. The unit may be embarked aboard ship or in a staging area. Planning has commenced.

COMPONENTS

1. Preplanning conferences are hosted or attended to ensure the integration and coordination of efforts.

2. Identify unique communications requirements, i.e., equipment, format, procedures, etc., based on the specific command and control relationships established.

3. Provides for the voice and/or data link exchanges between the unit and external control agencies.

4. Determine liaison requirements to include equipment, personnel, procedures, and communications.

5. Identify unique CMS considerations.

6. Coordinate intertheater CMS contingency packages for subordinates to ensure equipment compatibility and adequacy of inventory.

RELATED COLLECTIVE EVENTS

COLL - 03 - 230

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 236

Employ Electronic Counter Counter Measures (ECCM)

Condition: The unit is conducting tactical operations. The enemy has Electronic Counter Measures (ECM) and Electronic Surveillance Measures (ESM) capabilities which he has actively employed.

COMPONENTS

1. Use only authorized codes.

2. Correctly uses authentication/encryption codes.

3. Radio operators continue to operate through enemy jamming activity without revealing its effectiveness and send messages by alternate means.

4. Radios and antennas are "remoted" from the command post (CP) to the maximum extent practical.

5. Radios and other electronic equipment are properly grounded to reduce susceptibility to noise-generating sources.

6. Wire circuits are installed at every feasible opportunity.

7. Net discipline is maintained using proper procedures.

8. Adheres to EMCON conditions.

9. Employs directional antennas to reduce electromagnetic signature, when feasible.

10. Transmitting antennas are sited on the reverse slope of the hill (away from the enemy), when practicable.

11. "BEADWINDOW/GINGERBREAD" procedures are properly used.

12. Reports meaconing, intrusion, jamming, and interference (MIJI) and frequency interference reports (FIR).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 429

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 237

Operate without radio communications

Condition: The unit loses all radio communications while performing the mission during high tempo operations for a period of 2-4 hours.

COMPONENTS

1. Continues to submit the appropriate report if electronic countermeasures are suspected of causing the problem.

2. Mission-type orders have been issued that allow units to perform the mission despite the lack of radio communications.

3. Appropriate actions occur to restore radio communications.

4. Continues to perform their assigned mission.

5. Reliance on wire and messengers is increased until nets are restored.

6. Mission performance degradation is not experienced.

ADMINISTRATIVE INSTRUCTIONS

1. After loss of communications, spare frequencies may be used for restoration purposes.

2. Events are planned, that would normally require the use of radio communications, during the "reduced communications" time in order to observe the unit's performance without radio nets.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 236

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 238

Employ telephone switching

Condition: The unit is conducting operations. The commander has stressed the use of wire because of the enemy's EW capabilities.

COMPONENTS

1. Demonstrates the ability to quickly lay and install wire communications concurrent with the movement of units and the establishment of Command Posts (CP).

2. Publishes a telephone directory that includes provisions for the back-up system per procedures contained in the unit Standard Operating Procedure (SOP).

3. Utilizes existing commercial/DCS facilities.

4. Installs and maintains telephone system according to established priorities.

5. Adheres to proper field wire construction techniques.

6. Identify back-up system capable of restoring essential services, if required.

ADMINISTRATIVE INSTRUCTIONS

1. Back-up systems can be as rudimentary as laying a hotline between two units. The important factor is that commanders have a redundant system and could still pass information if the primary means failed.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 234

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 245

Plan intelligence collection

Condition: The unit is in receipt of a warning order to prepare to participate in tactical operations as part of a MAGTF.

COMPONENTS

1. Develop a dynamic collection plan for organic/direct support assets, which provides for the continuous collection of information throughout all phases of the operation.

2. Utilizes an intelligence collection worksheet, or other systematic method, to manage the collection effort.

3. Coordinate the collection effort utilizing the collection worksheet.

4. Coordinate with collection agencies; i.e., recon/surveillance and target acquisition (STA) platoons, etc., in the preparation of tasking assignments to obtain advice on the feasibility of tasks and to provide for maximum lead-time.

5. Utilizes all organic collection assets (e.g., scout sniper, ground surveillance radar (GSR), night vision goggles (NVG)) and requests collection support from special intelligence operations, special reconnaissance units, and unconventional warfare forces.

6. Utilizes all organic collection assets (e.g., scout sniper, ground surveillance radar (GSR), night vision goggles (NVG)) and requests collection support from special intelligence operations, special reconnaissance units, and unconventional warfare forces.

7. Develop an active briefing and debriefing plan per procedures contained in the Standard Operating Procedure (SOP).

8. Coordinate with S-3 on all reconnaissance taskings.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 484 03XX - X - 483

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 246

Direct the intelligence effort

Condition: The unit is in receipt of a warning order to prepare to participate in tactical operations as part of a MAGTF.

COMPONENTS

1. Prepare a preliminary intelligence estimate upon receipt of the initiating directive.

2. Prepare and presents an intelligence briefing to the commander and staff based on available information on the enemy, his disposition, his capabilities, his intentions (defend, reinforce, attack, withdraw, delay, or employ NBC (DRAW-DE)), his identified vulnerabilities, the area of operations, and the weather.

3. Prepare a detailed intelligence estimate upon receipt of the commander's guidance.

4. Determine, based on the assigned mission and guidance from the commander, intelligence requirements, basic requirements, Essential Elements of Information (EEIs) and OIRs.

5. Assigns a priority of effort to satisfy these requirements based on the situation and guidance given.

6. Coordinate with the S-3 to determine unit's requirement for maps, charts, terrain models, aerial imagery, and other graphic aids. Initiate actions to obtain them.

7. Use the procedures contained in the intelligence standard operating procedures as the basis for planning and operations; and amplifies them in the intelligence annex.

8. Performs the Intelligence Preparation of the Battlefield (IPB) analysis.

9. Phrases the commander's Essential Elements of Information (EEIs) in the form of simple, concise directives consisting of 3 parts: a positive directive, qualifying questions, and statements directing special attention.

10. Use the collection plan as a basis for issuing orders to organic collection assets, and submitting requests to the higher command element or through him to higher, adjacent, and supporting commands for additional intelligence information.

11. Makes early distribution of the intelligence estimate to allow other staff officers to prepare their estimates.

12. Assists higher, adjacent, and supporting commanders in their collection efforts.

13. Submit the input for the intelligence annex or fragmentary orders, assigning specific reconnaissance and observation missions and other intelligence tasks to subordinate units.

14. Coordinate with the higher command element during the development of their reconnaissance and surveillance plan (including sensor surveillance) so requests may be submitted in a timely manner, and to avoid duplication of effort, or gaps in the overall reconnaissance effort.

15. Develop the reconnaissance and surveillance plan to cover all phases of the operation to include assembly areas, actual combat operations, consolidation, contingencies, and future operations.

16. Identify requirements intelligence support assets and submits requests for additional support, if required.

17. Enforces active and passive counterintelligence measures.

18. Manages the collection effort continually to ensure orders and requests are understood and fulfilled.

19. Coordinate procedures to allow for timely updates on the threat and the weather while en route to the objective area.

20. Establish, in coordination with the S-3, counterreconnaissance measures.

21. Prepare an intelligence annex defines the manner in which the intelligence operations of the battalion will be conducted.

22. Publishes daily changing of primary and alternate challenge and passwords/signs and countersigns; and take appropriate action if they are compromised.

23. Coordinate with the S-1 and S-4 on handling of captured/detained personnel, documents, and equipment.

24. Coordinate with other staff officers for the implementation of civilian control measures such as checkpoints, identification cards, and curfews.

25. Submit requests to higher command element for reconnaissance to be conducted in support of the battalion, by either landing force assets or external agencies.

26. Coordinate with communications officer to ensure communications paths/means are available during the development of reconnaissance and surveillance plans, covering all phases of the operation including contingencies and future operations.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 484 03XX - X - 483

RELATED COLLECTIVE EVENTS

COLL - 03 - 245

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 247

Report intelligence information

Condition: The unit has obtained information on enemy activities from civilian personnel in the vicinity. Information on enemy activity has become available and requires further action. Captured material has been received and requires further processing.

COMPONENTS

1. Information is reported to higher headquarters as soon as possible after receipt.

2. Spot reports are forwarded using the SALUTE.

3. Captured documents and materials are forwarded to higher headquarters in the same condition as when received.

4. Turns captured documents and materials into battalion S-2 intact and in the same condition as when received.

5. Documents are tagged and evacuated with EPWs.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 484 03XX - X - 483

RELATED COLLECTIVE EVENTS

COLL - 03 - 175

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 248

Process and disseminate intelligence information

Condition: The unit has tasked collection assets and has begun to receive reports from the tasked elements.

COMPONENTS

1. Record information systematically for ease of study and comparison and identify any information shortfalls from the original Essential Elements of Information (EEIs) requested.

2. Evaluate information as to pertinence, reliability of source, and accuracy.

3. Analyze information to isolate significant elements with respect to the mission and operations of the command.

4. Integrates the collected information with other information to form a logical picture or hypothesis of enemy activities which might influence the mission of the command.

5. Interprets information to determine significance and forms logical conclusions which can serve as the basis for determining the effects on the current intelligence estimate.

6. Determine requirements for dissemination, i.e., timeliness, usability of form, pertinence, and security.

7. Determine form of presentation and selects the means of transmission.

8. Provides responsive, timely, and pertinent intelligence support to all elements of the battalion.

9. Coordinate with the S-3 and FSC to determine target areas of interest (TAI) and recommend targets for inclusion in the target list of the higher command.

10. Maintains enemy situation map and/or graphic record to portray collection assets and ongoing reconnaissance/surveillance missions.

11. Recommends updating Essential Elements of Information (EEIs)/OIRs to battalion commander/battalion staff officers based upon current intelligence and/or changes in the battalion's tactical disposition.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 496 03XX - X - 484 03XX - X - 483

RELATED COLLECTIVE EVENTS

COLL - 03 - 247

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 255

Execute a column vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Squad Leader will give the command for a column formation when moving administratively, or when the likelihood of enemy contact is not likely.

2. Driver/Assistant Gunner will maintain dispersion in a staggered column from the other vehicles in the formation.

3. Gunner will maintain a sector of fire by rotating the weapon system outboard from the center of the formation.

4. Squad Leader will ensure all around security is maintained.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 256

Execute a line vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Squad Leader will give the command for a line formation when crossing an open area, assaulting an objective, or emerging for smoke.

2. Squad Leader will designate the position from which the line formation will be initiated.

3. Squad Leader will designate which vehicle in the formation will be the base of the movement.

4. Driver/Assistant Gunner will move the vehicle on-line with the vehicle designated as the base of the movement.

5. Squad Leader will designate a sector of fire for each weapon system.

6. Gunner will rotate the weapon system to a designated sector of fire.

7. Squad Leader will give the command to move forward when the formation has assembled.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 257

Execute a vee vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Section Leader gives the command for a vee formation when firepower is needed to the front and flanks when the enemy situation is uncertain.

2. Section Leader designates which vehicle in the formation will be the base of the movement.

3. Squad Leader designates a sector of fire for each weapon system.

4. Gunner rotates the weapon system to a designated sector of fire.

5. Driver/Assistant Gunner maneuvers the vehicle into the vee from the previous formation while moving.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 258

Execute a wedge vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Section Leader gives the command for a wedge formation when all around firepower is needed.

2. Section Leader designates which vehicle in the formation will be the base of the movement.

3. Squad Leader designates a sector of fire for each weapon system.

4. Gunner rotates the weapon system to a designated sector of fire.

5. Driver/Assistant Gunner maneuvers the vehicle into the wedge from the previous formation while moving.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 259

Execute a coil vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Squad Leader will give the command for a coil formation when a security halt is needed while moving in a tactical formation.

2. Driver/Assistant Gunner will face vehicle outboard from the direction of movement.

3. Gunner will rotate the weapon system on the vehicle outboard away from the center of the formation.

4. Squad Leader will ensure security is maintained by verification with the vehicle commanders.

5. Squad Leader will give the command to resume the tactical movement when the security halt is finished.

6. Driver/Assistant Gunner will drive the vehicle to previously assigned position in the tactical vehicle formation.

7. Gunners will rotate weapon systems on the vehicle to previously assigned sectors of fire in the tactical vehicle formation.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 260

Execute an echelon vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Squad Leader gives the command for an echelon formation when covering an exposed flank of another unit to provide excellent firepower to the front and the flanks.

2. Squad Leader designates which vehicle in the formation will be the base of the movement.

3. Squad Leader designates a sector of fire for each weapon system.

4. Gunner rotates the weapon system to a designated sector of fire.

5. Driver/Assistant Gunner maneuvers the vehicle into the echelon from the previous formation while moving.

2. Squad Leader designates which vehicle in the formation will be the base of the movement.

3. Squad Leader designates a sector of fire for each weapon system.

4. Gunner rotates the weapon system to a designated sector of fire.

5. Driver/Assistant Gunner maneuvers the vehicle into the echelon from the previous formation while moving.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 261

Execute a herring-bone vehicle formation

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, and a route.

COMPONENTS

1. Squad Leader will give the command for a herring-bone formation when under attack from air while moving in a tactical formation.

2. Driver/Assistant Gunner will drive vehicle to the closest covered and concealed position off of the main avenue of approach or route.

3. Gunner will rotate the weapon system on the vehicle outboard away from the center of the formation.

4. Squad Leader/vehicle commander will ensure vehicles in the unit are in covered and concealed position.

5. Squad Leader will ensure security is maintained by verification with the vehicle commanders.

6. Squad Leader will give the command to resume the tactical movement when the threat from the air attack has passed.

7. Driver/Assistant Gunner will drive the vehicle to previously assigned position in the tactical vehicle formation.

8. Gunners will rotate weapon systems on the vehicle to previously assigned sectors of fire in the tactical vehicle formation.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 262

Execute vehicle traveling

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, formation, and a route.

COMPONENTS

1. Squad Leader will give the order for “traveling” when speed is essential to the unit and enemy contact is not likely.

2. Driver/Assistant Gunner will maintain dispersion in a designated formation from the other vehicles in the movement.

3. Squad Leader will designate sectors of fire for each weapon system.

4. Gunner will maintain a sector of fire by rotating the weapon system outboard from the center of the formation.

5. Squad Leader will ensure all around security is maintained.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 263

Execute a vehicle traveling overwatch

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, formation, and a route.

COMPONENTS

1. Squad Leader will give the command for “traveling overwatch” when speed is essential to the unit and enemy contact is probable.

2. Driver/Assistant Gunner will maintain dispersion in a designated formation from the other vehicles in the movement.

3. Squad Leader will designate sectors of fire for each weapon system.

4. Gunner will maintain a sector of fire by rotating the weapon system outboard towards the direction of movement, and the flanks of the base unit.

5. Gunner will scan the sector of fire for enemy contact by use of the sights on the weapon system.

6. Squad Leader will ensure flanking and frontal security is maintained.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

RELATED COLLECTIVE EVENTS

COLL - 03 - 262 COLL - 03 - 311

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 264

Execute a vehicle bounding overwatch

Condition: Given M998 HMMWVs with vehicle mounted radios, designated base unit, formation, and a route.

COMPONENTS

1. Squad Leader will give the command for “bounding overwatch” when security is essential to the unit and enemy contact is expected.

2. Squad Leader will designate where vehicles will assume an overwatch position.

3. Driver/Assistant Gunner will select a covered and concealed position in the area designated for the overwatch.

4. Driver/Assistant Gunner will halt the vehicle when the desired position has been reached.

5. Gunner/vehicle commander will inform the Squad Leader by radio communication when the vehicle is in position.

6. Gunner will scan the sector of fire for enemy contact by use of the sights on the weapon system.

7. Squad Leader will inform the Gunner/vehicle commander when the other vehicle in the squad is set into an overwatch position.

8. Squad Leader will command the Gunner/vehicle commander to move to the next designated overwatch position.

9. Gunner/vehicle commander will command the Driver/Assistant Gunner to move to the next designated position.

10. Driver/Assistant Gunner will move the vehicle to the next designated position.

11. Steps 2 through 10 will continue until enemy is detected, or until the mission of the base unit has been achieved.

RELATED INDIVIDUAL EVENTS

03XX - X - 471

RELATED COLLECTIVE EVENTS

COLL - 03 - 262 COLL - 03 - 311

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: COLL - 03 - 275

Prepare for NBC operations

Condition: Threat forces have employed NBC, air, and ground attack in the area aimed at destroying/disrupting operations and facilities. Due to the threat, passive and active defense measures must be used for survival of the unit.

COMPONENTS

1. Unit follows established standard operating procedures which outlines procedures for enemy NBC strikes and reports required.

2. Monitor/survey teams are formed and trained at each echelon.

3. All individual NBC defense equipment authorized by the unit table of

equipment (T/E) is issued to each individual (provided the equipment can be used for training).

4. All unit NBC defense equipment authorized by the unit T/E is operationally ready and distributed to designated and trained/knowledgeable operators.

5. Shortages are identified and replacement actions are taken.

6. NBC trained personnel are available on a 24 hour a day basis.

7. MOPP level is established by commander and personnel are at or above, required MOPP level.

8. OIC should be familiar with the radiation exposure guide and MOPP levels for the control of exposure of personnel to radiation or chemical hazards.

9. Marines are able to properly identify NATO or Threat NBC contamination markers.

10. The unit maximizes use of terrain features for cover, concealment, and topographic shielding.

ADMINISTRATIVE INSTRUCTIONS

1. Provide the unit information to expect an imminent NBC attack by the enemy, and integrate NBC scenarios with normal missions. Evaluator(s) should be highly trained in the area of NBC Defense (MOS 57XX) or be thoroughly trained in this area as part of evaluators school.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 461 03XX - X - 460 03XX - X - 459

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 276

Prepare for a nuclear attack

Condition: The unit receives notice that a nuclear strike is imminent and that the unit must execute actions to minimize casualties and damage. (NBC alert condition RED)

COMPONENTS

1. A warning order is issued.

2. Individuals know the appropriate action to take when an attack occurs.

3. Additional actions consistent with the tactical situation to include periodic monitoring are taken.

4. Individuals wear helmets with chin straps secured.

5. Vehicles and equipment are positioned for best terrain shielding.

6. All radios, night observation devices, and other electrical equipment are turned off or disconnected; remove antennas, handsets, and batteries

from communications equipment and disconnect field telephone equipment from wires.

7. Individuals seek covered positions, such as a building basement, a culvert, covered fighting position, a trench, ditch or reverse side of a hill.

8. Shelters are improved with consideration for blast, thermal, and radiation effects.

9. Loose, flammable and explosive items, and food and water containers are secured to protect them from nuclear weapons effects.

10. When given the alarm, or the flash is observed, individuals brace for the blast.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 461 03XX - X - 460 03XX - X - 459

RELATED COLLECTIVE EVENTS

COLL - 03 - 275

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 277

Prepare for a chemical attack

Condition: Chemical munitions have been employed in the area of operations or the unit receives a warning that its use is imminent. Higher headquarters directs implementation of actions to minimize casualties and damage. The unit may be required to operate in a chemically contaminated environment. NBC condition RED.

COMPONENTS

1. The Unit Leader issues a warning order to subordinates.

2. Individuals assume the MOPP level specified in the warning order.

3. Equipment, weapons, water, and rations are covered using ponchos, foliage, plastic or other expendable or easily decontaminated material.

4. Trained monitor/survey teams monitor the environment with a chemical alarm, if assigned, or with a chemical agent detector kit.

5. M9 tape is attached to overgarments and supplies.

6. Individual and unit positions are hardened.

7. Security is maintained throughout preparations.

8. Individuals perform field sanitation and personal hygiene functions. They are prepared to operate in MOPP 4 for six hours.

9. Detection equipment is properly emplaced.

10. Results of monitor/survey team are reported to higher headquarters.

11. The Unit Leader coordinates with higher headquarters for detection and future decontamination support.

a. Request higher level MSD team support.

b. Request decontaminates and new MOPP gear for exchange.

c. Identify potential locations for decontamination of MOPP gear exchange.

ADMINISTRATIVE INSTRUCTIONS

1. This task should be evaluated in conjunction with MSD teams. Time begins when the unit receives the warning or the evaluator indicates that chemical attack has occurred.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 461 03XX - X - 460 03XX - X - 459

RELATED COLLECTIVE EVENTS

COLL - 03 - 275

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 278

React to nuclear attack

Condition: The unit is warned of a possible nuclear attack. Personnel see a brilliant flash of light. (NBC alert condition BLACK)

COMPONENTS

1. Personnel observing the flash, yell "FLASH."

2. If dismounted, all personnel:

a. Drop to a prone position with head toward direction of flash and close their eyes.

b. Place arms under their bodies.

c. Tuck heads down into shoulders, keep helmets on, and face downward.

d. Stay down until the blast wave passes and debris stops falling.

e. Stay calm and check for casualties and damaged equipment.

3. If mounted, all personnel:

a. Immediately drop down inside of the vehicles.

b. Close hatches and brace for the arrival of the blast wave.

4. Check for radioactive contamination and conduct immediate decontamination.

5. Re-establish the chain of command and communications.

6. Establish security and report the situation to higher headquarters.

7. Personnel give casualties first aid and evacuate them as necessary.

8. Submit an initial NBC 1 (nuclear) report.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment

2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 463 03XX - X - 461 03XX - X - 460

03XX - X - 459

RELATED COLLECTIVE EVENTS

COLL - 03 - 276

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 279

React to chemical attack

Condition: The unit is moving or halted near a known chemically contaminated area. Personnel hear a chemical alarm or are ordered to mask. (NBC alert condition BLACK)

COMPONENTS

1. Individuals who recognize or are alerted to chemical attack:

a. Stop breathing.

b. Don and clear protective mask within nine seconds.

c. Pull hood over head and zip it.

d. Give the alarm. (Shout "Gas" or give hand and arm signal.)

2. Remaining personnel don and clear protective masks and hoods.

3. If mounted, personnel seek overhead cover within the vehicle, close all vehicle hatches, or use a poncho to protect against further contamination.

4. All personnel conduct immediate decontamination of exposed skin, within one minute of exposure.

5. All personnel go to MOPP 4 within 8 minutes.

6. Personnel administer first aid as required.

7. All personnel perform immediate decontamination, using the M291/M258A1 decontamination kit within 15 minutes.

a. Wipe down hood, mask, weapons, gloves and helmets using the towlettes.

b. Remove globs of liquid chemical contamination from overgarments using a stick or other available object.

8. All personnel conduct immediate decontamination of crew served weapons with the M11 decon apparatus within an additional ten minutes.

9. Designated personnel begin monitoring with monitoring equipment.

10. Unit re-establishes the chain of command and communications and reports the situation to higher headquarters.

11. An initial NBC-1 (CHEM) report is submitted.

ADMINISTRATIVE INSTRUCTIONS

1. This drill can be initiated by the evaluator giving the alert, "Gas", or by throwing a tactical CS, riot control, or white (HC) hand grenade.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 461 03XX - X - 460 03XX - X - 459

RELATED COLLECTIVE EVENTS

COLL - 03 - 277

REFERENCES

1. FM 3-4 NBC Protection

2. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 280

Prepare to cross a nuclear contaminated area

Condition: The unit is operating near a nuclear contaminated area and tactical situation requires the unit to cross the contaminated area. The unit provides its own security.

COMPONENTS

1. The decision to cross the contaminated area is made only when the tactical situation does not permit a bypass.

2. The NBC 5 (overlay) or the NBC 4 and a personal reconnaissance of the area is used to select a route through the contaminated area.

3. Extra shielding requirements are identified and obtained. For example, light wheeled vehicles use sandbags on the floor.

4. Individuals who may be exposed to radioactive dust particles to wear protective masks or cover their noses and mouths with handkerchiefs or clean rags.

5. Establish and properly disseminate operational exposure guidance to leaders and radiac equipment operators.

6. All drivers, vehicle commanders, and leaders know the route of march or have strip maps.

7. Monitors available radiac instruments.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 464	03XX - X - 461
03XX - X - 460	03XX - X - 459	

RELATED COLLECTIVE EVENTS

COLL - 03 - 275

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 281

Prepare to cross chemically contaminated area

Condition: The unit is operating near a chemically contaminated area and tactical situation requires the unit to cross the contaminated area. The unit provides its own security.

COMPONENTS

1. Decision to cross the contaminated area is made only when the tactical situation does not permit a bypass.

2. Halt at least 500 meters short of the contaminated area and adjusts the MOPP level (chemical) based on contamination and situation.

3. Places externally-stored equipment inside or covers it with available material.

4. Reports actions and situation to higher headquarters.

5. Use the NBC 5 (overlay) or the NBC 4 and personal reconnaissance of the area to select a route through the contaminated area.

6. Detector paper is issued and positioned throughout unit to provide early warning.

7. All drivers, vehicle commanders, and subordinate leaders know the route of march or have strip map.

8. Vehicles are buttoned up or closed, consistent with the tactical situation (mounted crossing).

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment

2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 461 03XX - X - 460 03XX - X - 459

RELATED COLLECTIVE EVENTS

COLL - 03 - 275

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 282

Cross a nuclear contaminated area

Condition: The unit is required to cross a nuclear contaminated area. The unit is provided an NBC 5 report (overlay) indicating the contaminated area. The unit has conducted preparations to cross the designated area.

COMPONENTS

1. Reports movement into the contaminated area to higher headquarters.

2. Formations adjust to increase intervals between individuals and units as the tactical situation permits.

3. Avoid stirring up dust; keeps out of the dust cloud to the greatest extent possible.

4. Maintains security while moving through the contaminated area.

5. Mounted unit conducts movement buttoned up, if consistent with the tactical situation.

6. Conduct movement as rapidly as possible.

7. Survey teams conduct NBC surveys as directed by standard operating procedures and submit required reports.

8. Upon exiting the contaminated area by at least 500 meters, the unit conducts a security halt.

9. The unit updates the NBC 5 report with the new information obtained during the crossing.

10. The unit checks for obvious contamination.

11. Corpsmen administer first aid, assist the unit personnel in administering first aid, and report the situation to their leader.

12. Complete radiological decontamination if the mission permits.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment

2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 464	03XX - X - 461
03XX - X - 460	03XX - X - 459	

RELATED COLLECTIVE EVENTS

COLL - 03 - 280

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 283

Cross chemically contaminated area

Condition: The unit is required to cross a chemically contaminated area. The unit is provided an NBC 5 report (overlay) indicating the contaminated area. The unit has conducted preparations to cross the designated area.

COMPONENTS

1. Movement of unit into area is reported to higher headquarters.
2. MSD team conducts NBC surveys as directed by Standard Operating Procedures (SOPs).
3. If the contaminated area is detected, the unit submits an NBC 4 report to higher headquarters.
4. Formations are adjusted to increase intervals between individuals and units as the tactical situation permits.
5. Avoid puddles, overhanging branches, and bushes as much as possible.
6. Maintains security while moving through the contaminated area.
7. Moves through contaminated area as rapidly as the tactical situation permits.
8. Submit reports in accordance with the Standard Operating Procedures (SOPs).
9. Drops expendable covering at the edge of the contaminated area.
10. Upon exiting the contaminated area by at least 500 meters, unit conducts a security halt.
11. Checks for obvious contamination.
12. Corpsmen administer first aid, assist the personnel in administering first aid, and report the situation to their leader.
13. If the mission permits, unit completes chemical decontamination.
14. Updates the NBC 5 report with new information obtained during the crossing.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 464	03XX - X - 461
03XX - X - 460	03XX - X - 459	

RELATED COLLECTIVE EVENTS

COLL - 03 - 281

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: COLL - 03 - 284

Perform basic skills decontamination

Condition: Personnel and equipment have been contaminated by a chemical agent.

COMPONENTS

1. Personnel decontaminate skin, individual weapons, and equipment using appropriate decontamination kit (M258A1 or M291) and apparatuses (M11 and M13).
2. Extent of decontamination is determined and decontamination priorities are established.
3. Contaminated protective covers are removed, decontaminated, or discarded.
4. Decontamination procedures are appropriate to items being decontaminated.
5. Equipment and vehicles are decontaminated using appropriate expedient devices.
6. Adequacy of decontamination is determined.
7. If decontamination is inadequate:
   a. Procedures are repeated,
   b. Additional decontamination support is requested, or
   c. Risk of using equipment is accepted.
8. Contaminated materials are discarded according to the tactical Standard Operating Procedure (SOP), marked as contaminated, and their location is provided to higher headquarters.
9. Actions are taken to control the spread of contamination.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment
2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 462	03XX - X - 461
03XX - X - 460	03XX - X - 459	

REFERENCES

1. MCWP 3-37.3 NBC Decontamination

EVENT: COLL - 03 - 285

Perform hasty equipment decontamination

Condition: The unit is in MOPP 4 and equipment has been contaminated. Power driven decontamination equipment is available.

COMPONENTS

1. Gross contamination is removed from equipment by speedy washdown.
2. Unit checks for contamination after the washdown is complete.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment
2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 462	03XX - X - 461
03XX - X - 460	03XX - X - 459	

REFERENCES

1. MCWP 3-37.3 NBC Decontamination

EVENT: COLL - 03 - 286

Conduct MOPP gear exchange

Condition: The unit is in MOPP 4 and the gear has been contaminated.

COMPONENTS

1. Contaminated clothing is removed without transfer of contamination.
2. Individuals put on new protective clothing using the "buddy system."
3. Conduct local/spot decontamination, during the exchange, anytime contamination is expected.
4. Maintain seal on field protective mask.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MOPP suits/NBC equipment

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 462	03XX - X - 461
03XX - X - 460	03XX - X - 459	

RELATED COLLECTIVE EVENTS

COLL - 03 - 284

REFERENCES

1. MCWP 3-37.3 NBC Decontamination

EVENT: COLL - 03 - 287

Perform radiological decontamination

Condition: A nuclear attack has occurred. Fallout has ceased. Personnel and equipment are contaminated. The hazard to personnel does not allow time for the radiation to decay to a minimum level. Time and tactical situation permits decontamination. Decontamination support is not available.

COMPONENTS

1. Decontamination priorities are established.
2. Decontamination point is established.
3. Decontamination personnel wear appropriate protective clothing and equipment.
4. Equipment and vehicles are decontaminated using appropriate expedient devices.
5. Contaminated areas are marked with NATO standard NBC markers.
6. Adequacy of decontamination is determined using available personnel and equipment monitoring instruments.
7. Contaminated materials are discarded according to tactical Standard Operating Procedure (SOP), marked as contaminated, and location is provided to higher command element.
8. Decontamination personnel are decontaminated as necessary.
9. Operational exposure guidance (OEG) is not exceeded.
10. Total dose information is recorded and reported to higher command element.

EXTERNAL SUPPORT

1. MOPP suits/NBC equipment
2. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 466	03XX - X - 462	03XX - X - 461
03XX - X - 460	03XX - X - 459	

RELATED COLLECTIVE EVENTS

COLL - 03 - 284

REFERENCES

1. MCWP 3-37.3 NBC Decontamination

EVENT: COLL - 03 - 300

Occupy an observation point/perform surveillance

Condition: The unit is tasked to occupy observation post(s) or conduct surveillance of a specified point. The unit is operating as part of a larger operation but must provide its own security.

COMPONENTS

1. Selected observation post sites offer good fields of fire and cover and concealment.
2. OP sites have a field of view that overlaps the view of the adjacent OPs.
3. OP sites are away from landmarks and or conspicuous areas.
4. LP/OP are briefed on reporting procedures.
5. LP/OP are briefed on withdrawal procedures.
6. Designated personnel occupy assigned LP/OP with appropriate equipment.
7. LP/OPs remain alert and conduct accurate and timely reporting.
8. Observers are changed every 20 to 30 minutes, based on the tactical situation and climate.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 256

RELATED COLLECTIVE EVENTS

COLL - 03 - 179

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 301

Clear a floor

Condition: The unit is operating as an assault element as part of a larger unit in an urban environment. The unit has been tasked with clearing a specific floor in the objective building in which they are prepared to enter. The enemy is known to be operating in the urban area.

COMPONENTS

1. Unit organized into room clearing teams.

2. The room clearing teams carry as much ammunition as possible, especially extra grenades.

3. Move to the designated building and identify an entry point.

4. If an entry into the building has not been cleared by friendly units, prepare to conduct entry with available assets.

5. If an entry in the building has not been cleared by friendly units, the unit enters the building by:

   a. Approaching from the enemy flank or rear.

   b. Blowing an entrance through a wall.

   c. Throwing grenades through doors or windows hard enough to prevent enemy from retrieving the grenade and throwing it back.

6. Once inside the building, the lead element secures the entry point and covers staircases and other routes leading to upper and lower stories.

7. The entry point is clearly marked.

8. The room clearing teams clear rooms.

9. Rooms that overlook approaches to the building are cleared first.

10. The cleared rooms are marked in accordance with the unit Standard Operating Procedure (SOP).

11. Clears all rooms in the assigned area.

12. Consolidates, redistributes ammunition, treats wounded, and establishes a hasty defense.

13. The unit continues its mission.

ADMINISTRATIVE INSTRUCTIONS

1. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Live fire MOUT facility/Training area

2. MOUT Facility/MOUT training area

3. MILES Gear

   Note: Appropriate blank ammunition is required.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

G881	GRENADE, HAND, FRAG, M67	6 per iteration

Weapon: M16A2 5.56mm service rifle

A059	CTG, 5.56MM, BALL, M855	84 per weapon

Weapon: M249 5.56mm light machinegun - squad automatic weapon

A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	200 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 353	03XX - X - 352
03XX - X - 351	03XX - X - 350	03XX - X - 343
03XX - X - 342	03XX - X - 337	03XX - X - 336
03XX - X - 045	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 011 COLL - 03 - 023

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 302

Clear a building

Condition: The unit is required to clear a building. The unit is moving separately but operating as part of a larger unit. The unit must provide its own security.

COMPONENTS

1. The unit is organized into a support element and an assault element.
2. Assault element is organized into room clearing teams, consisting of 3 or 4 Marines (a Fire Team maximum). The exact number of clearing teams is based on METT-T.
3. Assault element carries as much applicable ammunition as possible, especially grenades.
4. Each Marine and key weapon (vehicles, M240G, M249) within support element is assigned a target or sector to cover.
5. Support element uses direct fire weapons to destroy, suppress, or impair enemy positions within the objective building and adjacent buildings.
6. The objective building is isolated with direct and indirect fires to prevent enemy withdrawal, reinforcement, or counterattack.
7. Assault element uses covered and concealed routes, to include rooftops and exploits limited visibility conditions whenever possible.
8. Assault element conducts movement only after enemy defensive fires are suppressed or obscured.
9. Assault element crosses open areas rapidly under the concealment of smoke and the suppression of enemy targets provided by the support force.
10. Assault element moves along routes that do not mask friendly suppressive fires.
11. Assault element enters the building at the highest level possible.
12. The assault element enters the first floor only when forced to do so:

    a. Approaches from enemy flank or rear.

b. Blows an entrance through a wall.

c. Throws grenades through doors or windows hard enough to prevent enemy from retrieving the grenade and throwing in back.

13. Once the assault element breaches, the supporting element shifts fires to the objective's upper windows when entering the building from ground level and shifts fires to lower windows when entering through an upper story.

14. Once inside the building, the assault element secures the entry point and covers staircases and other routes leading to upper and lower stories.

15. Assault element clears rooms that overlook approaches to the building first.

16. Assault element clears each room in the objective building.

17. Once the building is secured by the assault element, the support element consolidates and reorganizes in the cleared building.

18. Cleared buildings and entry points are marked in accordance with Standard Operating Procedure (SOP).

19. Hasty defensive positions are established.

20. Ammunition is redistributed, resupply requested, casualties treated, and reports are submitted.

21. The unit continues its mission.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

2. MILES Gear

Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 353	03XX - X - 352
03XX - X - 351	03XX - X - 350	03XX - X - 343
03XX - X - 342	03XX - X - 337	03XX - X - 336
03XX - X - 064		

RELATED COLLECTIVE EVENTS

COLL - 03 - 030	COLL - 03 - 012	COLL - 03 - 013
COLL - 03 - 023	COLL - 03 - 024	COLL - 03 - 301

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: COLL - 03 - 304

Clear a trench line

Condition: The unit is operating as an assault element as part of a larger unit. The unit has been tasked with clearing a trench line.

COMPONENTS

1. Unit organized into clearing teams that will clear the individual bunkers.

2. The clearing teams carry as much ammunition as possible, especially extra grenades.

3. Move to the designated trench and identify an entry point.

4. If an entry into the trench has not been cleared by friendly units, available assets are prepared to conduct entry.

5. Local suppressive fires are initiated on known enemy positions.

6. The lead clearing team lays parallel (boot to boot) to the trench line and throws multiple grenades into the trench.

7. After the grenades explode, the first clearing team secures the entry point firing down both directions of the trench, securing and holding the entry point.

8. The entry point is clearly marked.

9. The clearing teams clears the bunkers.

10. Clears the trench in one direction, maintaining ammunition, and periodically rotating the lead clearing team.

11. The cleared bunkers are marked in accordance with the unit Standard Operating Procedure (SOP).

12. Clears the assigned trench until the assigned sector is cleared.

13. Consolidates, redistributes ammunition, treats wounded, and establishes a hasty defense.

14. Continues the mission.

ADMINISTRATIVE INSTRUCTIONS

1. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Live fire trench complex

2. Maneuver/Training area

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

G881	GRENADE, HAND, FRAG, M67	6 per iteration

Weapon: M16A2 5.56mm service rifle

A059	CTG, 5.56MM, BALL, M855	84 per weapon

Weapon: M249 5.56mm light machinegun - squad automatic weapon

A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	200 per weapon

RELATED INDIVIDUAL EVENTS

03XX - X - 343	03XX - X - 342	03XX - X - 337
03XX - X - 336	03XX - X - 069	03XX - X - 064
03XX - X - 045	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 022

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 305

Clear a trench complex

Condition: The unit, acting alone or as part of a larger unit, is conducting an attack against a well-established defense and is ordered to clear all or a part of a trench complex. Both friendly and enemy elements have indirect fire capability. The unit is positioned in a covered and concealed position overwatching the trench line.

COMPONENTS

1. Designates an assault element, a support element and a breaching element.
2. The assault element organizes into a series of two-man or 3-man clearing teams (fire, grenade thrower, security).
3. A covered and concealed route is selected to the trench line or to the point in the obstacle in which a breach is to be made.
4. The support element suppresses enemy positions, lifting and shifting fires, on signal, throughout the operation.
5. Consider employment of smoke on the objective to obscure the enemy's observation.
6. The breaching element breaches the obstacle before the trench line, marking the cleared entrance, breach point, and exit from the obstacle.
7. Before entering the trench and while lying parallel (boot to boot) to it, the first clearing team throws multiple grenades into the trench.
8. After the grenades explode, the first clearing team rolls into the trench, landing on their feet, and firing their weapons down both directions of the trench, securing and holding the entry point.
9. Remaining clearing teams enter the trench and start clearing in one direction only and move along the straightaway.
10. Clearing teams place a marker in accordance with standard operating procedures at the top of each trench, indicating the direction of clearing.
11. On reaching a corner, fighting position, or bunker, the second

member of the clearing team moves with a grenade ready, and throws the grenade.

12. After the grenade explodes, the next clearing team member rounds the corner firing.

13. The third member, or the next clearing team, guards the back of the other team members, and stands by to provide fire on point targets (bunker openings).

14. Clearing teams place a marker in accordance with standard operating procedures on cleared trenches, and firing positions.

15. Clearing teams maintain an interval that prevents two teams from getting caught by the same enemy fires.

16. As clearing teams become low on ammunition, leaders replace or resupply them.

17. Assault element continues clearing the trench line until the assigned sector is cleared.

18. No trench sections are bypassed or left unsecured.

19. The support element reinforces the trench line clearing. On order or signal, the support element enters the trench and carries out the following actions, as required:

a. Replaces clearing teams.

b. Resupplies clearing teams.

c. Evacuates casualties.

d. Provides internal fire support to clearing teams.

e. Provide additional security within the trench.

20. The unit continues to clear the assigned trench until the assigned sector is cleared.

21. Consolidation and reorganization occurs.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with MILES gear and blank ammunition.

2. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Live fire trench complex

2. Maneuver/Training area

3. MILES Gear

Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 343	03XX - X - 342	03XX - X - 337
03XX - X - 336	03XX - X - 069	03XX - X - 064
03XX - X - 045	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 304

EVENT: COLL - 03 - 306

Breach an obstacle

Condition: The unit is performing tactical operations when it is stopped by an obstacle that it cannot bypass. The unit is operating as part of a larger force and must provide its own local security. Both friendly and enemy elements have indirect fire available.

COMPONENTS

1. The moving Unit Leader reports the obstacle to higher headquarters.

2. The lead element (individuals) occupies the best available position to overwatch the obstacle. The remainder of the unit provide local security.

3. The lead unit conducts local search for enemy positions.

4. Conduct leader's reconnaissance and designates a breach point.

5. Unit organizes into a breach element and a support element.

6. Support element provides local security and orients weapons on known or likely enemy positions.

7. Employs organic and/or supporting fires to suppress the enemy.

8. Employs obscuration smoke around the breach point to cover breach effort and movement.

9. Breaching element is equipped with the proper tools and ammunition to conduct the breach.

10. Breaching element moves to the breach point using available cover and concealment and conducts an inspection for and marks any booby traps.

11. Demolitions are executed to perform the breach (if applicable).

12. Marks unexploded mines.

13. Maintaining momentum, the breach element clears the breach lane, conducts a limited assault/security beyond the breach, and conducts a search for mines and booby traps.

14. Remaining elements of the unit move through the breach lane.

15. The footpath to the breach, the breach lane, and the footpath beyond the obstacle. If breach will be used at night (or limited visibility), mark accordingly.

16. Removes, destroys, clearly marks, all remaining mines.

17. Breach element moves through the breach and secures the far side of the obstacle.

18. Support element moves through the breach and takes covered and concealed positions on the far side of the obstacle, on order.

19. Reports to higher headquarters the location of the breach.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 069

REFERENCES

1. FM 5-250 Explosives and Demolitions
2. TM 9-1375-213-12 Demolition Materials
3. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 310

Occupy an assembly area

Condition: The unit is preparing to occupy an assembly area.

COMPONENTS

1. Map reconnaissance is conducted and tentative security positions are identified.
2. The quartering party reconnoiters the assembly area.

   a. Determine and marks initial positions for all unit elements.

   b. Improves entrances and exits, as needed.

   c. Ensure no enemy are present.

   d. Clears or marks all obstacles.

   e. Waits in covered and concealed positions.

   f. Establish initial security.

3. As the unit clears the release point, quartering party members move out to guide them to selected or designated areas without main body halting.
4. Sectors are assigned to subordinate units of the perimeter to ensure mutual support and to cover all gaps by observation and fire.
5. OP locations and initial observation post personnel are designated.
6. The priority of work is established and followed, to include:

a. Posting of local security.

b. Positioning of vehicles, crew served weapons, chemical-agent alarms, and designating principle direction of fire (PDF), final protective line (FPL), and final protective fires (FPFs).

c. Constructing individual and crew served fighting positions.

d. Setting up wire communications between the subordinate units and the unit command post (CP).

e. Preparing range cards.

f. Camouflaging positions.

g. Clearing fields of fire.

h. Distributing ammunition, rations, water, supplies, and special equipment.

i. Conducting preventative maintenance checks and services (PMCS) on vehicles and equipment.

j. Preparing night sights.

k. Inspecting unit members and equipment.

l. Rehearsing critical aspects of the upcoming mission.

m. Test-firing small arms (if the tactical situation permits).

n. Conducting personal hygiene and field sanitation.

o. Allowing Marines to rest while others are on alert. Instituting rest plan for leaders.

7. Security patrols are assigned, if applicable.

8. Coordination is made with adjacent, forward and supporting units to:

a. Establish responsibility for overlapping enemy avenues of approach.

b. Ensure there are no gaps between elements.

c. Exchange information on observation post locations and unit signals.

d. Coordinate local counterattacks.

9. A sector sketch is forwarded to higher headquarters. Unit retains a copy to use.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

Note: Appropriate blank ammunition is required.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 311

Overwatch/support by fire

Condition: The unit is overwatching or supporting by fire the movement of another unit or element during movement or an assault on an enemy unit. The primary direction of fire and tentative support position have been designated to the overwatching/supporting unit by the moving/assaulting unit.

COMPONENTS

1. Reconnoiter the tentative support position and the routes to it.

2. Ensure the position provides observation of the objective and overwatch of the assault element.

3. Ensure position enables the support element to place suppressive fire on the objective.

4. Moves by a covered and concealed route to the support position.

5. Assigns covered and concealed positions, sectors of fire, and other fire control measures (TRP, final protective line (FPL)):

   a. To vehicles,

   b. To subordinate Unit Leaders and to dismount teams so leaders can designate individual positions and,

   c. To crew served weapons and other subordinate elements.

6. Maintains continuous communications with, and observation of, the assault element, its route, and any terrain that can influence the route.

7. Alerts the assault element of any detected/observed enemy or changes in situation.

8. Engage or report targets in accordance with the standard operating procedures or OPORD.

9. Weapons engage appropriate targets:

   a. M16s/M240Gs/SAWs engage the dismounted enemy.

   b. M203s engage lightly armored vehicles and dismounted enemy.

   c. Javelins and AT-4s engage armored vehicles and tanks.

   d. Vehicle primary weapon systems engage lightly armored vehicles.

   e. TOWs engage tanks.

10. Lifts or shifts fire on signal or when the assault begins in accordance with standard operating procedures or operations order.

11. Ceases fire on signal.

12. Moves to the objective on signal.

13. The unit consolidates, reorganizes, and continues the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 045 03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 035

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: COLL - 03 - 312

React to a meeting engagement (hasty attack)

Condition: The unit is conducting an approach march. The lead elements have either uncovered or been engaged by enemy forces. The enemy can be moving or stationary. The engagement can occur at night, during the day, or during periods of limited visibility.

COMPONENTS

1. React per developed contingency plans, Standard Operating Procedures (SOPs), rehearsed battle drills, and commander's guidance.

2. Deploy immediately, and take up the nearest covered and concealed positions.

3. Direct automatic weapons. Immediately return an intense volume of well-aimed suppressive fire on the enemy position.

4. Forward an initial SITREP.

5. Determine whether the enemy's positions are prepared and whether obstacles/minefields are emplaced.

6. Attempt to identify weapons positions and to locate the enemy's flanks, surfaces, and gaps in his positions.

7. Avoid moving into enemy killing zones.

8. Call for immediate suppression mortar/artillery fires, if the situation warrants their use, but avoid target redundancy.

9. Attempt to gain immediate fire superiority by controlling distribution of fires, and concentrating effective fire on critical targets, such as enemy crew served weapons. Initially fire a heavy volume, tapering to a sustaining rate, with no interruptions in suppression.

10. Conduct an immediate assessment of the situation, based on available information, and prepare a verbal FRAGO, i.e., fix and bypass, conduct a hasty attack, or occupy a hasty defense.

11. Apply economy of force to avoid premature deployment of the unit.

12. Issue a verbal fragmentary order that specifies an objective and provides a time of attack and control measure.

13. Initiate immediate suppression by mortars and/or artillery fire, if the situation requires their employment. Consider the use of close air

support (CAS).

14. Develop a hasty fire support plan to fix/isolate the enemy position, and support the scheme of maneuver if a hasty attack is conducted.

15. Direct the establishment of blocking positions to protect against enemy maneuvers into the flanks or rear.

16. Carefully monitor reports from reconnaissance elements and units in contact to avoid being drawn into a decisive engagement with a superior force.

17. Consider employing available Electronic Warfare (EW) to disrupt the enemy's command and control.

18. Establish flank/rear guard security.

19. Commence movement to maneuver against the enemy's flank or rear.

20. Establish overwatch positions to support attacking units by fire.

21. Advance rapidly, by successive bounds, under the protecting fire of artillery.

22. Consider employing smoke to obscure movement.

23. Demonstrate the ability to control/coordinate the delivery of integrated artillery, mortar, air, and naval surface fire support in support of the attack.

24. Employ reliable and effective means of communications throughout the attack.

25. Lead elements close with the enemy position, using fire and movement techniques, to find flanks, gaps, or weak points, and report these locations to the commander.

26. Avoid the piecemeal commitment of forces into the battle.

27. Shift supporting fires and initiate a quick, violent, and coordinated assault through an existing or created weakness.

28. Continue the assault throughout the depth of the enemy position using fire and movement.

29. Establish hasty fighting positions and pursue enemy withdrawal, using both direct and indirect fire.

30. Initiate consolidation actions and submit reports per Standard Operating Procedures (SOPs).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 064 03XX - X - 045 03XX - X - 017

03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 091

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 315

Plan a relief in place

Condition: The unit is currently in an assembly area and has been ordered forward to relieve another unit in a forward defensive position.

COMPONENTS

1. Acknowledge receipt of the warning order, and effect exchange of liaison personnel with the unit being relieved.

2. Analyze the mission and available information to identify specific tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

3. Review essential elements of friendly information and initiate immediate measures to reduce OPSEC indicators.

4. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

5. Request available intelligence and combat information on the enemy, his dispositions, his capabilities, his intentions (DRAW-DE), his identified vulnerabilities, the area of operations, and the weather.

6. Develop a liaison plan to provide the opportunity for a detailed reconnaissance for key personnel at all echelons to exchange information concerning the enemy situation and the area of operations and to coordinate movement plans.

7. Request aerial imagery and other special topographic products.

8. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

9. Receive and utilizes an operations overlay, copy of the relieved unit's operations order, and fire plan sketches and utilizes them in the planning process.

10. Evaluate the effects of weather and astronomical on the planned relief, i.e., ambient light level and trafficability.

11. Issue commander's planning guidance.

12. Issue a warning order to subordinate units and send a copy to higher command elements.

13. Develop courses of action and estimates of supportability.

14. Use standardized procedures contained in the operations standard operating procedures in the development of the relief plan.

15. Specify the time schedule for the operation, sequence of relief, relief routes, release points, and assembly areas.

16. Ensure command relationships and procedures for the passing of control are received and understood.

17. Coordinate a normal pattern of activity to maintain throughout the relief process.

18. Ensure the schedule of movement maintains security and unit integrity and provides for the dispersal of forces.

19. Coordinate the priority of movement along designated routes.

20. Ensure the defense plan and fire support plan are accurate and

detailed.

21. Coordinate a reconnaissance and surveillance plan which ensures continued coverage of the battalion's front to detect any enemy movement or activity.

22. Develop a schedule for the placement of a command post (CP) in the vicinity of the stationary unit's CP, to collocate commanders.

23. Base the sequence and pattern of relief on the tactical situation.

24. Develop a plan for movement, i.e., identify routes, guides, navigation aids, etc.

25. Exchange information on the location of obstacles and coordinate the transfer of responsibility for minefields.

26. Consider the employment of tactical deception and coordinate the effort with the incoming unit.

27. Coordinate the transfer or exchange of supplies and equipment to include: ammunition, wirelines, radio antennas, petroleum, oil, and lubricants (POL).

28. Coordinate a communications plan for the relief, to include: call signs, frequencies (primary and alternate), operation codes, and authentication procedures, if applicable.

29. Coordinate positive visual identification procedures for use in daylight and darkness, i.e., panels and flags in daylight, chemical lights and infrared lights and devices in darkness.

30. Coordinate challenge and passwords.

31. Specify times and frequency of reports to allow for the monitoring of progress.

32. Develop contingency plans for actions in the event of enemy attack prior to, during, and after the completion of the relief.

ADMINISTRATIVE INSTRUCTIONS

1. The standards may be used to evaluate the unit being relieved. In this case, the standards must be interpreted from that view point.

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 316

Plan a passage of lines

Condition: The unit is preparing to resume the offense. The unit has received the order to conduct a forward passage of lines with a second unit. Direct liaison between the 2 units has been authorized. The passage of lines must occur during periods of low visibility or darkness. Enemy reconnaissance units are known to be operating in the area.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specific tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

3. Review essential elements of friendly information and initiate immediate measures to reduce OPSEC indicators.

4. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

5. Request available intelligence and combat information on the enemy, his dispositions, his capabilities, his intentions (DRAW-DE), his identified vulnerabilities, the area of operations, and the weather.

6. Request aerial imagery and other special topographic products.

7. Conduct a terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

8. Prepare a detailed description, sketch, or terrain model on the location of friendly positions and obstacles. Prepare a fire plan overlay, showing all prearranged targets and final protective fires.

9. Develop courses of action and estimates of supportability.

10. Issue a warning order to subordinate units and send copies to higher command elements and the unit through which the battalion will pass.

11. Identify information requirements for the unit through which passage of lines will occur.

12. Issue commander's planning guidance.

13. Arrange for a leaders' reconnaissance and the exchange of liaison personnel between leaders of the 2 units.

14. Exchange liaison personnel with the stationary force.

15. Evaluate the effects of weather and astronomical data on both friendly and enemy forces, i.e., ambient light levels and trafficability.

16. Use standardized procedures contained in the operations standard operating procedures to develop the plan.

17. Develop a plan for the passage of lines which supports the plan of attack. Designate routes and areas of passage. Provide for movement control by means of contact points, passage lanes, passage points, and release points. Provide security during the passage and for the linkup of units following passage.

18. Coordinate fire support coordination measures and disseminate these measures to fire support coordination agencies of the higher, adjacent, and stationary units.

19. Develop a time schedule for the movement of the unit and coordinate the schedule with the stationary unit.

20. Coordinate the priority for the use of routes to and within the area through which the unit is passing.

21. Ensure command relationships, times, circumstances, and procedures for the passing of control are established and understood.

22. Task organizes units and assigns tasks to subordinate units.

23. Locate assembly areas to the rear of the stationary unit, if required.

24. Ensure a normal pattern of activity and a normal level of communications are maintained by the unit through which the unit is passing.

25. Coordinate a counterreconnaissance plan which integrates both active and passive measures, i.e., establishment of OPs/LPs and use of sensors, GSR, deception, obscuration fires, and patrols to counter enemy reconnaissance efforts.

26. Coordinate the employment of reconnaissance and surveillance assets to support future operations.

27. Consider the employment of tactical deception and coordinate the effort with the stationary unit.

28. Coordinate with higher and adjacent command elements on the movement of the battalion, and to exchange information on ongoing or planned operations.

29. Coordinate the support required from the stationary force, i.e., fire support, litter teams, guides, communications, and reaction force.

30. Develop a schedule and plan for the displacement of a command post (CP) in the vicinity of the CP of the unit through which the unit is passing.

31. Identify any required traffic control points and assign responsibility for their manning.

32. Select areas for passage which are unoccupied by elements of the unit in position or which are on its flanks, in order to avoid excessive troop density.

33. Develop a plan which avoids or minimizes the requirement to occupy a forward assembly area, or attack position prior, to launching the attack.

34. Prepare a movement plan which includes the use of guides, the breaching of any obstacles, the use of NAVAIDS, etc.

35. Identify procedures to be used by units and guides during departure.

36. Coordinate fire support responsibilities, transfer of responsibility, and actions on enemy contact during passage.

37. Coordinate a communications plan for the passage of lines to include: call signs, code words, frequencies (primary and alternate), and authentication procedures, if required.

38. Coordinate positive visual identification procedures for use in daylight and darkness, i.e., panels and flags in daylight, chemical lights, and infrared lights and devices in darkness.

39. Coordinate the use of challenge and passwords.

40. Develop contingency plans in the event of an enemy attack during the passage or the requirement to withdraw through friendly lines.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 317

Plan a linkup operation as moving unit

Condition: The unit is conducting offensive operations. The unit has been ordered to conduct a linkup with a stationary force. The linkup can occur at night, during the day, or during periods of limited visibility. The movement may be a motor march, foot march, or both. The higher command element has specified command relationships, and delegated the responsibility for fire support coordination to the moving force prior to and during the linkup.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specified, implied, and deduced tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).

3. Request available intelligence and combat Essential Elements of Information (EEIs) on:

   a. The enemy in general (SALUTE).

   b. Enemy intentions (DRAW-DE).

   c. Enemy vulnerabilities.

   d. The area of operations.

   e. Weather.

   f. Trafficability.

4. Request aerial imagery and any other applicable HUMINT/SIGINT available.

5. Issue an initial warning order to subordinate units in a timely manner.

6. Review essential elements of both moving and stationary force friendly information.

7. Issue commanders planning guidance.

8. Establish liaison with higher, adjacent, and supporting command elements; and requests direct liaison to be authorized with the stationary force.

9. Exchange information requirements with the stationary force.

10. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

11. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

12. Develop a detailed reconnaissance plan, using organic and direct support assets, to collect information about the trafficability of the anticipated primary and alternate routes of advance, and the associated terrain along the routes.

13. Request aerial photographs and special topographic products.

14. Conduct a leader's reconnaissance, in conjunction with the efforts of organic and supporting reconnaissance elements.

15. Analyze enemy vulnerability to deception.

16. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

17. Develop courses of action and estimates of supportability.

18. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., ambient light levels and trafficability.

19. Prepare a detailed description, sketch, terrain model, etc., of routes of advance into the linkup point(s).

20. Allocate available time.

21. Use standardized procedures contained in the operations standard operating procedures to develop the plan.

22. Coordinate with stationary force, the location and identification of the following control measures: assembly area(s), primary and alternate routes of advance, checkpoints, phaselines, and primary and alternate linkup points.

23. Coordinate with stationary force, the establishment of primary and alternate mutual recognition signals for use in daylight (near and far recognition signals) and in darkness, i.e., pyrotechnics, colored smoke, panels, and flags in daylight; and chemical lights, infrared lights and devices, flashing lights, and pyrotechnics in darkness.

24. Coordinate with stationary force, and recommend to higher headquarters, the establishment and location of fire support coordination measures,; with particular emphasis on the Restricted Fire Line (RFL) and permissive fire support coordination measures.

25. Commander provides his concept of operation which, at a minimum, includes the general scheme of maneuver, distribution of forces and designation of advance guard, general organization for combat, and key target areas for neutralization/suppression.

26. Confirm the time or conditions under which the operation commences and coordinate the tentative time of linkup.

27. Issue a warning order which contains sufficient information to allow for planning, required movement, and rehearsals by subordinate units.

28. Develop primary and alternate plans which ensure the security of the units. Disperse forces over a number of routes, terrain permitting. Maintain positive control over the movement of subordinates. Specify an assembly area outside the area occupied by the stationary force.

29. Determine whether or not there is a tactical need for prepositioning security elements along the route(s) of advance.

30. Ensure targeting of all known danger areas is considered during the development of the fire support plan.

31. Identify any limitations to be imposed on the maneuver of forces within the linkup area.

32. Request assistance, if required, be provided by the stationary

force, such as guides, communications relay, logistics support, and indirect fire support.

33. Coordinate a communications plan for the linkup, to include exchange of call signs, frequencies (primary and alternate), operations codes, and authentication procedures, if uncovered. Ensure CEOI compatibility with the stationary force.

34. Coordinate the use of challenge and passwords.

35. Identify the requirement for Remotely Piloted Vehicle (RPV) or tactical aircraft for aerial retransmission or aerial reconnaissance. Submit request for support.

36. Disseminate an accurate location of stationary force units to include the location of any security, reconnaissance, and surveillance elements.

37. Exchange information on the location of obstacles and minefields.

38. Establish authority to change linkup point.

39. Coordinate with stationary force, the procedures for recognition signaling, i.e., designate the location at which the signal will be given, and unit that will initiate it.

40. Develop a detailed plan for actions following linkup, i.e., the passage of lines or relief in place.

41. Develop contingency plans for actions in case of enemy contact prior to, during, and after linkup, and in case of delay in reaching the linkup point.

42. Develop a schedule of events in preparation for the attack to include: movement of forces, reorganization, resupply, issuance of the order, coordination, exchange of liaison personnel, and rehearsals.

43. Include specific information governing the employment of Surveillance and Target Acquisition (STA) assets in the plan.

44. Coordinate the prepositioning of fire support assets to ensure coverage of initial movement forward of the Line of Departure (LOD).

45. Plan for the forward deployment of engineer assets, to breach obstacles which cannot be bypassed.

46. Specify rates of advance and organization for the maneuver force that are consistent with security, the terrain and distance to be covered, and the enemy situation.

47. Specify actions to be taken with disabled vehicles.

48. Establish air defense priorities and procedures (employment of air guards, air attack warning signals, areas of scan, etc.), and ensure Low Altitude Air Defense (LAAD) rules of engagement and warning conditions are understood and rehearsed.

49. Plan air defense assets to provide coverage in depth, with emphasis on critical points where an air attack might halt the movement.

50. Specify any reporting requirements that are not per Standard Operating Procedure (SOP).

51. Complete the order, allowing sufficient time for subordinates to prepare and issue their orders, complete reorganization and final preparation, and rehearse immediate action drills.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 487

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 318

Plan a deliberate attack

Condition: The unit is in receipt of a warning order to conduct a deliberate attack against a prepared enemy defense. The enemy has constructed fighting positions and emplaced a hasty minefield and wire obstacles. The enemy is employing local security patrols and other early warning defensive measures.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specified and implied tasks, with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).

3. Request available intelligence and combat Essential Elements of Information (EEIs) on:

   a. The enemy in general (SALUTE).

   b. Enemy intentions (DRAW-DE).

   c. Enemy vulnerabilities.

   d. The area of operations.

   e. The weather.

   f. Trafficability.

4. Request aerial imagery and any other applicable HUMINT/SIGINT available.

5. Issue an initial warning order to all subordinate units.

6. Review Essential Elements of Information (EEIs).

7. Issue commander's planning guidance.

8. Establish liaison with higher, adjacent, and supporting command elements; and requests direct liaison to be authorized, as required.

9. Conduct a detailed terrain analysis using (Key-terrain, Obstacles,

Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA)), Intelligence Preparation of the Battlefield (IPB) or other methodology.

10. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

11. Develop a detailed reconnaissance plan, using organic and direct support assets, to collect information about the terrain along likely avenues of approach, the location of natural and man-made obstacles, and the disposition and activities of enemy forces in and around the objective area. The plan provides for the continuous reconnaissance of the objective area.

12. Conduct a leader's reconnaissance, in conjunction with the efforts of organic and supporting reconnaissance elements.

13. Analyze enemy vulnerability to deception.

14. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

15. Develop courses of action and estimates of supportability.

16. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., ambient light levels and trafficability.

17. Prepare a detailed description, sketch, terrain model, or Intelligence Preparation of the Battlefield (IPB) product, of routes of advance into the objective area.

18. Allocate available time.

19. Use standardized procedures contained in Standard Operating Procedures (SOPs) to develop the plan.

20. Commander provides his concept of operation which, at a minimum, includes the general scheme of maneuver, distribution of forces and designation of the main effort, phasing of the attack, general organization for combat, priority of fires, key targets for destruction/neutralization, and any special contingencies for which to prepare.

21. Adopt a plan of attack which integrates all available assets (in keeping with economy of force considerations), both internal and external to the unit.

22. Issue a warning order to subordinate units.

23. Define the scheme of maneuver by control measures, principally the objective(s) of the attack, zones of action as delineated by boundaries and directional measures, i.e., axis of advance or direction of attack; and by other control measures, i.e., phaselines, assembly areas, and checkpoints.

24. Select objective(s) that are easily identified, capable of seizure by units within the time and space limits imposed, and will provide decisive results when seized.

25. Ensure the plan specifically assigns units to the main and supporting attacks, and identifies a reserve.

26. Ensure the plan also covers the essential details of security, casualty evacuation, resupply of ammunition and fuel, and replacement of combat essential equipment.

27. Determine the organization for combat; promulgate command relationships, and establish a task organization tailored to provide a sufficient combat capability to accomplish the assigned mission.

28. Identify a base unit to govern the movement of the unit.

29. Ensure plan includes specific information governing the employment of scout sniper assets.

30. Include tactical deception in the planning and preparation of the plan of attack.

31. Plan for the forward deployment of engineer assets to assist assault elements and breach minefields and obstacles which can not be bypassed.

32. Develop a schedule of events in preparation for the attack, to include: movement of forces, reorganization, resupply, issuance of the order, coordination, and rehearsals.

33. Allocate the priority of fire support to the main attack.

34. Plan a supporting attack to deceive the enemy as to the location of the main attack, to prevent his disengagement, and to cause the enemy to commit forces indecisively.

35. Coordinate the prepositioning of fire support assets to ensure coverage of attacking forces forward of the line of departure.

36. Determine composition of the reserve and assign it an initial location and mission, i.e., to cover the movement of attacking units; to assist in providing covering fire during the final assault; to cover an exposed flank or rear area; to eliminate bypassed enemy resistance; or to be prepared to assume the mission of an attacking unit; exploit a success; or conduct a pursuit.

37. Develop a plan that isolates or fixes the enemy, and facilitates the maneuver of friendly forces. The plan will allow, at a decisive time, the delivery of an overwhelming attack by fire and maneuver into an area where local superiority can be achieved, i.e., flanks, rear, or gaps. When no obvious area of weakness can be determined, the plan of attack is adjusted to create one using concentrated air and artillery fires, in conjunction with crew served weapons direct fire.

38. Specify a time of attack based upon the mission, threat, distance to the objective, and requirements for preparation.

39. Develop the plan to maintain the momentum of the attack and to minimize halts on intermediate objectives.

40. Specify rates of advance that are consistent with security, terrain and distance to be covered, enemy situation, and trafficability.

41. Consider the use of smoke to protect friendly units, winds permitting.

42. Establish air defense priorities and procedures (employment of air guards, air-attack warning signals, areas of scan, etc.).

43. Plan for the handling of prisoners of war and civilian detainees, to include: screening by intelligence personnel, evacuation, and medical treatment.

44. Develop a communications plan that fully supports all phases of the attack, integrates all available assets, provides for alternate means of communication, and is consistent with the communications requirements of supporting and adjacent units.

45. Ensure plan provides instructions for consolidation and reorganization, and includes specific details regarding the forward displacement of all supporting weapons.

46. Ensure fire support plan provides for fires in support of consolidation and reorganization.

47. Specify any reporting requirements that are not per Standard Operating Procedure (SOP).

48. Complete the attack order, allowing sufficient time for subordinates to prepare and issue their orders, and complete movement, reorganization, rehearsal, and final preparation.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 162 COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 319

Plan a night attack

Condition: The unit is conducting tactical operations and has received an order to conduct a night attack. The unit may be awaiting orders in an assembly area or continuing a tactical mission, i.e., defense, movement to contact, or hasty attack. At present the opposing force is constructing hasty defensive positions.

COMPONENTS

1. Acknowledge receipt of the order and initiate detailed planning.

2. Analyze the mission and available information to identify specified, implied, and deduced tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).

3. Review information concerning the availability of scout sniper equipment and the state of unit night training.

4. Review planning sequence, giving emphasis to those factors which require special consideration for a night attack.

5. Issue an initial warning order to subordinate units.

6. Analyze vulnerability warning messages to determine enemy surveillance capabilities, and initiate security measures to reduce OPSEC indicators which might alert the enemy a night attack is being planned.

7. Request available intelligence and combat Essential Elements of Information (EEIs) on:

   a. The enemy in general (SALUTE).

   b. Enemy intentions (DRAW-DE).

   c. Enemy vulnerabilities.

   d. The area of operations.

   e. The weather.

f. Trafficability.

8. Request aerial imagery and any other applicable HUMINT/SIGINT available.

9. Determine whether the light conditions will allow for the employment of tactics similar to a daylight attack and whether the ambient light level is sufficient for passive night vision devices to function.

10. Review essential elements of friendly information.

11. Issue Commanders planning guidance is issued.

12. Establish liaison with higher, adjacent, and supporting command elements, and request direct liaison to be authorized.

13. Develop a detailed reconnaissance plan, using organic and direct support assets, to collect information about the terrain along likely avenues of approach, mark routes of advance, determine the location of natural and man-made obstacles, and the disposition of enemy forces in and around the objective area. The plan provides for continuous reconnaissance of the objective area.

14. Conduct a leader's reconnaissance, in conjunction with the efforts of organic and supporting reconnaissance elements, of the objective area and proposed routes of advance.

15. Conduct a detailed terrain analysis using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA), Intelligence Preparation of the Battlefield, or other methodology.

16. Prepare contingency plans for changes in the enemy situation, or premature detection of the force prior to arrival on the PLD.

17. In light of support intelligence provided by reconnaissance teams, consider positioning elements (direct and indirect fire weapons) into overwatch positions, forward of the Line of Departure (LOD), prior to the actual time of attack.

18. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

19. Develop courses of action and estimates of supportability.

20. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., visibility and trafficability.

21. Prepare a detailed description, sketch, or a terrain model of routes of advance to the objective area.

22. Allocate available time.

23. Analyze enemy vulnerability to an infiltration attack, an infiltration action conducted in conjunction with the night attack, or night infiltration action to be conducted in conjunction with a subsequent daylight attack.

24. Determine whether the attack will be supported or unsupported, and illuminated or nonilluminated.

25. Brief commander's concept of operations, which at a minimum, includes the general scheme of maneuver, distribution of forces and designation of main effort, phasing of the attack, general organization for combat, plan for fire support, priority of fires (always planned even if attack is to be unsupported), key targets for destruction/neutralization, and any special contingencies to prepare.

26. In preparation for the movement to contact, develop a schedule of events, which may include: movement of forces, reorganize, resupply,

issue the order, coordinate, exchange liaison personnel, and rehearse.

27. Task organize the unit and supporting units to provide a security element, an assault element, and a reserve echelon.

28. Issue a warning order which contains sufficient information to allow for planning, required movement, and rehearsals by subordinate units.

29. Develop a simple but detailed plan using Standard Operating Procedures (SOPs) to save time.

30. Develop a complete fire support plan concurrently with the scheme of maneuver, even if the attack is planned to be nonsupported.

31. Plan the attack (if conventional vice infiltration) to be conducted in 3 successive phases: the advance (movement from the Line of Departure (LOD) to the probable line of deployment (PLD)), the assault, and the consolidation and reorganization.

32. Develop a plan to attack the enemy at a point where he is the most vulnerable.

33. Assign objective(s) that are clearly identifiable at night, limited in width and depth, and accessible by well-defined suitable routes of approach. Establish specific sectors, with a limit of advance, on the objective for subordinate units.

34. Assure PLD is assigned on identifiable terrain feature or artificially laid in, per unit Standard Operating Procedure (SOP).

35. Task organize the unit and supporting units to provide a security element, an assault element, and a reserve element.

36. Specify any planned movement of the reserve element.

37. Plan scheme of maneuver so part of attack force is prepared to provide suppressive fire, if possible, from overwatch positions while the assault element moves to Probable Line of Departure (PLD).

38. Specify the initial attack formation and select direction of attack/routes of advance that minimize cross compartment maneuvering and changes in direction.

39. Establish a time of attack based upon the mission, threat, distance to the objective, terrain, light conditions, maneuver, control, coordination, and the time required for preparation and rehearsal.

40. Plan for the forward deployment of combat engineers to assist assault element, and breach minefields and obstacles which cannot be bypassed.

41. Establish air defense priorities and procedures (employment of air guards, air-attack warning signals, areas of scan, etc.), and ensure Low Altitude Air Defense (LAAD) rules of engagement and air-warning conditions are understood and rehearsed.

42. Plan air defense assets to provide coverage in depth, with emphasis on critical points (bridges, defiles, etc.), where an air attack might halt the entire column.

43. Assigns additional control and coordination measures, as appropriate.

44. Specify realistic rate of advance consistent with security, the terrain, and the situation.

45. Identify additional NAVAIDS to be used to assist in movement, i.e., chemical lights, infrared lights, Night Vision Devices (NVDs), position locating and reporting system (PLRS), and global positioning system (GPS).

46. Request close air support, aerial reconnaissance, aerial radio

retransmission, interdiction of likely enemy reinforcement and counterattack routes, and assembly areas.

47. Assign overwatch position to direct fire combat support units which can deliver accurate suppressive fire can be delivered on the objective.

48. Ensure the plan covers the essential details of security, and the special considerations for the evacuation of casualties, resupply of ammunition and fuel, replacement of combat essential equipment, and traffic control during periods of reduced visibility.

49. Plan for the handling of prisoners of war and civilian detainees to include screening by intelligence personnel, evacuation, medical treatment, etc.

50. Ensure plan provides detailed instructions for consolidation and reorganization upon completion of the attack, and includes specific details regarding the forward displacement of the reserve and all supporting weapons.

51. Establish easily identifiable rally point(s) for use in the event personnel become separated from their unit and/or the attack is repulsed.

52. Plan the use of illumination during reorganization and consolidation.

53. Develop a detailed fire support plan to: support consolidation and reorganization, isolate the objective area, continue pressure on the enemy, prevent enemy reinforcement, and discourage counterattacks.

54. Specify report requirements.

55. Coordinate the movement and availability of supplies, ammunition, and special equipment at forward supply points.

56. Specify primary and alternate visual signals to use during the conduct of the attack.

57. Plan the use of wire or message communications during the movement from the Line of Departure (LOD) forward until the assault is launched.

58. Plan communications with supported, supporting, and adjacent units per the unit Standard Operating Procedure (SOP).

59. Complete, attack order, allowing sufficient time for subordinate units to prepare and issue their orders, conduct security/reconnaissance patrolling, and complete detailed rehearsals.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 162 COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 320

Plan a tank infantry attack

Condition: The unit, supported by tanks, has received the mission to conduct an attack. The enemy has established a series of strongpoints which are mutually supporting.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Alert subordinate and supporting units (also adjacent units, if appropriate).

3. Establish early liaison with tank commander.

4. Issue a warning order to subordinate units, with an information copy to higher command elements.

5. Review essential elements of friendly information and initiate immediate measures to reduce OPSEC indicators.

6. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

7. Establish liaison with higher command elements and requests liaison be established with other command elements, as required.

8. Determine Essential Elements of Information (EEIs).

9. Request available intelligence and combat information on:

a. The enemy in general (SALUTE).

b. Enemy intentions (DRAW-DE).

c. Enemy vulnerabilities.

d. The area of operations.

e. Weather.

f. Trafficability.

10. Identify collection means which provide for the continuous reconnaissance of the objective area.

11. Request aerial imagery and special topographic products.

12. Establish procedures to provide timely updates on the threat and weather during planning, preparation, and execution of the mission.

13. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA). Place special emphasis on friendly and enemy armored avenues of approach, and restrictions to tank mobility into and throughout the unit's zone of action.

14. Determine what size armored force, and the rate of advance, each avenue of approach will accommodate.

15. Prepare a detailed description, sketch, or terrain model of routes of advance to the objective area.

16. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., ambient light levels and trafficability.

17. Orient the staff to the mission, enemy situation, terrain, and weather.

18. Develop courses of action and estimates of supportability.

19. Conduct a leaders' reconnaissance of the battle area to identify routes to the objective, obstacles, timing considerations, limiting terrain features, etc., time and situation permitting.

20. Issue commander's estimate of the situation.

21. Announce the commander's decision.

22. Brief the commander's concept of operation.

23. Develop a schedule of events in preparation for the attack.

24. Issue a warning order to subordinate units which contains sufficient information to allow for planning, required movement, and rehearsals.

25. Use standardized procedures contained in Standard Operating Procedures (SOPs) in the development of the plan.

26. Develop a plan which concentrates forces and firepower, quickly integrates these forces, allows for the rapid movement and attack of the enemy's position, and facilitates the exploitation of any successes.

27. Consider attacking at night to achieve surprise, to bypass or breach defensive positions and obstacles, and/or to destroy and disrupt C3 and support facilities.

28. Determine a method of attack that emphasizes mutual support, mobility, speed, and shock action.

29. Coordinate with supporting and adjacent units, if appropriate.

30. Determine the organization for combat, i.e., the task organization, command relationships, combat support, and combat service support.

31. Identify specific tasks for each subordinate unit.

32. Specify an initial attack formation for infantry and tanks.

33. Ensure the plan covers the essential details of security to include: the suppression of antitank weapons, close-in protection, priority of targets, and type of ordnance to be used.

34. Define the scheme of maneuver by control measures, principally the objectives of the attack, zones of action as delineated by boundaries and directional measures, i.e., axis of advance or direction of attack; and other control measures, i.e., phaselines, assembly areas, checkpoints, and areas restricted to tanks.

35. Consider the use of deceptive measures, such as dummy positions and movement of troops and equipment.

36. Specify a time of attack and coordinate the tactical movement of units from the assembly area to the Line Of Departure (LOD) to ensure units arrive in the desired sequence and to allow for the dispersal of assets until their massing is required.

37. Develop a reconnaissance and surveillance plan to identify avenues of approach, enemy activities and obstacles, to identify chokepoints and other danger areas, and trafficability of approaches.

38. Determine composition and assign an initial location and mission to the reserve, i.e., provide flank or rear security; eliminate bypassed enemy resistance, and be prepared to exploit a success. Ensures reserve has mobility necessary to respond rapidly.

39. Identify cross-boundary coordination requirements for direct fire weapons.

40. Develop a plan to breach minefields and other obstacles and to destroy known enemy positions which cannot be bypassed.

41. Identify any requirements for assault bridging.

42. Develop the plan to maintain the momentum of the attack and to minimize halts on intermediate objectives.

43. Plan to employ available obscurants to protect friendly units and determine any restrictions on their employment.

44. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

45. Ensure Forward Observers (FOs), Naval Surface Fire Support (NSFS) spotters, and Forward Air Controllers (FACs), as available, are employed effectively to support the operation, e.g., means to communicate, assigned positions for good observation, etc. If the tank unit is operating separately, ensure FOs, Naval Surface Fire Support (NSFS) spotters, and FACs are assigned to the unit.

46. Plan use of air defense assets to provide coverage in depth according to the threat, terrain, and the commander's priority of support.

47. Ensure Low Altitude Air Defense (LAAD) rules of engagement, air warning conditions, weapons conditions, and methods of passing alert warnings are established, understood, and rehearsed.

48. Plan for the handling of prisoners of war and civilians to include: screening by intelligence personnel, evacuation, medical treatment, etc.

49. Develop a plan for organizing and defending the principal objective and continuing action.

50. Coordinate a combat service support plan, fully integrated into the battle plan, that pushes forward the movement of personnel, ammunition supplies, and special equipment.

51. Coordinate visual signals and radio communications.

52. Plan communications with supported, supporting, and adjacent units, per the unit Standard Operating Procedure (SOP).

53. Prepare to issue the attack orders, allowing sufficient time for subordinates to make revisions to orders, complete movement, reorganize, rehearse, and perform final preparations.

54. Develop contingency plans for mass casualties, enemy air attack, enemy counterattack, etc.

55. Specify action to be taken for disabled tanks and other combat vehicles.

56. Deploy reconnaissance and surveillance teams in forward operating areas.

57. Task organization optimizes weapon systems available.

ADMINISTRATIVE INSTRUCTIONS

1. The supporting tank unit should be present for planning.

EXTERNAL SUPPORT

1. Tank Unit

2. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 321

Plan a mechanized attack supported by tanks

Condition: The unit is in receipt of a warning order to conduct a mechanized attack supported by tanks against a prepared enemy position.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specific tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

3. Alert subordinate, supporting, and adjacent units, if applicable.

4. Establish early liaison with tank commander and Assault Amphibian Vehicle (AAV) commander.

5. Initiate immediate measures to reduce Operations Security (OPSEC) indicators.

6. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

7. Establish liaison with the higher command elements and requests liaison be established with other command elements, as required.

8. Determine Essential Elements of Information (EEIs).

9. Request available intelligence and combat information on:

   a. The enemy in general (SALUTE).

   b. Enemy intentions (DRAW-DE).

   c. Enemy vulnerabilities.

   d. The area of operations.

   e. Weather.

10. Identify collection means which provide for the continuous reconnaissance of the objective area.

11. Request aerial imagery and other available special topographic products.

12. Conduct a terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

13. Establish procedures to allow for the timely updates on the threat and the weather during the attack.

14. Locate covered and concealed routes to avoid enemy long-range observation and fire.

15. Determine what size armored force, and the rate of advance, each avenue of approach will accommodate.

16. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., visibility levels and trafficability.

17. Analyze vulnerability warning messages concerning enemy overhead surveillance capabilities.

18. Orient the staff to the mission, enemy situation, and analysis of terrain and weather.

19. Develop courses of action and estimates of supportability.

20. Conduct a leaders' reconnaissance of the battle area to identify routes to the objective, obstacles, timing considerations, limiting terrain features, etc., time and situation permitting.

21. Issue commander's estimate of the situation.

22. Announce the commander's decision.

23. Brief the commander's concept of operation.

24. Develop a schedule of events in preparation for the attack.

25. Issue a warning order to subordinate units which contains sufficient information to allow for planning, required movement, and rehearsals.

26. Use standardized procedures contained in Standard Operating Procedures (SOPs) in the development of the plan.

27. Develop a plan which concentrates forces and firepower, quickly integrates these forces, allows for the rapid movement and attack the enemy's position, and facilitates the exploitation of any successes.

28. Consider attacking at night to achieve surprise, to bypass or breach defensive positions and obstacles, and/or to destroy and disrupt C3 and support facilities.

29. Determine a method of employment (e.g., tank and mobile assault infantry attack together, tanks support by fire only, or tanks and mobile assault infantry attack on one axis while dismounted infantry attacks on a second axis) that maximizes the force's armor protected firepower, mobility, speed, and shock action.

30. Coordinate with supporting and adjacent units, if appropriate.

31. Identify overwatch firing positions for tanks and other long-range direct fire weapons systems.

32. Develop a reconnaissance and surveillance plan to locate and identify enemy activities and positions, as well as obstacles at the greatest possible distances from the friendly positions.

33. Determine the organization for combat; i.e., the task organization, command relationships, combat support, and combat service support.

34. Ensure the plan covers the essential details of security to include the suppression of antitank weapons and close-in protection.

35. Define the scheme of maneuver by control measures, principally the objectives of the attack; zones of action as delineated by boundaries and directional measures, i.e., axis of advance or direction of attack; and other control measures, i.e., phaselines, assembly areas, and checkpoints.

36. Develop a detailed plan for movement to the area of attack.

37. Specify a time of attack and coordinate the tactical movement of units from the assembly area to the Line of Departure (LOD) to ensure units arrive in the desired sequence and to allow for the dispersal of assets until their massing is required.

38. Consider the use of deceptive measures, such as dummy positions and movement of troops and equipment.

39. Determine the composition of the reserve and assign an initial

location and mission to it, i.e., to provide flank or rear security, to eliminate bypassed enemy resistance, and to be prepared to exploit a success. Ensure mobility of reserve.

40. Develop a plan to breach minefields and other obstacles and to destroy known enemy positions which cannot be bypassed.

41. Develop or plan for organizing and defending the final objective and continuing action.

42. Coordinate with supporting and subordinate commanders, the assignment of AAVs, tanks, and other combat vehicles.

43. Identify any requirements for assault bridging.

44. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

45. Ensure Forward Observers (FOs), Naval Surface Fire Support (NSFS) spotters, and Forward Air Controllers (FACs), as available, are employed to support the operation, e.g., means to communicate, assigned positions for good observation, etc. If the tank unit is operating separately, ensure FOs, Naval Surface Fire Support (NSFS) spotters, and FACs are assigned.

46. Designate grid intersections for use in referencing specific locations per procedures contained in the Standard Operating Procedure (SOP).

47. Plan use of air defense assets to provide coverage, in depth, according to the threat, terrain, and the commander's priority of support.

48. Ensure Low Altitude Air Defense (LAAD) rules of engagement, air warning conditions, weapons conditions, and methods of passing alert warnings are established, understood, and rehearsed.

49. Plan for the handling of prisoners of war and civilians to include: screening by intelligence personnel, evacuation, medical treatment, etc.

50. Coordinate a CSS plan, fully integrated into the battle plan, that pushes forward the movement of personnel, ammunition, supplies, and special equipment.

51. Coordinate the movement and availability of supplies of ammunition and special equipment at forward supply points.

52. Coordinate visual signals and radio communications.

53. Plan communications with supported, supporting, and adjacent units, per the unit Standard Operating Procedure (SOP).

54. Prepare to issue the attack orders, allowing sufficient time for subordinates to make revisions to orders, complete movement, reorganize, rehearse, and perform final preparations.

55. Develop contingency plans for mass casualties, enemy air attack, enemy counterattack, etc.

56. Prepare contingency plans for deadlined vehicles and consider reorganization of personnel in disabled vehicles.

ADMINISTRATIVE INSTRUCTIONS

1. The supporting AAV and tank unit should be present for planning.

EXTERNAL SUPPORT

1. AAV unit
2. Tank Unit
3. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 322

Plan a helicopterborne assault

Condition: The unit has been given a mission to conduct a helicopterborne assault. A composite helicopter element, with a minimum of 2 divisions of transport helicopters, armed escort, and fixed-wing air support are available.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.
2. Analyze the mission and available information to identify specified, implied, and deduced tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).
3. Begin formulating Intelligence Preparation of the Battlefield (IPB) requirements, and request available intelligence and combat Essential Elements of Information (EEIs) on:
   a. The enemy in general (SALUTE).
   b. Enemy intentions (DRAW-DE).
   c. Enemy vulnerabilities.
   d. The area of operations.
   e. The weather.
   f. Trafficability.
4. Request aerial imagery and any other applicable HUMINT/SIGINT available.
5. Issue an initial warning order to subordinate units.
6. Review essential elements of friendly information.
7. Analyze vulnerability warning messages to determine enemy overhead surveillance capabilities; and initiate immediate measures to reduce OPSEC indicators.
8. Issue commanders planning guidance, emphasizing formulation of the ground tactical plan.

9. Prepare an Assault Support Request (ASR) early in planning to facilitate concurrent and parallel planning by the Aviation Combat Element (ACE). Emphasizes requirement to identify pick-up zones (PZs)/landing zones (LZs) and to task organize helicopter support teams.

10. Establish liaison with higher, adjacent, and supporting command elements; and requests direct liaison to be authorized with the Helicopter Unit Commander (HUC).

11. Request PZ/LZ studies, if available, and other topographic information to begin identifying possible PZs/LZs and key terrain features in the vicinity of the objective(s).

12. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

13. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

14. Develop, in consonance with the ACE, a detailed reconnaissance plan, using organic and supporting assets, to collect information about the terrain and disposition of enemy forces along likely approach and retirement lanes, in and around the tentative primary and alternate LZs, and the objective area. The plan also provides for the identification of natural and man-made obstacles in the vicinity of the LZs, as well as the objective.

15. Conduct a leader's reconnaissance, in conjunction with the efforts of organic and supporting reconnaissance elements.

16. Analyze enemy vulnerability to deception.

17. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities, and reduce the effectiveness of enemy air defenses.

18. Develop courses of action and estimates of supportability.

19. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., visibility levels and trafficability.

20. Prepare a detailed description, sketch, terrain model, etc., of the PZs/LZs and routes of advance into the objective area.

21. Allocate available time.

22. Coordinate with the helicopter unit commander to determine total helicopter lift availability, organization of holding area, pickup zone, location of loading points, turnaround time, Forward Arming and Refueling Point (FARP) security augmentation requirements, and heliteam size.

23. Establish GO/NOGO Criteria (which may be in matrix form) and "bump" plan that provides for alternate missions in the event of changes in the enemy situation, weather, or equipment malfunctions. Standard Operating Procedures (SOPs) may be used to speed up the development of this plan.

24. Ensure the tentative ground tactical plan, scheme of maneuver, and fire support plan are supportable by aviation units.

25. Commander provides his concept of operation which, at a minimum, includes: the ground tactical plan, distribution of forces, designation of the main effort, phasing of the attack, general organization for combat, priority of fires, key targets or destruction/neutralization, and any special contingencies for which to prepare.

26. Adopt a plan of attack which integrates all available assets, in keeping with economy of force considerations, both internal and external to the battalion.

27. Issue a warning order which contains sufficient information to allow for planning, required movement and rehearsals by subordinate units.

28. Define the ground tactical plan by control measures, principally the objective(s) of the attack, zones of action as delineated by boundaries and directional measures; i.e., axis of advance or direction of attack; and other control measures such as phaselines, limits of advance, etc.

29. Select objective(s) that are easily identified, capable of seizure by units within the time and space limits imposed, and will provide decisive results when seized.

30. Select primary and alternate PZ/LZs, in conjunction with the helicopter unit, which will ensure surprise, provide for the early seizure of the objective, will allow for the exploitation of preparatory fires, and are large enough to support the landing plan.

31. Identify, in conjunction with the helicopter unit, landing sites to determine the number of helicopters that can be landed simultaneously, the size of individual flights or waves, and the time distance between successive waves.

32. Coordinate with the supporting helicopter unit, the establishment of the primary and alternate approach and retirement routes which afford terrain masking and avoid complicated maneuvers.

33. The plan specifically assigns units to the main and supporting attacks, and identifies a battalion reserve.

34. Ensure the plan also covers the essential details of security, casualty evacuation, resupply of ammunition and fuel, replacement of combat essential equipment, and traffic control.

35. Promulgate command relationships and establish a task organization tailored to provide a sufficient combat capability to accomplish the assigned mission.

36. Develop a schedule of events in preparation for the helicopterborne assault, i.e., movement of forces, reorganization, resupply, issuance of the order, coordination, exchange of liaison personnel, rehearsals, etc.

37. Ensure the plan includes specific information governing the employment of scout sniper assets.

38. Include tactical deception in the planning (if a deception is to be conducted) and preparation of the plan of attack.

39. Allocate the priority of fire support to the main attack.

40. Plan a supporting attack to deceive the enemy as to the location of the main attack, to prevent his disengagement, and to cause the enemy to commit forces indecisively.

41. Coordinate the prepositioning of fire support assets to provide coverage of the attacking forces once landed.

42. Develop a plan which isolates or fixes the enemy, facilitates the maneuver (both air and ground) of friendly forces, and allows, at a decisive time, the delivery of an overwhelming attack by fire and maneuver into an area where local superiority can be achieved, i.e., flanks, rear, or gaps. Where no obvious area of weakness can be determined, adjust the plan of attack to create one using concentrated indirect fire in conjunction with crew served weapons direct fire.

43. Plan for the forward deployment of engineer assets to assist assault echelons, and breach minefields and obstacles which cannot be bypassed.

44. Coordinate, with the Air Combat Element (ACE), plans for air defense assets to provide coverage (after landing) in depth, with emphasis on

critical points where an air attack might halt the attack.

45. Plan for the handling of prisoners of war and civilian detainees to include screening by intelligence personnel, evacuation, and medical treatment.

46. Prepare a fire support plan which:

a. Neutralizes enemy interference in primary and alternate LZs and approach and retirement lanes.

b. Provides 360-degree coverage of LZs and objectives.

c. Provides LZ preparation fires.

d. Provides on-call aerial ordnance.

e. Coordinate fires with air movement.

f. Facilitates and supports maneuver from LZs to objectives.

47. Participate in a planning and coordination conference with MAGTF and an ACE/HUC representatives to coordinate the development of the landing plan.

48. Select a landing plan which places assault elements, organized for combat, in such a manner as to quickly secure the LZ, to be able to repulse a counterattack, and commence the attack with minimum delay.

49. Determine initial formation for landing based on: the enemy situation in the vicinity of selected LZs, size and availability of LZs, mission, and helicopter availability.

50. Develop a staging and loading zone plan that provides time schedules, heliteam assignments to subordinate units, organization and procedures for movement from the assembly area to holding areas and pickup zones, formation of waves and serials, PZ/LZ security, bump plan in case of changes to helicopter availability, and other considerations appropriate to the helicopter movement.

51. Prepare heliteam wave and serial assignment table, with emphasis on the early introduction of crew served weapons in the zone.

52. Prepare Helicopter Employment and Assault Landing Table.

53. Coordinate the establishment of L-hour with the HUC.

54. Establish criteria for GO/NO-GO situations accounting for enemy, weather, terrain, equipment, malfunctions, etc. in coordination with the supporting aviation unit.

55. Develop an emergency extraction plan.

56. Provide for reconnaissance Initial Terminal Guidance (ITG) teams to conduct pre L-hour LZ reconnaissance, mark obstacles, mark landing sites, establish terminal guidance system, and make timely reports. Provide for Helicopter Support Team (HST) task organization to expand and support the LZ, as necessary, upon relief of recon ITG teams.

57. Specify the seizure of key positions to protect the landing.

58. Specify control measures, such as rally points and LZ defensive sectors with boundaries, to facilitate control during reorganization after unloading.

59. Coordinate a plan for the employment of attack helicopters in the vicinity of the LZ, i.e., landing zone reconnaissance, zone prep, and

integration into the fire support plan once the landing has been made.

60. Ensure plan provides instructions for consolidation and reorganization, and includes specific details regarding the forward displacement of all supporting weapons.

61. Prepare a detailed antimechanized defense plan that optimizes the employment of all available antitank weapons, supporting arms, and when required, antitank mines.

62. Specify any reporting requirements that are not per Standard Operating Procedure (SOP).

63. Prepare specific instructions for the conduct of the linkup with other forces, if applicable.

64. Identify and coordinate Helicopter Support Team (HST) support requirements to include personnel, supplies, equipment, and communications.

65. Develop communications plan which provides for secure voice communication and SAT COMM back to the ground element. Ensure all components, ground based command elements, airborne forces, and aircraft are using compatible systems, communication nets, and frequency assignments.

66. Develop and distribute brevity code to identify coordination points and/or the completion of critical mission phases.

67. Consider the employment of aerial automatic radio retransmission capability to maintain positive control of all units.

68. Establish authority to change landing zone, landing schedule, or approach/retirement lanes.

69. Ensure provisions are made for the aviation element commander and the helicopterborne unit commander to be in the same aircraft during execution, for the purpose of timely and coordinated decisions.

70. Schedule preloading inspections of personnel and equipment.

71. Schedule a landing zone inspection, planning, preparation, and operation (ZIPPO) brief with the helicopter unit.

72. Develop alternate plans to provide for the contingencies in which neither the primary nor alternate LZ can be utilized, the event of bad weather, downed aircraft en route or in the zone, etc.

73. Prepare an operations order, allowing sufficient time for subordinates to make revisions to orders, complete movement, reorganize, rehearse, and make final preparations.

ADMINISTRATIVE INSTRUCTIONS

1. The supporting helicopter unit should be present for planning.

EXTERNAL SUPPORT

1. Helicopter support

2. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 318 COLL - 03 - 323

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 323

Conduct initial staff planning

Condition: The unit has been given a mission and an order to conduct tactical operations. The staff is directed to conduct staff planning.

COMPONENTS

1. Commander issues guidance for planning.
2. Staff conducts mission analysis of specified and implied tasks.
3. After staff brief on mission analysis, commander provides guidance and intent for warning order and course of action development.
4. Obtain intelligence data on the enemy, the area of operation, and the weather.
5. Issue a warning order to subordinate units based on commander's guidance.
6. Conduct a detailed terrain analysis, including use of topographic products, and aerial photography and/or Intelligence Preparation of the Battlefield (IPB) products, as appropriate and available.
7. Incorporate Operational Risk Management (ORM) into planning.
8. Develop courses of action in accordance with commander's guidance.
9. Develop a staff estimate of supportability for each course of action.
10. Brief commander on courses of action and estimates of supportability.
11. Commander provides guidance on wargaming.
12. Upon completion of staff brief to the commander on the results of the wargaming, commander makes decision and provides further guidance for planning, to include commander's intent.
13. Develop appropriate plans.
14. Issue the order.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 324

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 324

Conduct amphibious staff planning

Condition: The unit comprises the Ground Combat Element (GCE) of the embarked MAGTF that has been alerted to a situation that requires an amphibious operation. The Amphibious Task Force

(ATF) is currently in transit. The initiating directive has been received. It is anticipated operations ashore will be of limited duration. The initial planning conference has been completed and the Commander Landing Force (CLF) has issued the MAGTF planning directive.

COMPONENTS

1. Analyze the mission in the warning order to identify specified and implied tasks.

2. Develop preliminary estimates based on the warning order and general planning guidelines provided by the MAGTF and Regimental Landing Team (RLT)/Battalion Leading Team (BLT) commanders.

3. Formulate information requirements and recommend priority intelligence requirements (PIRs) for the commander. Identify intelligence gaps to request response/collection from higher, lower, and adjacent headquarters in appropriate Joint Message Text Format (JMTF).

4. Commander issues planning guidance to his staff and subordinate element leaders.

5. Conduct concurrent planning with MAGTF staff to select recommended Landing Area, landing force (LF) objectives, and beachhead for CLF/Commander Amphibious Task Force (CATF) approval.

6. Develop, in coordination with the planning guidance and approved Amphibious Task Force (ATF)/Landing Force (LF) objectives, additional Battalion Landing Team (BLT)/Regimental Landing Team (RLT) objectives, if desired.

7. Brief estimates of supportability to the commander.

8. Battalion/Regimental commander announces his overall concept of operations in the form of an outline plan that includes the tentative task organization, and provides guidance for the concurrent development of the scheme of maneuver and fire support plan. This plan is also issued to subordinate and supporting unit commanders to guide them in planning preparation.

9. Conduct a thorough and continuous analysis of the terrain, weather, hydrographic conditions, and enemy situation throughout the planning process.

10. Conduct concurrent and parallel planning with all elements of the MAGTF during the development of a detailed scheme of maneuver, fire support plan, and landing plan.

11. Maintain close and continuous liaison throughout planning with all elements of the MAGTF.

12. Develop, publish, and disseminate the operation plan, embarkation plan, landing plan, countermechanized plan, and/or alternate plan if those plans, are not incorporated into standard operating procedures or the MAGTF plans.

13. Coordinate with the ACE and MEU air officer for the development and dissemination of the Helicopter Availability Tables (HAT), Helicopter Employment and Assault Landing Table (HEALT), Helicopter Wave and Serial Assignment Table (HWSAT), and the Helicopter Landing Diagram (HLD).

14. Establish procedures that provide for the continual review of reinforcement requirements and updating of the troop list.

15. Arrange for staff reconnaissance of the Amphibious Objective Area (AOA), if the situation permits.

16. Use planning aids such as maps, aerial photos, charts, and relief maps during detailed planning.

17. Receive NBC policy guidance from the MAGTF, and plans procedures for all subordinate elements to include: warning conditions, detection teams, decontamination teams, required MOPP conditions, and passive and active defensive measures.

18. Consolidate en route training plans for applicable elements of the BLT.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 325

Develop the landing plan

Condition: The unit is in receipt of the MAGTF concept of operations and has developed a plan of attack which has been approved. Organic helicopter and amphibious assets are available. The landing can occur during the day, at night, or during periods of limited visibility.

COMPONENTS

1. Determine BLT/RLT requirements for the ship-to-shore movement in coordination with a review of the amphibious vehicle availability table, helicopter availability table, and the landing craft availability table.

2. Consider enemy capabilities to counter surface and/or air assaults.

3. Ensure plan allows for flexibility in the landing of on-call and nonscheduled waves.

4. Assign elements to one of 5 categories in order to indicate their relative priority for landing and to facilitate control of the ship-to-shore movement.

5. Ensure the development of the landing plan is totally integrated with the initial scheme of maneuver and fire support plan, and provide for the rapid buildup of automatic and crew served weapons during the initial phase of the assault.

6. Allocate assets for use by subordinate elements, and ensure the proposed landing diagram, assault schedule and landing sequence table are developed concurrently and are mutually compatible, and forward these documents to the MAGTF commander for approval/consolidation.

7. Ensure the development of the proposed Serial Assignment Table is based on the task organization for the landing; and is forwarded to the MAGTF commander for approval.

8. Ensure the development of the Landing Craft and Amphibious Vehicle Assignment Table is coordinated with the affected units, compatible with

the previously approved landing plan documents, provides for the rapid buildup of firepower (crew served weapons), and maintains the tactical integrity required by the plan of attack.

9. Ensure the development of the Helicopter Employment and Assault Landing Table and the Heliteam Wave and Serial Assignment Table is coordinated with the ACE and MEU CE, compatible with the previously approved landing plan documents, provides for the rapid buildup of firepower in the zone (crew served weapons), and maintains the tactical integrity required by the plan of attack.

10. Provide input for the development of the Approach Schedule.

11. Develop debarkation schedule (prepared jointly with ship's commanding officer), when applicable, and ensure its distribution to all personnel responsible for the control of debarkation.

12. Complete the landing plan in a timely manner to allow for responsive and accurate embarkation planning if cross-decking will be required.

13. Publish the landing plan as Appendix 3 to Annex R of the landing force operation order. Only those documents required by the unit are included as tabs to the appendix.

14. Develop alternate plans to cover foul weather interference and/or changes in enemy capabilities.

15. Assign adequate personnel to the Tactical-Logistical Group (TACLOG) to advise MAGTF and Navy control personnel on the location of troops, equipment, supplies, landing requirements, and of adjustments to the landing sequence.

16. Coordinate planning with MAGTF command element for pre D-Day transfers of BLT/RLT units and equipment.

17. Ensure plan allows for flexibility based on communications capabilities/ limitations and the potential loss of communications during the ship-to-shore movement.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 324

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 326

Plan tactical deception

Condition: The unit has received a tactical mission. The unit's command element has begun planning. The commander has issued guidance that tactical deception measures are to be integrated into the plans. The operation can occur under any visibility conditions. The threat forces have direct and indirect fire weapons, rotary and fixed wing aircraft, and EW capabilities.

COMPONENTS

1. Understand the overall mission and objective of the tactical deception.

2. Analyze the enemy perceptions of the operational area in coordination with S-2 and available intelligence sources.

3. Determine enemy vulnerability to deception, identifying any enemy peculiarities or weaknesses, and analyze what possible courses of action are available to the enemy commanders.

4. Collect indications, such as enemy order of battle, organization for combat, recent activities, and actions taken during previous engagements of what course of action the enemy "expects" us to take.

5. Gather intelligence on the enemy commander(s), e.g., identity, leadership style, strengths and weaknesses, tactical experience, tactical style, sensor network, morale, and staff procedures, sufficient to tailor the plan to influence enemy reactions.

6. Consider whether there are feasible courses of action upon which to build a realistic deception; and identify a logical opportunity to integrate the deception into the ground situation.

7. Determine whether there is sufficient time available to formulate, write, organize, and implement the deception.

8. Determine whether enough information is known about the enemy sensor network to effectively feed false information.

9. Analyze whether Communications Security (COMSEC) and Operational Security (OPSEC) procedures are sufficient to conceal deception planning and subsequent operations and, more importantly, to deny the enemy knowledge of the true intentions.

10. Consider the involvement and support required from other units, services, and agencies.

11. Prepare a plan that is believable and consistent with the enemy's perception of our real capabilities, tactical doctrine, Standard Operating Procedures (SOPs), patterns, etc.

12. Develop the deception plan with the same degree of thoroughness as the operation plan.

13. Develop a deception story that provides adequate information to deter the enemy from taking any undesirable action, and causes the enemy to follow a predictable pattern.

14. Consider the effect the expenditure of personnel and equipment to support the deception concept, to include secure communications and frequencies, will have on the execution of the actual mission.

15. Ensure the deception proposal supports and minimizes the vulnerabilities of the operation plan; but is not critical to the overall success of the assigned mission.

16. Ensure deception events are consistent with past and future operations and avoid the "windfall" effect (information easily obtained is information easily discarded).

17. Develop deception events that support the plan, target those information systems that the enemy commander places the greatest reliance on, and allow the enemy enough time to analyze and react in the desired manner.

18. Ensure the story permits verification by various enemy collection systems.

19. Dedicate assets to monitor the feedback of the effectiveness of deception events.

20. Plan for enough flexibility to counter any unexpected enemy reaction.

21. Wargame the concept to ensure the plan and associated events logically relate to the tactical situation and all deception events support the deception objective.

22. Include provisions for special reporting.

23. Coordinate with higher and adjacent units and all agencies which will participate in, or be affected by, the deception execution.

24. Plan phase-out actions to disguise the fact that deception has been used.

25. Gain approval from the higher command element.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 330

Prepare for combat operations

Condition: The unit is ordered to conduct combat operations. The unit has received an operation order or warning order from higher headquarters.

COMPONENTS

1. Conduct mission analysis of higher headquarters order to identify:

   a. Mission and intent of the commander, 2 levels up.

   b. Mission and intent of the immediate commander.

   c. Specified tasks.

   d. Implied tasks.

   e. Mission-essential tasks.

   f. Constraints and limitations.

   g. Purpose.

2. Produce a warning order for the unit that contains:

   a. A restated mission statement that contains subordinate unit mission-essential tasks.

   b. A tentative time schedule.

c. Enough information for subordinate elements to prepare for the mission.

d. Movement instructions, if movement is to be initiated before OPORD issuance.

e. Items not covered in the unit Standard Operating Procedure (SOP).

3. Issue a warning order to the subordinate units.

4. Coordinate attachments and detachments.

5. Brief attachment on applicable unit Standard Operating Procedures (SOPs).

6. Perform readiness, maintenance, and functional checks of unit and personal equipment to include: vehicles, night vision equipment, communications equipment, and NBC equipment.

7. Ensure vehicles are combat loaded, topped off, and PMCS is performed in accordance with the standard operating procedures or warning order.

8. All personnel test-fire weapons, if the situation permits.

9. Make a tentative plan and, at a minimum:

a. Use the estimate of the situation to analyze METT-T information.

b. Produce at least 2 general courses of action that can accomplish the mission but are different enough to allow useful analysis.

c. Include mission-specific significant factors which any course of action must satisfy.

d. Identify assumptions about the situation on which the analysis is based.

e. Determine the advantages, disadvantages, and risks of each course of action.

f. Identify the key leaders in each course of action.

g. Identify key weapons to be used.

h. Identify the critical events.

i. Identify the most dangerous contingencies.

10. Arrange for reconnaissance that determines the location, strength, disposition, and activity of the enemy, and accurate information on the terrain (Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA)).

11. The unit (or designated portion) initiates movement, as required by the warning order.

12. Conduct reconnaissance; analyze information obtained; identify shortfalls; and request additional assistance from higher headquarters.

13. Incorporate Operational Risk Management (ORM) into planning.

14. Complete the plan, to include:

a. Mission.

b. Commander's intent.

c. Concept of operations.

d. Scheme of maneuver that exploits enemy weaknesses and friendly strengths.

e. Organization of the unit (task organization), including all attachments, detachments, and supporting elements.

f. Main effort.

g. Supporting efforts.

h. Reconnaissance and security.

i. Specific tasks to all sub-elements. Each task must have a purpose that relates the assigned subordinate task to the overall task.

j. Control measures.

k. Fire support targeting and priorities.

l. Combat load guidance.

15. Issue the order, providing ample subordinate planning and preparation time by adhering to the 1/3 to 2/3 guide.

16. Conduct coordination with higher, adjacent, and supporting units:

a. Identify request, obtain, and distribute CSS assets.

b. Submit and confirm fire support plans.

c. Forward scheme of maneuver to all applicable units.

d. Update and disseminate intelligence.

e. Identify control measures.

f. Confirm communications and signals.

g. Follow time schedules.

h. Request and coordinate transportation assets.

17. Conduct mission preparations.

a. Leaders conduct brief backs of their plan.

b. Rehearse key actions.

c. Inspect equipment and weapons.

d. Prepare field-expedient equipment.

e. Distribute and spread load supplies.

18. Monitor activities of higher, adjacent, and supporting units and report any changes in unit activity to higher headquarters.

19. Issue, modify, or update orders based on changes in METT-T.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 547	03XX - X - 539	03XX - X - 534
03XX - X - 533	03XX - X - 500	03XX - X - 425
03XX - X - 421	03XX - X - 409	03XX - X - 402
03XX - X - 381	03XX - X - 320	03XX - X - 319
03XX - X - 318	03XX - X - 315	03XX - X - 311

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6 Ground Combat Operations

EVENT: COLL - 03 - 331

Prepare for a relief in place

Condition: The unit has been ordered to conduct a relief in place. The order has been prepared and is ready for issue.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates.
2. Conduct in coordination with the unit to be relieved a detailed briefing on the plan to all key subordinates of the stationary force.
3. Utilize a terrain model, sketch, or other visual aids when briefing the plan.
4. Use wargaming technique with the staff and subordinate commanders to ensure they have a detailed understanding of the plan and all contingencies have been examined.
5. Allow an opportunity for questions and comments.
6. Commence unit and individual training readiness drills.
7. Conduct a CPX or, at a minimum, a staff rehearsal.
8. Conduct a rehearsal of the movement and actions on enemy contact.
9. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on required equipment.
10. Conduct final brief for key leaders, to include a ZIPPO brief for pilots, if helicopters are involved in the movement.
11. Conduct final inspections of all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

ADMINISTRATIVE INSTRUCTIONS

1. The standards may be used to evaluate the unit being relieved. In this case, the standards must be interpreted from that view point.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 333

RELATED COLLECTIVE EVENTS

COLL - 03 - 315

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 332

Coordinate a passage of lines

Condition: The unit (stationary or moving) is required to conduct either a rearward or forward passage of lines.

COMPONENTS

1. The moving unit and stationary unit coordinate:

   a. Mutual recognition and reply signals.

   b. Routes (primary and alternate).

   c. Contact points and passage points.

   d. Contingency plans.

   e. Guides, if needed.

   f. Fire support plans.

   g. Schemes of maneuver.

2. The moving Unit Leader provides the following information to the stationary unit:

   a. Unit identification.

   b. Size of unit.

   c. Time of passage.

   d. Unit's area of the operation.

   e. Any special information.

3. The stationary Unit Leader provides the following information to the moving unit:

a. Information on terrain.

b. Known or suspected enemy positions.

c. Likely enemy ambush sites.

d. Latest enemy activity.

e. Detailed information on friendly positions.

f. Obstacle locations.

g. Fire plan.

h. Support the stationary unit can provide; i.e., fire support, litter teams, guides, communications, and reaction force.

i. CEOI information, signal plan, reentry signal, running password, and procedures to be used by both units during passage.

j. Command and control, if the enemy should attack during passage or when battle handover occurs.

k. Location(s) of the unit's assembly area, and contact and passage points.

4. The moving Unit Leader coordinate with the other leaders who will be operating in the same or adjacent areas and they exchange information that will assist them with their operations.

RELATED INDIVIDUAL EVENTS

03XX - X -

RELATED COLLECTIVE EVENTS

COLL - 03 - 316

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 333

Prepare for a passage of lines

Condition: The unit has been ordered to conduct a forward passage of lines. The order has been prepared and is ready for issue.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Use mental wargaming technique with the staff and subordinate commanders to ensure they have a detailed understanding of the plan and all contingencies have been examined.

4. Allow an opportunity for questions and comments.

5. Commence unit and individual training readiness drills.

6. Conduct a Command Post Exercise (CPX) or, at a minimum, a staff rehearsal.

7. Conduct a rehearsal of the movement and actions on enemy contact.

8. Issue ammunition and special equipment. Conducts maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on required equipment.

9. Conduct final brief for key leaders to include a ZIPPO brief for pilots if helicopters are involved in the movement.

10. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503

RELATED COLLECTIVE EVENTS

COLL - 03 - 316

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 334

Prepare for a linkup

Condition: The unit has been ordered to conduct a linkup with a stationary force. The order is ready for issuance.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates.

2. Conduct in coordination with the stationary unit a detailed briefing on the plan to key personnel of the stationary force.

3. Exchange liaison personnel with the stationary force, as required.

4. Utilizes a terrain model, sketch, or other visual aids when briefing the plan.

5. Ensure command relationships and the responsibility for controlling and coordinating the linkup are established and understood.

6. Use wargaming technique with the staff to ensure they have a detailed understanding of the plan and all contingencies have been examined.

7. Complete reorganization and commence unit training readiness drills.

8. Direct the pre H-hour insertion of security elements along the route of advance, if planned.

9. Maintain surveillance of enemy positions and activities.

10. If feasible, conduct a Command Post Exercise (CPX) or a staff rehearsal.

11. Conduct an overall rehearsal to include participation of air control and supporting arms coordination agencies, time permitting.

12. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on required equipment.

13. Conduct final brief for key leaders, to include a ZIPPO brief for pilots and crewmen, if helicopters are involved.

14. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the linkup.

15. Determine formation to be employed during movement based on imminence of enemy contact, knowledge of enemy strength and dispositions, terrain, and required speed of movement.

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503 03XX - X - 333

RELATED COLLECTIVE EVENTS

COLL - 03 - 317

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 335

Prepare for a deliberate attack

Condition: The unit has been ordered to conduct a deliberate attack during daylight hours. The order has been prepared and is ready for issue.

COMPONENTS

1. Conduct a detailed briefing on the plan to all subordinate commanders in a clear and articulate manner, allowing the opportunity for questions and components.

2. Utilize a terrain model, sketch, Intelligence Preparation of the Battlefield (IPB) product or other visual aid when conducting the brief.

3. Dispatch reconnaissance elements to maintain continuous observation on depth, width, and composition of the enemy position(s) in the vicinity of the avenue(s) of approach and on the objective(s).

4. Dispatch scout sniper elements to acquire critical targets on the objective(s), and assist in the control of indirect fires.

5. Employ indirect fire weapons to best support the attack.

6. Initiate, (if planned) preparation fires and air attacks against known enemy positions.

7. Complete movement to, and concentration of forces in, the assembly area(s) prior to the attack.

8. Establish air defense conditions and watches.

9. Intensify security and/or combat patrolling to counter the ability of the enemy to learn of attack through his reconnaissance efforts.

10. Emplace crew served weapons in the vicinity of the Line of Departure (LOD) to support the initial movement forward.

11. Complete reorganization and commence unit and individual training battle drills.

12. If feasible, conduct a Command Post Exercise (CPX) or a staff rehearsal, i.e., rehearsal of initial movement and initiation of prearranged fires.

13. Conduct an overall rehearsal, time permitting.

14. Subordinate leaders prepare and issue operations orders.

15. Issue ammunition and special equipment, conduct maintenance checks, and preoperation checks on weapons and equipment.

16. Conduct final brief for key leaders, to include a ZIPPO brief for pilots, if helicopters are involved.

17. Complete preparation for relief in place or passage of lines as required.

18. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the attack.

19. If tactical deception is planned, initiate prior to unit crossing the Line of Departure (LOD).

20. Coordinate the tactical movement of units from the assembly area to the Line of Departure (LOD) to ensure units arrive in the desired sequence and allow for the dispersal of assets until their massing is required.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 547	03XX - X - 539	03XX - X - 534
03XX - X - 533	03XX - X - 500	03XX - X - 425
03XX - X - 421	03XX - X - 409	03XX - X - 402
03XX - X - 381	03XX - X - 320	03XX - X - 319
03XX - X - 318	03XX - X - 315	03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 318 COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 336

Prepare for a night attack

Condition: The unit has been ordered to conduct a night attack. The order has been prepared and is ready to be issued.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates, and issue the order in a clear articulate manner, allowing the opportunity for questions and comments.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Conduct a detailed rehearsal under the same expected light conditions as the time of attack and on similar terrain as objective.

4. Small Unit Leaders conduct a visual reconnaissance from observation posts which allow a good view of their area of operations from the beginning of evening twilight until darkness.

5. Dispatch reconnaissance teams, security detachments, and guides to mark routes, lay wire for communications, establish/secure release points and the PLD. Maintain continuous observation on depth, width, and composition of enemy position(s) in the vicinity of the avenue(s) of approach and the objective.

6. Dispatch scout sniper elements dispatched to acquire critical targets on the objective, and assist in the control of indirect fires.

7. If feasible, conduct a Command Post Exercise (CPX) or, at a minimum, a staff rehearsal.

8. Emplace indirect fire weapons well forward, to provide support for the attack.

9. Complete movement to, and concentration of forces in, the assembly area(s) prior to the attack.

10. Intensify security and/or combat patrolling in the vicinity of the assembly area(s) to counter the enemy's ability to learn of the attack through his reconnaissance efforts.

11. Issue ammunition and special equipment, and conduct maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on weapons and equipment.

12. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

13. Conduct final brief for key leaders.

14. Establish initial position for the reserve.

15. Initiate tactical deception prior to unit crossing the Line of Departure (LOD).

16. Consider positioning support elements (direct and indirect fire weapons) into overwatch positions, forward of the LOD, prior to the actual time of attack.

17. Ensure all firing data for support fire weapons are computed correctly and placed on each weapon/sight; sectors of fire, aiming stakes/limits of traverse and search are established; and primary and alternate signals for fire control are clearly understood.

18. Use guides to assist the movement of the assault echelon from the

assembly area to the LOD and attack position.

19. Elements move to points of departure along the LOD without compromise.

20. Conduct a passage of lines.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 339	03XX - X - 338	03XX - X - 318
03XX - X - 315	03XX - X - 311	

RELATED COLLECTIVE EVENTS

COLL - 03 - 319	COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 337

Prepare for a tank infantry attack

Condition: The unit has been ordered to conduct a tank infantry attack to seize an objective. The order is ready for issuance.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates.

2. Utilize a terrain model, sketch, or other training aids when briefing the plan.

3. Use wargaming technique with the staff and subordinate commanders to ensure they have a detailed understanding of the plan and all contingencies have been examined.

4. Allows an opportunity for questions and comments.

5. Conduct movement, refueling, and rearming of tanks and other vehicles simultaneously with planning.

6. Complete reorganization and commence unit training readiness drills.

7. Maintain surveillance of enemy positions and activities.

8. If feasible, conduct, at a minimum, a staff rehearsal.

9. Conduct an overall rehearsal, time permitting.

10. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTI), and preoperation checks on required equipment.

11. Conduct final brief for key leaders, to include a ZIPPO brief for pilots and crewmen.

12. Conduct final inspections for all personnel and equipment to ensure

prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the attack.

13. Complete any movement of units necessary prior to the start of the attack.

14. All tanks and other vehicles participating in the attack start their engines together.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails

3. Tank Unit

RELATED INDIVIDUAL EVENTS

03XX - X - 318 03XX - X - 315 03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 320 COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 338

Prepare for a mechanized attack supported by tanks

Condition: The unit has been ordered to conduct a mechanized attack supported by tanks to seize an objective. The order is ready for issuance.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinate.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Ensure key personnel put the graphics on their maps.

4. Use mental warfighting technique with the staff and subordinate commanders to ensure they have a detailed understanding of the plan and all contingencies have been examined.

5. Allow an opportunity for questions and comments.

6. Utilize chalk marks, tape, colored flags, or other marking methods to identify vehicles assigned to specific units.

7. Conduct refueling and rearming of AAVs, tanks, and other combat vehicles.

8. Complete reorganization and commence unit training readiness drills.

9. Maintain surveillance of enemy positions and activities.

10. Conduct, at a minimum, a staff rehearsal.

11. Conduct an overall rehearsal to include obstacle breaching, and participation of air control and supporting arms coordination agencies, time permitting.

12. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on required equipment.

13. Prepare emergency resupply and other supplies identified for delivery during the buildup on the objective.

14. Conduct final brief for key leaders to include a ZIPPO brief for pilots and crewmen necessary if helicopters are supporting the attack.

15. Complete any movement of units necessary prior to the start of the attack.

16. Conduct final inspections of all personnel, equipment and vehicles to ensure prescribed items are available, serviceable, and carried correctly. Ensure each vehicles team has a map with graphics properly marked, and all personnel understand all required aspects of the attack.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Tank Unit

3. AAV unit

RELATED INDIVIDUAL EVENTS

03XX - X - 318 03XX - X - 315 03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 321 COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 339

Prepare for a helicopterborne assault

Condition: The unit has been ordered to conduct a helicopterborne assault to seize an objective. The order is ready for issuance.

COMPONENTS

1. Insert reconnaissance/Initial Terminal Guidance (ITG) teams into the operation area in sufficient time to complete mission prior to L-hour. Task organize Helicopter Support Team (HSTs) and prepare to relieve recon ITS teams of terminal guidance mission.

2. Participate in the Aviation Combat Element (ACE) briefing to ensure the aviation plan fully supports the ground scheme of maneuver and includes: assault support, armed escort, Electronic Countermeasures (ECM)/Electronic Counter-counter measures (ECCM), Tactical Air Coordinator (Airborne) (TAC(A)), pathfinder or navigation aircraft for long distance helicopter lifts, i.e., E-3, E-2 aircraft, and overhead fixed-wing support.

3. Conduct a detailed briefing on the plan to all key subordinates.

4. Utilize a terrain model, sketch, or other visual aids when briefing

the plan.

5. Brief minimum number of aircraft required to continue the mission (GO/NOGO).

6. Brief current weather and criteria for helicopter and fixed-wing (GO/NOGO).

7. Use wargaming technique with staff and subordinate commanders to ensure they have a detailed understanding of the plan and the commander's intent and all contingencies have been examined.

8. Complete reorganization and commence unit training readiness drills.

9. Maintains surveillance of enemy positions and activities.

10. If feasible, conduct a CPX, or, at a minimum, a staff rehearsal.

11. If feasible, conduct an overall rehearsal to include participation of air control and supporting arms coordination agencies.

12. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTIs), and preoperation checks on weapons and equipment.

13. Prepare emergency resupply and other supplies for both internal and external delivery.

14. Check all loads for proper rigging safety.

15. Conduct final brief for key leaders to include a ZIPPO brief for pilots and crewmen. Brief includes:

a. Landing formations.

b. Attack helicopter support.

c. Movement plans.

d. Frequencies and call signs (of the helicopterborne commander, the helicopter transport commander, the HC(A), and the attack helicopter flight coordinator/leader).

e. H-hour time hack.

16. Organize and stage heliteams in the assembly area(s)/holding area per the schedule contained in the landing plan.

17. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly, and all personnel understand all required aspects of the attack.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Helicopter support

3. Suitable landing zone

RELATED INDIVIDUAL EVENTS

03XX - X - 475 03XX - X - 318 03XX - X - 315

03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 322 COLL - 03 - 330 COLL - 03 - 335

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 340

Prepare tactical deception plan

Condition: The unit has received a warning order to conduct a tactical mission. The decision has been made to integrate deception events along with the scheme of maneuver. A deception plan has been developed.

COMPONENTS

1. Conduct final coordination for all aspects of the overall deception plan and the scheduled events to include: communications, logistics, and command and control.

2. Establish a level of Operations Security (OPSEC) for the deception plan (normal, commander only, close-hold, ad hoc staff) that is commensurate with the organization for planning and deception mission to be executed. At a minimum, the level of OPSEC should be equal to that of the actual operations plan.

3. Publish and distribute the deception plan as either a part of the operation order or as a separate appendix that includes:

   a. Concept.

   b. Tasks to subordinate units.

   c. Objectives.

   d. Phasing schedule.

   e. Coordinating instructions.

   f. Communications and operations security.

4. Brief all elements on the deception plan, events, and procedures. If time permits, rehearse or, at a minimum, build models or prepare a sand table or sketches, etc.

5. Establish intelligence means and indicators to monitor feedback and to measure enemy reactions to our deception.

6. Provides all personnel monitoring the action a list of indicators.

7. Afford participants an opportunity to ask questions to ensure a thorough understanding.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 318 03XX - X - 315 03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 326

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 341

Prepare to consolidate and reorganize

Condition: The unit has reached an objective, arrived at a new position, repelled an enemy attack, or restored defensive positions following a counterattack of enemy forces. The unit has received an order to consolidate its position.

COMPONENTS

1. Use procedures contained in the unit's standard operating procedures in occupying positions.

2. Analyze the mission and available information to identify specific tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

3. Request intelligence update and combat information on the enemy.

4. Review essential elements of friendly information and initiate immediate measures to reduce OPSEC indicators.

5. Conduct a leaders' reconnaissance of the position, time, and situation permitting.

6. Issue commander's planning guidance.

7. Develop courses of action and estimates of supportability.

8. Develop a plan that does not unnecessarily delay the momentum of the attack, take full advantage of local terrain features, provides security, and maintains contact with enemy units.

9. Establish control measures.

10. Develop a reconnaissance and surveillance plan that maintains contact with the enemy, provides early warning, conducts counter reconnaissance, and impedes the approach of enemy units.

11. Modify the fire support plan, based on changes in the situation.

12. Designate engagement areas and target reference points for direct fire weapons.

13. Review standard operating procedures for handling casualties and enemy prisoners of war (EPWs).

14. Coordinate procedures for the receipt of replacements, supplies, and equipment.

15. Coordinate Combat Service Support (CSS) activities and priorities of support.

16. Identify the requirement for barriers and obstacles.

17. Plan for the use of snipers and countersnipers.

18. Review standard operating procedures regarding the communications

plan that specifies the priority of wire.

19. Prepare a counterattack plan.

20. Consider the use of tactical deception in the planning, preparation, and conduct of consolidation.

21. Prepare a fragmentation order (FRAGO) to include graphics depicting established control measures.

22. Conduct a detailed briefing on the plan to all key subordinates.

23. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

24. Ensure all personnel understand the plan and are cognizant of their duties and responsibilities.

25. Allow an opportunity for questions and comments.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 532	03XX - X - 531	03XX - X - 318
03XX - X - 315	03XX - X - 311	

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

2. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 347

Conduct a linkup

Condition: The unit is required to conduct a linkup with another unit. 1 unit is directed to be the stationary unit.

COMPONENTS

1. Stationary unit identifies a tentative linkup site by map reconnaissance or it is designated by higher headquarters.

2. Stationary unit contacts moving Unit Leader on secure net and exchanges critical information.

3. Stationary unit occupies the linkup rally point before the designated linkup time.

4. Stationary unit establishes all-round security.

5. Stationary unit establishes communications with the moving unit.

6. Stationary unit prepares to accept the moving unit at the designated linkup point.

7. Moving unit halts a safe distance from the linkup point in a covered and concealed position (linkup rally point), and establishes local security.

8. Moving unit issues contingency plans to the main body and departs for the linkup rally point with a contact team.

9. Moving unit halts short of linkup point, in a covered and concealed position which overwatches the linkup point.

10. Moving unit initiates far recognition signals to the stationary unit.

11. Moving unit's contact team maintains overwatch while moving Unit Leader approaches linkup point. The Unit Leader does not block the contact team's observation and fields of fire of the linkup point.

12. Contact team maintains communications with the main body and adheres to established contingency plans.

13. Moving unit conducts linkup with stationary unit, conducts oral authentication (challenge/password), and final coordination.

14. Moving unit brings contact team and main body to the linkup point as directed by the stationary unit. Stationary unit guides may be used.

15. Stationary unit contact team alerts main body and then guides the moving unit to complete the linkup.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503

RELATED COLLECTIVE EVENTS

COLL - 03 - 334

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 348

Conduct a relief in place

Condition: The unit has been ordered to conduct the planned relief in place.

COMPONENTS

1. Exchange liaison personnel early in the planning.

2. Provide an operations overlay and a copy of the fragmentary order to the relieving unit.

3. Conduct detailed coordination and liaison between representatives of fire support units in support of both units at the command post command post (CP)/combat operations center (COC) of the unit to be relieved.

4. Provide fire plan sketches or overlays to the incoming units.

5. Maintain security elements at a normal level of activity.

6. Maintain the normal level of communications traffic throughout the relief.

7. Displace a command post (CP) to coordinate the relief.

8. Conduct the movement of units, based on the planned sequence of

movement over the planned routes.

9. Engage command relationships and responsibilities are well understood.

10. Maintain noise and light discipline and the dispersion of forces throughout movement.

11. Use guides effectively to lead incoming units into positions and to lead units out of position.

12. Relieve local security units last.

13. Keep fire support assets in position throughout the relief of maneuver units. Ensure they are prepared to support both units.

14. Keep liaison personnel in position until the incoming unit is in place.

15. Every Marine briefs the Marine he is relieving as to his sectors of fire, coordination points, etc.

16. Relieve crew served weapons personnel after rifle units.

17. Utilize assembly areas that provide cover and concealment and are large enough to allow for the dispersion of units.

18. Maintain all-round security throughout the entire relief units.

19. Employ Electronic Warfare (EW) to reduce the enemy's C3 capabilities.

20. Consider the use of smoke to obscure the movement of friendly forces.

21. Respond to enemy actions, i.e., indirect fire, enemy contact, according to the plan.

22. Account for all personnel, supplies, and equipment.

23. Execute tactical deception during the relief.

24. Complete the relief within the time allotted.

25. Relinquish responsibility for the area upon agreement by the 2 commanders and after approval from the higher commander.

26. Submit tactical reports in a timely and accurate manner.

27. Coordinate the transfer or exchange of supplies and equipment to include: communication, wirelines, radio antennas, and POL (petroleum, oils, and lubricants).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 331

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 349

Conduct passage of lines as stationary unit

Condition: The unit is stationary and is required to conduct a passage of lines (rearward or forward) with a moving unit. Coordination between unit leaders has been conducted.

COMPONENTS

1. Establish and occupy contact points.

2. Alert all personnel a unit is conducting a passage of lines (rearward or forward).

3. Clear all obstacles on passage lane or route before a unit departs or reenters.

4. Conduct final coordination with the moving unit and exchange required information.

5. Assign guide to linkup, at the coordinated time, with the moving unit.

6. Establish contact with the moving unit's guide (far and near recognition signals).

7. Co-locate both leaders to observe critical areas and make timely decisions during the passage.

8. Lead the unit to the passage point using covered and concealed routes.

9. Conduct a count of each member (and vehicles) as they pass through the passage point.

10. Assist passage of lines with direct and/or indirect fire.

11. Provide reaction force in accordance with coordination.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503 03XX - X - 333

RELATED COLLECTIVE EVENTS

COLL - 03 - 160 COLL - 03 - 332

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 350

Conduct forward passage of lines as moving unit

Condition: The unit is moving and is required to conduct a passage of lines forward through a stationary unit. Coordination between unit leaders has been conducted.

COMPONENTS

1. Make contact with the stationary unit's guide at the contact point, at the prescribed time.

2. Move into the coordinated Initial Rally Point (IRP), as directed by the guide.

3. Complete final coordination with the Forward Unit Commander (FUC) to learn of recent enemy activity or changes in the situation that may require adjustment of the plan.

4. Move to a covered and concealed position near the passage point, as directed by the guide.

5. Security element (if employed) clears the area forward of the release points to the first covered and concealed position, and then signals for the remainder of the unit.

6. Move forward to the release points.

7. Conduct a count of the members of the unit (and vehicles) as they pass through the passage point.

8. Move quickly and silently to a security halt position beyond the stationary unit's protective fires.

9. During the security halt, the unit adjusts to the sights and sounds of the environment.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503

RELATED COLLECTIVE EVENTS

COLL - 03 - 332

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 351

Conduct a passage of lines

Condition: Given an order to conduct a planned passage of lines.

COMPONENTS

1. Exchange liaison personnel early in the planning.

2. Provide an operations overlay and a copy of the fragmentary order.

3. Employ reconnaissance and surveillance assets forward of the stationary unit in the direction of the attack.

4. Use additional deception techniques during all phases of the passage to include: planning, preparation, and execution.

5. Displace a tactical command post (CP) forward to coordinate the passage.

6. Co-locate both commanders to observe critical areas, to make timely decisions during the passage, and to facilitate passage of responsibility for the passage of control.

7. Execute movement according to the schedule and the plan.

8. Ensure command relationships and responsibilities are well understood.

9. Move all personnel, equipment, and supplies through the friendly unit at the coordinated point(s), within the time specified by the order.

10. Use covered and concealed routes for movement.

11. Ensure forces remain dispersed and all-round security is maintained.

12. Deploy a security element to clear the area forward of the release points to the first covered and concealed position(s).

13. Account for all personnel, supplies, and equipment.

14. Consider employment of smoke to obscure the passage.

15. Employ Electronic Warfare (EW) to reduce the enemy's C3 capabilities.

16. Responds to enemy actions, i.e., indirect fire, enemy contacts according to plan.

17. Units conduct the passage with minimum delay or confusion.

18. Submit tactical reports in a timely and accurate manner.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 506 03XX - X - 503

RELATED COLLECTIVE EVENTS

COLL - 03 - 160 COLL - 03 - 332

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 352

Conduct rearward passage of lines as moving unit

Condition: The unit is moving and is required to conduct a rearward passage of lines through a stationary unit. Coordination between unit leaders has been conducted.

COMPONENTS

1. Employ reconnaissance elements forward of the moving unit in the direction of the stationary unit.

2. If not in contact with the enemy, unit halts and establishes the re-entry rally point.

3. Contact the forward stationary unit and inform them by use of a prearranged codeword the unit is ready to conduct the passage of lines.

4. Inform the stationary unit of the tactical situation. If in contact, the moving Unit Leader relays any decision on either to break contact or maintain contact.

5. Time and situation dependant, the moving Unit Leader issues a contingency plan and moves with a security team to the contact point.

6. Establish contact with the stationary unit's guide (far and near recognition signals).

7. Co-locate both leaders to observe critical areas and make timely decisions during the passage.

8. Conduct a count of each member (and vehicles) as they pass through the passage point.

9. Move through the marked passage point to covered and concealed position without halting, as directed by stationary unit's guides.

10. Identify the last element or vehicle to the stationary unit.

11. Report to the command post (CP) of the stationary unit to relay anything of tactical value concerning the commander's area of responsibility.

12. Conduct a debrief and continue with the assigned mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 332

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 353

Conduct a linkup

Condition: Given an order to conduct the planned linkup.

COMPONENTS

1. Execute tactical deception.

2. Maneuver force crosses Line of Departure (LOD) at the designated time.

3. Report arrival at checkpoints and crossing of phaselines.

4. Consider employing scout sniper teams forward of the advance guard to assist in route reconnaissance, and establish blocking positions along key terrain features leading into flanks of the maneuver force.

5. Maintain security.

6. Consider the use of smoke to obscure the movement of friendly forces.

7. Conduct appropriate security/reconnaissance actions prior to crossing danger areas.

8. Consider using reconnaissance by fire prior to entering danger areas.

9. Advance guard, flank security, and/or rear guard initiate immediate action response, per Standard Operating Procedure (SOP), if contact with the enemy is made.

10. Demonstrate the ability to control/coordinate the delivery of prearranged fires.

11. Keep engineer assets well-forward to breach obstacles.

12. Coordinate the delivery of direct and indirect fires across the Restricted Fire Line (RFL).

13. Avoid unnecessary delays in movement.

14. Maintain effective communications throughout the linkup.

15. Continue effective coordination with the stationary force throughout the linkup.

16. Employ effective Electronic Warfare (EW), if planned, to reduce the enemy's C3 capabilities.

17. Retain unity of command until the linkup is completed.

18. Ensure tactical control measures are adequate to allow control over the linkup.

19. Employ agreed-upon mutual recognition signal at the appropriate location.

20. Effect linkup at an alternate linkup point, if required.

21. Linkup occurs with minimum confusion.

22. Maintain the dispersion of forces, supplies, and equipment following linkup.

23. Submit tactical reports, as required, in a timely and accurate manner.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 160 COLL - 03 - 334

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 354

Conduct a screen to the flank/rear

Condition: The unit has been ordered to conduct a screen to the flank/rear of a moving unit or for a stationary unit. The unit must provide its own security.

COMPONENTS

1. As the rear screen for a moving force, the unit occupies successive screen lines, as required by the movement of the main force.

2. As the flank screen for a moving unit, the unit moves to keep pace with the main body by moving elements (OPs) from rear to front, or by displacing all OPs at the same time.

3. As the screen for a stationary force, the unit commander establishes successive screen lines, as enemy pressure increases.

4. Move to the initial screen line using appropriated movement techniques.

5. Establish 2 to 4 OPs for surveillance of the area beyond the screen line.

6. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.

7. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.

8. Elements in contact request and adjust supporting fire to delay and force deployment of enemy forces.

9. Maintain continuity of the screen and prevent the enemy reconnaissance elements from reaching the main body undetected.

10. Destroy enemy reconnaissance elements.

11. On order, withdraw to the subsequent screen line.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition and MILES Gear.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 161

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 355

Conduct a screen forward of a moving unit

Condition: The unit has been ordered to conduct a screen. The unit is operating as part of a larger moving unit and must provide its own security.

COMPONENTS

1. Deploy to the proposed screen line, using the appropriate movement techniques and using the terrain for protection.

2. Position units to provide early warning beyond screen line.

3. Maintain cover and concealment.

4. Report enemy activity while at the screen line and before engaging enemy elements.

5. The enemy is engaged with indirect or direct fire as stated in the OPORD.

6. Reaction force is guided to the location of the enemy activity.

7. Advances ahead of the main body so the enemy cannot place direct fire on the main body without warning.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished with blank ammunition and MILES Gear.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 161

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 357

Conduct an infiltration/exfiltration

Condition: The unit has been given the mission to conduct an infiltration/exfiltration. The unit is operating separately or as part of a larger force, and must provide its own security.

COMPONENTS

1. Conduct reconnaissance to find gaps, weaknesses, routes, and positions in an enemy area. (Lanes may be identified by the scout platoon's reconnaissance).

2. Conduct passage of lines.

3. Break down into infiltrating elements at designated release points.

4. Utilize maximum advantage of gaps and weaknesses in enemy positions, limited visibility, bad weather, and broken terrain affording cover and concealment.

5. Avoid enemy contact.

6. Record and report any enemy fire.

7. Maintain dispersion and strict noise, light, and camouflage discipline.

8. Maintain radio silence until either the objective or the objective rally point is reached by the entire unit.

9. Move to the predesignated linkup point(s) at the enemy's rear or on his flanks.

10. Conduct linkup of all elements by the specified time.

11. Once consolidated, the unit moves to an Objective Rally Point (ORP) or assembly area.

12. Report to higher headquarters, if required, and continue the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 339	03XX - X - 338	03XX - X - 337
03XX - X - 336	03XX - X - 335	03XX - X - 334
03XX - X - 294	03XX - X - 293	03XX - X - 292

RELATED COLLECTIVE EVENTS

COLL - 03 - 160 COLL - 03 - 191

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling
4. FM 21-26 Map Reading and Land Navigation

EVENT: COLL - 03 - 358

Conduct a hasty ambush

Condition: The dismounted unit identifies a numerically inferior enemy unit. The unit is operating separately and must provide its own security.

COMPONENTS

1. Any unit member alerts the Unit Leader of an enemy unit in sight, giving the enemy location and the direction of movement.
2. The unit halts and seeks cover.
3. Asses the situation and adopt a course of action based on the unit's mission and the relative size of the enemy force.
4. Give the signal to execute a hasty ambush, in accordance with the unit Standard Operating Procedure (SOP).
5. The subordinate leaders relay signals, without error.
6. Move silently to covered and concealed positions indicated by the Unit Leader.
7. Position automatic weapons to achieve enfilade fire.
8. Position flank and rear security.
9. Initiate the ambush when the largest percentage of enemy is in the kill zone.
10. The leaders control the rate and distribution of fire.
11. Employ indirect fire to support the ambush.
12. Order the cease fire, in accordance with Standard Operating Procedures (SOPs).
13. Conduct hasty search of enemy personnel and equipment.
14. Make SITREP to higher headquarters.
15. Conduct a head count and continue the mission.

ADMINISTRATIVE INSTRUCTIONS

1. All targets must be destroyed by direct fire to complete this task to standard.

EXTERNAL SUPPORT

1. Live fire range with moving or stationary targets
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 508	03XX - X - 069	03XX - X - 064
03XX - X - 042	03XX - X - 023	03XX - X - 017
03XX - X - 016		

RELATED COLLECTIVE EVENTS

COLL - 03 - 312

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 359

Conduct a deliberate attack

Condition: Given an order to conduct the planned deliberate attack.

COMPONENTS

1. Reconnaissance and surveillance elements detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Report initiation of the attack to higher headquarters.
3. Initiate prearranged fires, per the fire support plan.
4. Execute the tactical deception plan.
5. Cross the Line of Departure (LOD) at the specified time, without halting.
6. Attacking units use covered and concealed routes to approach the enemy, and when taken under fire, they advance by fire and maneuver.
7. Bypass or rapidly breach obstacles encountered en route to the objective.
8. Remain dispersed unless required to mass to overcome resistance, in which case, disperse as soon as the requirement for concentration ceases.
9. Assault elements move into attack position(s), with a minimum of confusion, remaining there only long enough to effect any required final coordination.
10. Assault elements report crossing phase lines/checkpoints.
11. Overcome enemy forces encountered en route to the objective without becoming decisively engaged. When directed, bypass enemy forces and

report the location of bypassed positions.

12. Report seizure of intermediate objectives by assault elements, and keep halt on these objectives to a minimum.

13. Commander maintains status on the progress of the attack and the enemy situation. He continues to move to positions where, depending on the battle, he is able to alter the organization for combat, maneuver his forces, reallocate and shift fires, or use his reserve.

14. Adjust delivery of prearranged fires to coincide with actual progress on the ground.

15. Demonstrate effective employment of supporting arms to engage targets of opportunity.

16. Exploit any advantage occurring during the attack.

17. Maintain continuous pressure on the enemy.

18. Apply all available combat power during the attack to ensure rapid execution.

19. Gain and maintains fire superiority by employing direct and indirect fires supporting fires until the last possible moment and then shifts fires to the flanks and rear of enemy positions.

20. Positions crew served weapons, maximizing the effectiveness of their fires with respect to the target/ground.

21. Deploy assault elements into their assault formation at the assault position. Assault elements lean into their supporting fires. Launch the assault without delay when supporting fires are shifted.

22. Display supporting weapons, by echelon, to provide continuous support.

23. Shift the weight of the attack to take advantage of unexpected tactical success achieved by the supporting attack by shifting supporting fires, altering the scheme of maneuver, reallocating combat power, and/or employing the reserve.

24. Demonstrate the ability to conduct a hasty breach of minefields/wire obstacles.

25. Treat and evacuate casualties without slowing momentum of the attack.

26. Maintain communications with all elements throughout the assault. Ensure those nets designated as secure remain covered throughout the attack.

27. Avoid committing units to the final assault in a piecemeal manner.

28. Ensure the final assault covers a relatively short distance, is well coordinated, and is characterized by a heavy volume of fire and an aggressive employment of fire, maneuver, movement, and controlled, violent action by units and individuals.

29. Ensure assault elements reduce fortified positions and clear trenchlines.

30. Avoid committing the reserve in a piecemeal fashion.

31. Consider utilizing a new direction of attack when committing the reserve to assume the mission of an attacking unit has been stopped by enemy action.

31. Consider utilizing a new direction of attack when committing the reserve. Assume the mission of an attacking unit that has been stopped by enemy action.

32. Commit reserve at decisive time to influence the battle.

33. Consider exploiting success by executing a pursuit, to effect the destruction of the enemy force which is in the process of disengaging.

34. When a pursuit is not employed, assault elements assume a hasty defensive posture. Upon seizure of the objective, continue to fire on withdrawing enemy, and prepare for possible counterattack.

35. Place emphasis on security, displacement, and positioning of forces, fire planning, reconnaissance, and reorganization.

36. Ensure reconnaissance elements maintain contact with the enemy and report information.

37. Conduct fires beyond the objective to protect the consolidation and reorganization, and to force the breakup of counterattacks.

38. Fix the location of other known enemy positions in the zone by fire, maneuver, and/or deception.

39. Report seizure of the objective to higher headquarters.

40. Submit required combat reports in a timely manner.

41. Issue a fragmentation order (FRAGO), as necessary, to alter the plan of attack.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 069	03XX - X - 064
03XX - X - 042	03XX - X - 023	03XX - X - 017
03XX - X - 016		

RELATED COLLECTIVE EVENTS

COLL - 03 - 035	COLL - 03 - 084	COLL - 03 - 302
COLL - 03 - 305	COLL - 03 - 310	COLL - 03 - 335

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 360

Conduct a deliberate night attack

Condition: The unit has been ordered to conduct the planned night attack.

COMPONENTS

1. Assault element enters the attack position with a minimum of confusion, maintaining strict noise and light discipline.

2. Occupy attack position only long enough to effect any required final coordination.

3. Assault elements cross Line of Departure (LOD) on time.

4. Security element operates ahead and to the flanks of assault elements during movement from the LOD to the phase line departure (PLD).

5. Locate air defense assets to provide coverage that reflects the commander's priorities and changes in the threat, terrain, weather, and light conditions.

6. If necessitated by distance to the objective, the reserve moves by bounds in trace of the assault elements, along a separate route(s), at a distance far enough to the rear of the assault element to prevent its becoming involved in the assault.

7. Maintain light and noise discipline throughout the movement phase of the attack.

8. Ensure control measures are easily identifiable on the ground.

9. Subordinate Unit Leaders maintain direction of attack and control over the movement of their units.

10. Guides follow previously reconnoitered/marked routes of advance, and successfully lead units to designated release points.

11. Previously dispatched reconnaissance teams breach wire obstacles using silent cutting techniques, and mark the point of the breach.

12. Maintain rate of march and security.

13. Properly use smoke and illumination.

14. Engineers conduct silent, deliberate, or hasty breaches of obstacles.

15. Remove enemy LPs without compromise.

16. Forward reconnaissance/security elements monitor movements of enemy patrols, remain undetected, and report by wire/messenger all pertinent information.

17. Assault elements reach the probable line of deployment without detection by the enemy.

18. Ensure PLD is an easily identifiable terrain feature or is clearly marked and is secured by previously dispatched security elements.

19. Assault element infiltrates enemy position without compromise and rendezvous, at designated rally point/attack position.

20. Support elements fire in support of assault element.

21. Assault element avoids unnecessary/lengthy delay at the PLD.

22. Give the signal to launch the attack after all elements report their readiness, or when the situation requires an immediate assault, as per contingency plans.

23. Assault element initiates coordinated movement across the PLD.

24. Minimize all radio transmissions through brevity codes.

25. Assault elements begin the final assault from the PLD using nonlinear formations (column/file) until effective fire is received. Then deploy on line.

26. Create shock and violence by using hand grenades, satchel charges, M203 rounds, and automatic weapons fire using the assault fire position.

27. Small Unit Leaders direct fire using tracer rounds.

28. Consider the use of illumination and/or supporting fire once contact has been made.

29. Integrate supporting fires with the execution of the assault.

30. Fire Teams seize specific targets and/or objectives within their squad sector. They continue to advance throughout their portion of the objective, at a speed dictated by the success of the attack.

31. Assault element halts forward movement prior to the limit of advance and pursues the enemy by small arms and supporting fires.

32. Maintain communications with all elements throughout the assault. Ensure those nets designated as secure remain covered throughout the attack.

33. Assault element immediately establishes local security, consolidates, reorganizes, prepares to continue the attack, and marks cleared lanes through obstacles.

34. Displace crew served weapons forward by echelon, to ensure continuous support of maneuver/assault elements.

35. Quickly bring the reserve forward to assist in the consolidation of the objective.

36. Use guides to lead combat, combat support, and combat service support vehicles forward.

37. Complete consolidation prior to daylight.

38. Adjust defensive positions as visibility improves.

39. Submit required reports in a timely manner.

40. Conduct the evacuation of enemy prisoners or war (EPWs), in a timely manner, to exploit their intelligence value.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished with blank ammunition and MILES gear.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 519	03XX - X - 069	03XX - X - 065
03XX - X - 064	03XX - X - 042	03XX - X - 031
03XX - X - 029	03XX - X - 027	03XX - X - 023
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 035	COLL - 03 - 084	COLL - 03 - 336

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 361

Conduct a raid

Condition: The unit has been directed to conduct a raid. The unit is operating separately, or as part of a larger force. Both friendly and enemy elements have indirect fire capabilities.

COMPONENTS

1. Organize for the raid and arrange for a planned withdrawal.

2. Designate security; support, assault elements, and required special teams, i.e., demolition, PW, and searches.

3. Conduct a map reconnaissance of the objective.

4. Assign each element a position and withdrawal route.

5. Ensure security elements occupy designated positions to the flanks and rear of the unit and along high-speed avenues of approach to the objective.

6. Move support element to a covered and concealed position from which well-aimed fire can be placed on the objective.

7. Move assault element to the designated assault position. The assault position should be close enough to the objective for immediate assault, if detected before the planned assault.

8. Ensure support element provides fires in support of the assault element.

9. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).

10. Initiate support element fires and indirect fires before the assault.

11. Ensure security element prevents enemy entry into or escape from the objective area.

12. Ensure assault element fights through, consolidates, and reorganizes on the far side of the objective.

13. Ensure special teams accomplish all assigned tasks. Demolition teams set charges, and search teams search the objective for the enemy, securing any enemy survivors as prisoners.

14. On order, the unit withdraws from the objective to a designated rally point.

15. Use indirect fire to cover the withdrawal of the unit from the objective.

16. Account for all personnel prior to the final withdrawal

17. Continue the mission.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition and MILES Gear.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

3. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 516	03XX - X - 069	03XX - X - 064
03XX - X - 042	03XX - X - 023	03XX - X - 017
03XX - X - 016		

RELATED COLLECTIVE EVENTS

COLL - 03 - 163	COLL - 03 - 191	COLL - 03 - 335
COLL - 03 - 339		

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 7-32 Raid Operations

EVENT: COLL - 03 - 362

Conduct a mounted attack

Condition: The unit is ordered to conduct a mounted attack as the assault element of a larger force. Enemy positions are hastily constructed, enemy resistance is light or sporadic, and trafficability and cover to and through the objective is good. Higher headquarters elements are supporting the unit attack with suppressive direct and indirect fire. The unit is subject to a meeting engagement requiring an immediate mounted attack.

COMPONENTS

1. Conduct mounted movement to the objective using terrain-driving techniques.
2. Ensure vehicles maintain orientation along the designated route or axis and maneuvers so the vehicle mounted weapons can suppress enemy positions.
3. Use smoke to cover movement.
4. Use indirect or direct fire to suppress known and suspected anti-armor positions.
5. When attacking with tanks, infantry vehicles follow the tanks.
6. Deploy through the assault position in wedge or line formation.
7. Ensure vehicles' primary weapon engages anti-armor targets.
8. If the unit receives effective anti-armor fires, unit dismounts and continues the attack.
9. Ensure the infantry vehicles (and dismounted teams, if dismounted) follow the tanks through the objective.
10. Ensure Marines in AAVs are up in the cargo hatch providing observation and fire as the unit attacks through the objective to the positions on the far side.
11. Ensure Marines fire and throw grenades into the bypassed enemy positions, while the vehicle moves through the objective.

12. Once through the objective, the vehicles position to cover armor avenues of approach and destroy the withdrawing enemy.

13. Dismount elements, move back over the objective, and eliminate the remaining enemy.

14. Consolidate and reorganize.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area suitable for a mounted attack

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 515 03XX - X - 064 03XX - X - 017

03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 162 COLL - 03 - 335

REFERENCES

1. FM 17-95 Cavalry

EVENT: COLL - 03 - 363

Conduct tank infantry attack

Condition: The unit has been ordered to conduct the planned tank infantry attack.

COMPONENTS

1. Deploy reconnaissance and surveillance teams in forward operating areas.

2. All tanks organization optimizes the weapons systems available.

3. Cross the line of departure (LOD) at the specified time and in the designated formation.

4. Cross LOD with minimal confusion and radio traffic.

5. Provide tank protection measures throughout the attack.

6. Ensure element move out using the designated movement techniques.

7. Maintain positive control over lead, flank, and rear security elements.

8. Continually adjust movement techniques, depending upon the situation and the terrain.

9. Report arrival at established control measures.

10. Use appropriate techniques of movement when crossing danger areas.

11. Establish overwatching positions that provide good observation and

fields of fire and are within mutual supporting distances of each other.

12. Demonstrate the ability to coordinate the delivery and integration of ground and air-delivered ordnance.

13. Use control measures that provide positive control.

14. Use deceptive measures during all phases of the attack: planning, preparation, and execution.

15. Demonstrate the ability to breach minefields, tank ditches, and log and wire obstacles.

16. Demonstrate the ability to use assault bridging.

17. Coordinate the movement of tanks and infantry to maximize the use of the tanks' armor protected firepower, mobility, speed, and shock action.

18. Use smoke to obscure the enemy's vision.

19. Employ Electronic Warfare (EW) to reduce enemy C3 capabilities.

20. Make full use of long-range infantry weapons to engage and suppress anti-armor weapons.

21. Provide anti-air coverage throughout the attack.

22. Use aerial reconnaissance, manned or unmanned, to aid in locating and observing the enemy.

23. Use aerial automatic retransmission assets.

24. Use covered communications throughout the attack.

25. Ensure tank/infantry communications are effective throughout the movement and attack.

26. Consolidate and reorganize on the objective with minimal confusion and delay.

27. In consolidation, withdraw tanks from the point of farthest advance and position them in hull defilade or hide positions.

28. Reports the seizure of the objective to higher command elements.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails

3. Tank Unit

4. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 064	03XX - X - 043	03XX - X - 042
03XX - X - 023	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 162	COLL - 03 - 337

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 364

Conduct a mechanized attack supported by tanks

Condition: Given the order to conduct the planned mechanized attack supported by tanks.

COMPONENTS

1. Deploy reconnaissance and surveillance teams in forward operating areas.

2. disperse vehicles in covered and concealed positions prior to launching the attack.

3. Ensure Marines embark combat vehicles in a coordinated and dispersed manner, with minimal confusion.

4. Start the engines of all AAVs, tanks, and other combat vehicles participating in the attack start their engines together.

5. Cross the line of departure (LOD) with minimal confusion and radio traffic.

6. Provide vehicle protection measures throughout the attack, i.e., infantry protection, smoke, suppressive fires.

7. Employ a method of attack that facilitates control, provides cover and concealment during movement, rapidly closes with the enemy, avoids obstacles, and attacks the enemy at his weak points. When no obvious area of weakness can be determined, adjust the plan of attack to create one through integrated use of combined arms.

8. Move out elements using the designated movement techniques.

9. Maintain positive control over lead, flank, and rear security elements.

10. Ensure drivers use correct terrain driving techniques, i.e., make maximum use of cover and concealment, avoid being skylined, and avoid open areas.

11. Continually adjust movement techniques, depending upon the situation and terrain.

12. Report arrival at established control points.

13. Use appropriate techniques of movement when crossing danger areas.

14. Establish overwatching positions which provide good observation and fields of fire and are within mutual supporting distances of each other.

15. Demonstrate the ability to coordinate the delivery and integration of ground and air-delivered ordnance.

16. Use control measures, as required, for positive control.

17. Use deceptive measures during all phases of the attack: planning, preparation, and execution.

18. Breach minefields, tank ditches, and log and wire obstacles, according to Standard Operating Procedure (SOP).

19. Use assault bridging.

20. Coordinate the movement of AAVs, tanks, and other vehicles to maximize the use of their armor protection, firepower, mobility, speed, and shock action.

21. Ensure all vehicle commanders and embarked Unit Leaders are able to give their locations within 200 meters when asked.

22. Follow location referencing procedures, per standard operating procedures (SOP), and do not compromise the unit.

23. Use smoke to obscure the enemy's vision.

24. Employ Electronic Warfare (EW) to reduce enemy C3 capabilities.

25. Make full use of long-range infantry weapons to engage and suppress anti-armor weapons.

26. Provide anti-air coverage throughout the attack.

27. Use aerial reconnaissance, manned or unmanned, to aid in locating and observing the enemy.

28. Use aerial automatic retransmission assets.

29. Use covered communications throughout the attack.

30. Consolidate and reorganize on the objective with minimal confusion and delay.

31. During consolidation, withdraw AAVs, tanks, and other combat vehicles from the point of furthest advance and positions in hull defilade.

32. Report the seizure of the objective to higher command elements.

33. Take appropriate actions to handle disabled tanks, AAVs, and other combat vehicles.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails

3. AAV unit

4. Tank Unit

5. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 515	03XX - X - 064	03XX - X - 043
03XX - X - 042	03XX - X - 023	03XX - X - 017
03XX - X - 016		

RELATED COLLECTIVE EVENTS

COLL - 03 - 162	COLL - 03 - 338

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 365

Conduct a helicopterborne assault

Condition: The unit has been ordered to conduct the planned helicopterborne assault.

COMPONENTS

1. Reconnaissance/initial terminal guidance (ITG) teams, if used, conduct pre L-hour LZ reconnaissance, mark obstacles, mark landing sites, establish terminal guidance system and navigation aids, and make timely reports.

2. Task helicopter support teams (HSTs) and equip them to conduct external loading and unloading and to relieve recon ITG teams, at the appropriate time, for terminal guidance mission.

3. Conduct orderly staging and loading on time, using designated holding area and tactical pickup zone control procedures.

4. Ensure individual Marines exhibit a clear understanding of safety procedures when boarding and riding helicopters.

5. Demonstrate an accurate system for manifesting all Marines lifted, to ensure accountability.

6. Maintain security during loading.

7. Rig external loads, and embark internally lifted supplies and equipment with minimal delay.

8. Collocate aviation element commander and supported unit commander, and positions them to receive timely information, and make rapid assessments of the tactical situation during the assault.

9. Demonstrate the ability to react to changes in the number or types of aircraft with minimal confusion or delay.

10. Include forward observers and forward air controllers in assault echelons.

11. Execute the deception plan.

12. Use the preplanned GO/NOGO matrix to determine required changes and/or to abort actions, if the situation dictates.

13. Provide ITG that allows for the successful terminal navigation of aircraft and use techniques which reflect the threat capabilities.

14. Ensure helicopterborne force lands in a secure LZ, at the proper place (+/- 100 meters), at the correct time (+/- 10 seconds), in the prescribed formation.

15. Ensure designated landing zone (LZ) are adequate in size, free from obstacles, free from enemy, have surface conditions that support the aircraft, and have a ground slope of less than 8 degrees.

16. Divert Helicopterborne force successfully to the alternate LZ, if the situation dictates.

17. Update all heliteams, on approach to LZ, on the direction the helicopter will land and the location of previously established rally point(s).

18. Upon landing, leading elements of the assault companies quickly clear the immediate vicinity of the zone, move to previously assigned

areas, and establish positions that provide protection to subsequent waves.

19. Quickly buildup combat power in the zone by landing crew served weapons with the first wave and second waves.

20. Helicopter support team (HST) representatives arrive in the assault lift to assume terminal guidance and LZ control mission.

21. Successive heliteams immediately move to proper rally point(s), and quickly assume combat formations.

22. Conduct the lift using covered communications.

23. Execute the bump plan in the event of changes to helicopter availability or downed aircraft, to ensure essential troops and equipment are landed ahead of less critical loads.

24. Maintain security during landing and adjust unit and weapons positions to ensure overall protection.

25. Place antitank weapons to cover avenues of approach into both the LZ and assigned objectives.

26. The unit's forward command element lands and demonstrates the ability to coordinate fires in support of the attack.

27. Employ fixed-wing CAS aircraft, attack helicopter, and other available fire support to isolate the battle area, suppress/neutralize enemy fires, and destroy targets of opportunity.

28. Demonstrate the ability to integrate the delivery of air and ground ordnance simultaneously.

29. Reconnaissance and surveillance elements maintain contact with the enemy.

30. Conduct a linkup with friendly forces, if planned.

31. Demonstrate the ability to reduce obstacles and mines in the vicinity of the LZ.

32. Use smoke and Electronic Warfare (EW) to suppress enemy air defenses and to reduce the enemy's C3 capabilities.

33. Submit tactical reports in a timely and accurate manner.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Helicopter support

3. Suitable landing zone

4. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 475	03XX - X - 069	03XX - X - 064
03XX - X - 043	03XX - X - 042	03XX - X - 023
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 162 COLL - 03 - 329

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 366

Conduct assault landing

Condition: The unit has received orders from the Commander, Amphibious Task Force (CATF) to land the landing force. Assault amphibious vehicles, landing craft, and helicopter operational readiness rates are equal to the numbers anticipated in the final version of the MAGTF landing plan developed after the final rehearsal. Close, continuous, and detailed coordination among the CATF, MAGTF, GCE, ACE, and CSSE staff members, as well as unit commanders, has occurred throughout the entire planning process.

COMPONENTS

1. Coordinate the pre H-hour insertion of organic reconnaissance/Initial Terminal Guidance (ITG) assets.

2. Receive reports from the reconnaissance teams on the enemy situation, on landing zone briefs, and on their ability to provide ITG support.

3. Receive and disseminate, to subordinate units, final intelligence update which emphasizes critical aspects of the landing such as beach obstacles, known and suspected location of defensive positions in the vicinity of landing beaches/zones, and antiaircraft weapons positions.

4. Request final confirmation on H-hour.

5. Ensure all boat teams and heliteams are assembled, staged, and prepared for debarkation/enplanement.

6. Conduct final coordination with flight leader prior to the helicopterborne assault.

7. Accomplish debarkation of initial assault elements on schedule.

8. Boat team commanders demonstrate control over the loading of all troops and equipment.

9. Heliteam Leaders ensure all personnel are present, manifests are prepared, and life preservers are buckled.

10. Tactical logistics group (TACLOG) advises the primary control officer and the Helicopter Direction Center (HDC) on landing force requirements and monitors naval control agencies to ensure the movement ashore is being conducted according to the schedule contained in the landing plan. TACLOG keeps the GCE commander informed on the status of unloading and the progress of ship-to-shore movement.

11. Adhere to electromagnetic emission control (EMCON) condition set by the MAGTF, removing restrictions on radio emissions only on order.

12. Monitor the delivery of prearranged air and Naval Surface Fire Support (NSFS).

13. On approaching the landing zone, heliteam Leaders receive and pass on information regarding which LZ will be used and the direction in which

the helicopter will land.

14. Boat team commanders orient subordinates to visible terrain features on or near the beach (when practicable) and alert all team members when the wave is within 100 meters of the beach.

15. Upon landing, heliteams quickly clear the immediate vicinity of the zone, establish security, and reestablish tactical integrity within their unit.

16. Unit commanders quickly regain control of their units, and maintain momentum of the attack by avoiding unnecessary delay in the zone.

17. Consider bringing scout snipers ashore with the first wave to help locate concealed and fortified positions.

18. Demonstrate effective employment of air and Naval Surface Fire Support (NSFS) to suppress and/or neutralize targets of opportunity.

19. Provides accurate counterbattery fire data to the Supporting Arms Coordination Center (SACC).

20. Consider the employment of smoke to screen movement ashore.

21. AAVs employ smoke to provide self-protection, if required.

22. Demonstrate the ability to breach beach obstacles and minefields during the initial phase of the landing.

23. Demonstrate the ability to effectively reduce fortifications.

24. Employ scout snipers in bunker reduction by firing through apertures; and suppress mutually supporting positions which cannot be reduced simultaneously by assault teams.

25. Use terrain effectively for cover and concealment.

26. Unit commanders demonstrate the ability to quickly gain control of their forward elements as they land.

27. Demonstrate effective indirect fire control/coordination, via the SACC, using forward observers (FOs), ground spotters, and reconnaissance teams. Adjust the delivery time of preplanned fires to coincide with actual progress on the ground.

28. Utilize Close Air Support (CAS) assets effectively to support the movement of transport helicopters and ground units.

29. Control the progress of the landing and expansion of the force beachhead by submitting timely requests, via the TACLOG, for the landing of on-call and nonscheduled waves, as required, by the developing situation, and through allocation of support in response to requests from subordinate elements.

30. Provide situation reports to Marine Air Ground Task Force (MAGTF) command element as the assault progresses.

31. Maintain the momentum of the attack through issuance of fragmentation order (FRAGO), the integration of coordinated fire and maneuver, and aggressive small Unit Leadership.

32. Fire Support Coordination Center (FSCC) adjusts communications guard as direct support artillery in emplaced.

33. Coordinate the linkup of forces, demonstrating positive communications, and fire support coordination.

34. Position crew served/antitank weapons in positions which maximizes the effectiveness of their fire.

35. Maintains reliable high frequency (HF), ultra-high frequency (UHF),

and variable high frequency (VHF) communications.

36. Follow lost communications procedures to facilitate control.

37. Establish covered communications on those covered nets identified in the communications electronic operating instructions (CEOI).

38. Coordinate logistic support for assaulting ground combat element through the TACLOG.

39. Maintain dispersion of personnel, equipment, and supplies on the beach and in the LZs.

40. Ensure individual Marines and Corpsmen demonstrate knowledgeable treatment and timely MEDEVAC of casualties.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Beach suitable for amphibious landing
3. AAV unit
4. Helicopter support
5. Suitable landing zone
6. Amphibious shipping
7. Landing craft
8. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 476	03XX - X - 069	03XX - X - 064
03XX - X - 043	03XX - X - 042	03XX - X - 023
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 162	COLL - 03 - 325

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 367

Conduct tactical deception

Condition: The unit has received the order to execute a tactical plan. The operations order has been prepared that includes the use of deception. The deception plan can occur prior to, or simultaneously with, the actual conduct of operations.

COMPONENTS

1. Employ the deception events as planned.
2. The command group controls all aspects of the deception to ensure integration with the actual operations.

3. Coordinate all aspects of the deception plan within the battalion and with higher command elements.

4. Ensure friendly forces are able to react to any unanticipated enemy actions that cause portions of the plan to be inappropriate.

5. Use assets dedicated to the deception effectively.

6. Execute the planned phase-out actions which are designed to disguise the fact that deception is used.

7. Ensure deception plan influences enemy decisions and reactions.

8. Ensure deception plan has a positive influence on the successful execution of the overall tactical operation.

ADMINISTRATIVE INSTRUCTIONS

1. Attempt to document all aspects of the operation to facilitate an overall critique on the deception.

1. This task can be accomplished to standard with blank ammunition.

2. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 340

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 369

Consolidate and reorganize

Condition: The unit has reached an objective, arrived at a new position, repelled an enemy attack, or restored defensive positions following a counterattack of enemy forces. The unit has prepared and issued an order to consolidate and reorganize.

COMPONENTS

1. Assume defensive positions along likely dismounted and mounted avenues of approach immediately upon halting and, based on priorities contained in the unit Standard Operating Procedure (SOP), commence work to improve positions.

2. Displace supporting arms/crew served weapons and reserves forward, to add strength and ensure continuous fire support.

3. Exploit the success of the attack based on the commander's intent.

4. Commanders, at all echelons, submit timely and accurate SITREPS.

5. Ensure defensive positions take full advantage of terrain; troops are not exposed to direct fire weapons; and positions allow for cover, concealment, and dispersion.

6. Adjust initial positions as a result of the ground reconnaissance and changes in the enemy situation.

7. Establish both active and passive security measures immediately upon occupying the position, to include: listening posts (LPs), observation posts (Ops), patrols, and camouflage.

8. Maintain contact with the enemy through the employment of patrols, remotely piloted vehicles (RPVs), or other reconnaissance and surveillance assets.

9. Employ snipers and countersnipers.

10. Establish communications with adjacent units.

11. Use deception measures during consolidation.

12. Process casualties according to the standard operating procedures, and in a timely manner.

13. Process enemy prisoners of war (EPWs) according the Standard Operating Procedure (SOP).

14. Redistribute personnel, supplies, and equipment to offset any losses.

15. Prepare primary positions of forward and reserve units in the locations specified and according to established priorities.

16. Deliver long-range fires to attack retreating enemy and reinforcing units.

17. Integrate the use of natural obstacles, and prepare barriers and obstacles.

18. Carry out replacement, resupply, maintenance, and other combat service support activities, as time permits.

19. Displace command and control facilities to control the consolidation and to facilitate the conduct of future operations.

20. Establish a wire communications system.

21. Establish alternate and supplementary weapons positions.

22. If feasible, rehearse counterattack plans in the actual areas of assumed penetration or similar terrain.

23. Demonstrate the ability to coordinate and conduct the entry and exit of local security.

24. Augment defensive efforts with surveillance equipment and devices.

25. Specify withdrawal routes for security units and coordinate these routes with units to the area and with fire support agencies.

26. Submit reports to higher command elements, as required.

27. Conduct preparation for on-call missions.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 532 03XX - X - 531

RELATED COLLECTIVE EVENTS

COLL - 03 - 359	COLL - 03 - 360	COLL - 03 - 361
COLL - 03 - 362	COLL - 03 - 363	COLL - 03 - 364
COLL - 03 - 365	COLL - 03 - 366	

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 375

Plan a delaying action

Condition: The unit has been assigned a delaying mission. Indications are an enemy at least twice the size is preparing to conduct a counterattack. Intelligence reports locate the lead elements of the enemy 20 to 30 kilometers to the front. It is anticipated the enemy plans to attack within the next 6 to 8 hours. Higher command has ordered its remaining unit to prepare defensive positions to the rear. The unit is to delay in sector for a specified period of time to allow for the consolidation of defensive positions. The FRAGO allows the unit to delay on either alternate or successive positions.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specific tasks using Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA)).

3. Review essential elements of friendly information and initiate immediate measures to reduce OPSEC indicators.

4. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

5. Request available intelligence and combat information on the enemy, his disposition, his capabilities, his intentions (DRAW-DE), his identified vulnerabilities, the area of operations, and the weather.

6. Request aerial imagery and other special topographic products.

7. Conduct a terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

8. Conduct an initial staff orientation.

9. Arrange for a leader's reconnaissance to locate positions along likely avenues of approach which afford long-range observation and fields of fire, cover and concealment, covered routes of withdrawal, obstacles to the front and flanks, and a series of cross compartments across the enemy direction of attack.

10. Conduct a leader's reconnaissance, ensuring key personnel participate.

11. Prepare a detailed description, sketch, or terrain model of delay positions and routes of withdrawal.

12. Issue commander's planning guidance.

13. Issue a warning order to subordinate units and send copies to higher command elements.

14. Evaluate the effects of weather and astronomical data on both friendly and enemy forces, i.e., ambient light levels and trafficability.

15. Coordinate procedures to allow for timely updates on the threat and the weather during the delay actions.

16. Develop courses of action and estimates of supportability.

17. Use standardized procedures contained in the operations standard operating procedures to develop the plan.

18. Develop a detailed plan which establishes the sequence of delay, maintains continuous contact with the enemy, prevents enemy forces from bypassing the delay positions, and causes him to break momentum and deploy his forces, yet avoids decisive engagement.

19. Calculate enemy closure rate for the terrain; compare it with friendly displacement rates between positions, and identify decision points so commanders know what to look for and when to react.

20. Assign zones of withdrawal.

21. Develop a fire support plan which concentrates fires in support of units in contact.

22. Establish a line of resistance and assign frontages to forward companies.

23. Develop a reconnaissance and surveillance plan that maintains contact with the enemy.

24. Organize the delay area into security, forward defense, and reserve echelons.

25. Place the bulk of combat power on the initial delay position.

26. Retain at battalion level, the authority for withdrawal from delaying position.

27. Establish control measures to depict the concept of operations.

28. Integrate the use of tanks and other direct fire weapons systems into the withdrawal plan.

29. Designate a small reserve and assign a mission, i.e., to prepare delay position, to act as a security force, or to prepare to counterattack.

30. Develop a movement plan which assigns route priorities to units, identifies alternate routes, and integrates any civilian movement control procedures with the plan.

31. Identify navigation aids (NAVAIDS) to be used to assist the movement, i.e., chemical lights, infrared lights, and guides.

32. Include tactical deception in all phases of the withdrawal, to include planning, preparation, and execution.

33. Develop a barrier and obstacle plan in order to delay and disorganize the enemy advance.

34. Request Electronic Warfare (EW) support and/or smoke to obscure enemy weapons systems and to limit the enemy's C3 capability.

35. Plan, based on guidance and approval from higher command elements, the destruction of bridges, tunnels, boats, rafts, and ferries and the mining of fords or any other gap crossing means available to the enemy.

36. Prepare a list of friendly units required to cross gaps, obstacles, and any other areas planned to be denied use by the enemy and provide it to the personnel responsible for final control over the obstacle.

37. Position the command post where he can best control the operations.

38. Locate a command group and support facilities to the rear to facilitate frequent displacements of the command post.

39. Ensure the provisions contained in the unit standard operating procedures for reconstitution of forces, succession of command, redistribution of ammunition, and reorganization of elements are adequate.

40. Develop a communication plan which contains primary and alternate signals for all conditions of visibility.

41. Provide for disposition of excess supplies and equipment, evacuation of disabled vehicles, resupply, and medical evacuation during the withdrawal.

42. Request maintenance contact and recovery teams be positioned well-forward, to ensure rapid withdrawal.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes both withdrawals under pressure and not under pressure. Whether or not specific tasks are applicable depends upon the scenario being conducted.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 376

Plan for the defense

Condition: The unit has been conducting tactical operations as part of a larger force. The unit is in receipt of an order to occupy defensive positions. Intelligence reports indicate the assault echelon of a unit 3 times larger is preparing to attack. Indications are the attack will occur within the next 3 to 6 hours. The attack can occur at night, during the day, or during periods of low visibility.

COMPONENTS

1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specified, implied, and deduced tasks with respect to Mission, Enemy, Terrain,

Troops-Time, Space and Logistics (METT-TSL).

3. Request available intelligence and combat information Essential Elements of Information (EEIs) on:

a. The enemy in general (SALUTE).

b. Enemy intentions (DRAW-DE).

c. Enemy vulnerabilities.

d. The area of operations.

e. Weather.

f. Trafficability.

4. Request aerial imagery and other applicable HUMINT/SIGINT available.

5. Issue an initial warning order to subordinate units, according to the 2/3 - 1/3 planning rule.

6. Review essential elements of friendly information.

7. Issue commanders planning guidance.

8. Establish liaison with higher, adjacent, and supporting command elements; and requests direct liaison to be authorized, as required.

9. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

10. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

11. Develop a detailed reconnaissance plan, using organic and direct support assets, to collect information about the terrain along likely enemy avenues of approach, the location of natural obstacles, the location of key terrain features that must be controlled/denied to the enemy to accomplish the mission; and the disposition and activities of enemy forces around the security and forward defense areas.

12. Conduct a leaders reconnaissance, in conjunction with the efforts of organic and supporting reconnaissance elements.

13. Analyze enemy vulnerability to deception, that may cause an attacker to dissipate or misdirect his main effort, and/or deploy his forces prematurely.

14. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

15. Develop courses of action and estimates of supportability.

16. Evaluate the effects of weather and astronomical conditions on both friendly and enemy forces, i.e., ambient light levels and trafficability.

17. Prepare a detailed description, sketch, terrain model, etc., of anticipated enemy routes of advance into the battle area.

18. Allocate available time.

19. Use standardized procedures contained in Standard Operating Procedures (SOPs) in the development of the plan.

20. Commander provides his concept of operation, and determines the general scheme of maneuver. At a minimum, it includes: the overall organization of the ground, distribution of forces, designation of a

reserve force, general organization for combat, tentative targets or target areas (indirect fire), anti-mechanized engagement areas (if appropriate), final protection fires, and any special contingencies. The scheme of maneuver should maximize the use of the fundamentals of the defense.

21. Adopt a defensive plan that integrates all available assets (in keeping with economy of force considerations), both internal and external to the unit.

22. Define scheme of maneuver by control measures, principally the defensive sectors of subordinate units as delineated by frontages and boundaries, coordinating points, the general trace of the forward edge of the battle area (FEBA), location of blocking positions (if planned), and the general location of supplementary positions.

23. Issue a warning order that contains sufficient information to allow for planning and required movement by subordinate units.

24. Ensure the plan also covers the essential details of security, casualty evacuation, resupply of ammunition and fuel, replacement of combat essential equipment, and traffic control.

25. Organize the defense by echelons, i.e., security echelon, forward defense echelon, and reserve echelon.

26. Determine the specific organization for combat; promulgate command relationships, and establish a task organization tailored to provide a sufficient combat capability to accomplish the assigned mission.

27. Identify units and assets to be employed in the security area that are capable of collecting combat information; conducting counterreconnaissance; and engaging the enemy to deceive, delay, and disrupt him.

28. Identify and request additional combat and combat service support required to complete defensive tasks.

29. Ensure plan includes specific information governing the employment of scout sniper assets.

30. Develop a defensive fire plan that integrates all available fires to engage the enemy at long-range, subject him to heavier volumes of fire as he approaches the FEBA, break up his assault in front of the FEBA, and to support the destruction and ejection of the enemy penetrations of the FEBA.

31. Designate killing zones and target reference points for direct fire weapons.

32. Develop a schedule for movement that deploys security forces early and well-forward to allow for the occupation of positions without compromise or engagement.

33. Develop a counterreconnaissance plan integrating both active and passive measures, i.e., establishing OP's/LP's, aggressively patrolling, employing sensors, and utilizing deception and obscuration fires.

34. Prepare an overlay that establishes control and coordination measures to ensure coordination and tied-in units.

35. Develop a patrol plan in accordance with procedures contained in the unit Standard Operating Procedure (SOP).

36. Plan mutual support between adjacent units.

37. Plan an adequate amount of space for the dispersion of troops, weapons, control facilities, and logistics elements and for the establishment of alternate and supplementary positions.

38. Determine the requirements for improving natural obstacles and using man-made obstacles at potential enemy helicopter landing zones.

39. Allocate combat engineer support between mobility, countermobility, and survivability tasks.

40. Develop a coordinated barrier plan that provides for the construction of man-made obstacles and the enhancement of natural obstacles. Forward request for authorization to emplace mine fields.

41. Plan direct and indirect fires to cover obstacles.

42. Prepare an antimechanized plan that integrates all means, both active and passive. The plan should include anti-armor weapons, mines, air, artillery, and Naval Surface Fire Support (NSFS). It should provide surveillance and warning of enemy armor, and indicate a plan to attack it as far forward as possible.

43. Integrate into the defensive plan guidance regarding the employment of limited visibility measures, i.e., sensors and NVGs.

44. Develop a counterattack plan, based on procedures contained in the unit Standard Operating Procedure (SOP).

45. Designate position(s) for the organic mortars that permit support to all companies.

46. Set priorities for movement on routes leading into positions.

47. Specify priority of work, per the operations Standard Operating Procedure (SOP).

48. Consider the use of smoke to screen forward security elements and disrupt enemy command and control.

49. Establish air defense priorities and procedures, including employment of air guards, air attack warning signals, areas of scan, etc. Ensure Low Altitude Air Defense (LAAD) rules of engagement and warning conditions are understood and rehearsed.

50. Plan air defense assets to provide coverage in depth, with emphasis on critical points where an air attack might create a high speed avenue of approach into the battle area.

51. Consider the use of deceptive measures, such as dummy positions and movement of troops and equipment.

52. Develop a communications plan that fully supports all echelons of the defense, integrates all available assets, provides for alternate means of communication, and is consistent with the requirements of supporting adjacent units.

53. Plan and coordinate critical signals.

54. Coordinate the establish covered and concealed resupply points or resupply procedures that are responsive to the needs of the battalion.

55. Plan the prestocking of ammunition and other supplies to support positions planned for counterattack by fire.

56. Specify any reporting requirements are not per the unit Standard Operating Procedure (SOP).

57. Consider alternate plans for foreseeable contingencies, mass casualties, and downed aircraft.

58. Complete the order, allowing sufficient time for subordinates to prepare and issue their orders, complete movement, reorganize, and complete final preparation.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 343	03XX - X - 311	03XX - X - 315
03XX - X - 318	03XX - X - 322	03XX - X - 324
03XX - X - 325	03XX - X - 326	03XX - X -
03XX - X - 343	03XX - X - 409	03XX - X - 344
03XX - X - 394	03XX - X - 395	03XX - X - 401
03XX - X - 402	03XX - X - 403	03XX - X - 404
03XX - X - 342		

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 377

Plan for a counterattack

Condition: The unit has been conducting offensive operations and has assumed either a hasty or a deliberate defense. Enemy forces are preparing a counterattack to regain control of all lost terrain.

COMPONENTS

1. Use standardized procedures contained in the operations standard operating procedures to develop the counterattack plan concurrently with a defensive plan.

2. Analyze the area based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA) to identify likely areas of penetration.

3. Establish priorities of effort in planning and preparation based on estimates of most likely and most critical penetrations.

4. Conduct a leaders' reconnaissance to orient commanders on the ground and to coordinate the tie-in of fires with penetrated units.

5. Develop a scheme of maneuver that tasks forward companies to assign blocking positions and the reserve to maneuver and contain penetration.

6. Prepare a fire support plan that integrates the delivery of all fire support assets to support the maneuvering force, seal the base of the penetration, and delivers fires within the penetration area.

7. Specify control measures to control the counterattack, i.e., objective, direction of the attack, line of departure, and assembly areas and routes to them.

8. Ensure that the planned counterattack force is large enough to destroy the enemy force that has been targeted.

9. Specify a direction of attack that avoids adjacent friendly positions

to take advantage of fire support and to avoid disrupting these areas.

10. Designate the entire reserve to be committed as a unit, unless the terrain or the threat in other areas prevents it.

11. Establish command relationships in the event of a counterattack.

12. Identify a temporary reserve force.

13. Designate signals that are in consonance with those contained in the Standard Operating Procedure (SOP).

14. Establish a limit of advance for the counterattacking force.

15. Develop contingency plans in the event the enemy has penetrated elsewhere, while relying heavily on obscuring and screening smoke combined with improved conventional munitions and obstacles. Disrupt, confuse, and delay multiple penetrations until counterattacking forces can be organized.

16. Synchronize obstacle/barrier plan with counterattack plan.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 404 03XX - X - 400 03XX - X - 391

RELATED COLLECTIVE EVENTS

COLL - 03 - 376

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 378

Plan a withdrawal under/not under enemy pressure

Condition: The unit is conducting an area defense and has received the order to withdraw to more favorable defensive positions located to its rear. The withdrawal is unassisted. Indicators are the enemy is reinforcing and preparing for an offensive within the next 24 hours. The withdrawal occurs at night or during periods of limited visibility.

COMPONENTS

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1. Acknowledge receipt of the warning order and initiate detailed planning.

2. Analyze the mission and available information to identify specific tasks with respect to Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL) and Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA).

3. Review essential elements of friendly information and initiate immediate measures to reduce operations security (OPSEC) indicators.

4. Review existing contingency plans, Standard Operating Procedures (SOPs), and lessons learned.

5. Request available intelligence and combat information on the enemy, his disposition, his capabilities, his intentions (DRAW-DE), his identified vulnerabilities, the area of operations, and the weather.

6. If feasible, evaluate the effects of weather and astronomical data on friendly and enemy forces, i.e., ambient light levels and trafficability.

7. Conduct a detailed terrain analysis highlighting the military aspects of the terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA), Intelligence Preparation of the Battlefield (IPB), or another methodology.

8. Arrange for a leader's reconnaissance to identify critical chokepoints and to locate positions which afford good observation and fields of fire, concealed and covered delaying positions, assembly areas, and covered routes of movement.

9. Conduct an initial staff orientation.

10. Conduct a leader's reconnaissance during the day and at night, ensuring key personnel participate.

11. Prepare a detailed description, sketch, or Intelligence Preparation of the Battlefield (IPB) product that illustrates the routes of advance.

12. Use standardized procedures contained in the operations standard operating procedures to develop the plan.

13. Issue commander's planning guidance.

14. Plan the use of various means of transportation, such as trucks, helicopter, AAVs, and LAVs to gain a mobility advantage over the enemy.

15. Develop courses of action and estimates of supportability.

16. Issue a warning order to subordinate units and send copies to higher command elements.

17. Develop a detailed plan which avoids a decisive engagement with enemy forces; withdraws least heavily engaged units first; (if under enemy pressure) provides flank security and mobile security during movement; and provides continuous reconnaissance, counter-reconnaissance as well as, air and antitank defense.

18. The plan should allow for decentralized execution through the use of control measures such as phase lines, checkpoints, start and release points, rally points, routes, delaying battle positions, and times for withdrawal. Times for withdrawal may be specified.

19. Specify the size, composition, and mission of Detachments Left in Contact (DLICs).

20. Designate the commander of the DLIC.

21. Develop a fire support plan that emphasizes planned fires near all defiles and obstacles.

22. Integrate the use of tanks and other direct fire weapons systems into the withdrawal plan to slow or stop any enemy advance.

23. Develop a security plan that designates a mobile security force to screen the flanks and provides continuous reconnaissance, counterreconnaissance, air, and antitank defense.

24. Request aerial observer and remotely piloted vehicle (RPV) support to locate and observe the enemy.

25. Identify a reserve force and, aviation assets permitting, provide an on-call reserve force capable of providing gap coverage, flank security, and security during the move.

26. Develop a movement plan that assigns route priorities to units, identifies alternate routes, and integrates any civilian movement control procedures into the plan.

27. Identify navigational aids (NAVAIDS) to be used to assist the movement, i.e., chemical lights, infrared lights, and guides.

28. Include tactical deception in all phases of the withdrawal, to include planning, preparation, and execution.

29. Develop a barrier and obstacle plan to delay and disorganize the enemy advance.

30. Integrate the barrier and obstacle plan into the scheme of maneuver to ensure lanes and gaps between obstacles are guarded.

31. Plan, based on guidance and approval from higher command elements, the destruction of bridges, tunnels, boats, and rafts and the mining of fords or any other gap crossing means available to the enemy.

32. Request Electronic Warfare (EW) support and/or smoke to obscure enemy weapons systems and to limit the enemy's C3 capability.

33. Prepare a list of friendly units required to cross gaps, obstacles, and other areas planned to be denied use by the enemy and provide it to the personnel responsible for final control over the obstacle.

34. Prepare plans for the linkup of units or for the passage of friendly lines.

35. Provide for early disposition of excess supplies and equipment, evacuation of disabled vehicles, resupply, and EPW and casualty evacuation during the withdrawal.

36. Position maintenance contact and recovery teams well-forward, to ensure rapid withdrawal.

37. Identify the requirement to establish Forward Arming and Refueling Point (FARP) sites for both ground and aviation assets.

38. Develop contingency plans, i.e., counterattack plans, limited attack plans, and mass casualty plans.

39. Develop a command post (CP) displacement plan, per the operations Standard Operating Procedure (SOP).

40. Develop a communications plan that imposes Emission Control (EMCON) on the moving units.

41. Prepare an fragmentation order (FRAGO).

42. Ensure units to the rear assume defensive postures to provide for the battalion's withdrawal.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes both withdrawals under pressure and not under pressure. Whether the scenario will dictate which steps are applicable.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 379

Plan for an amphibious withdrawal

Condition: The unit, serving as the Ground Combat Element (GCE) or part of the GCE for a Marine Air-Ground Task Force (MAGTF), has received orders from higher headquarters that the Commander Amphibious Task Force CATF has issued an initiating directive to conduct an amphibious withdrawal. The withdrawal is anticipated to be conducted under strong enemy pressure. The operation is planned to be a tactical retrograde from positions now occupied.

COMPONENTS

1. Emphasize the security of forces, as well as, the accountability of personnel and equipment.

2. Develop preliminary estimates based on the initiating directive and general planning guidelines provided by the Commander Landing Force (CLF).

3. Commander issues planning guidance to his staff and subordinate Unit Leaders.

4. Staff members submit Intelligence Reports (IRs) and recommend Priority Intelligence Requirements (PIRs). The GCE commander determines PIRs which will satisfy intelligence gaps. The focus is on threat and environmental considerations which facilitate target acquisition.

5. Develop, in coordination with the MAGTF staff, organization for combat with special emphasis on the strength and composition of the covering force, provide supporting elements such as reconnaissance, artillery, tanks, engineer, FACs, Naval Surface Fire Support (NSFS) spot teams, and medical personnel with a minimum size covering force.

6. Develop, in coordination with the MAGTF staff, a movement plan that avoids traffic congestion and unnecessary delay in the embarkation area. The plan provides for expeditious transportation to points of reembarkation, using trucks and helicopters to the maximum extent possible.

7. Develop, in coordination with the MAGTF staff, time phasing requirements for the rearward movement and reembarkation of the landing force, in conjunction with the time phasing requirements for delay operations conducted by the security force.

8. Develop, in coordination with the MAGTF staff, a logistics/resupply plan that provides a great degree of self-sufficiency by the security force, consistent with the mission to be executed.

9. Develop detailed plans for the establishment of demolitions along enemy avenues of approach and those routes which lead into beaches designated for withdrawal of the landing force. Give particular attention to the destruction of bridges and tunnels.

10. The plan assigns priorities of routes and zones of withdrawal, and troop, cargo, and vehicle assembly areas.

11. Plan for the evacuation of casualties at aid and collection stations before the withdrawal begins.

12. Coordinate with the MAGTF staff, the plan for the evacuation of Enemy Prisoners of War (EPWs), and civilian detainees with the MAGTF staff.

13. Plan for the use of communications wire systems to compensate for possible enemy electronic countermeasures. As a minimum, planned wire

systems include placing trunk lines along routes of movement of major subordinate commands and control elements, and on all delaying and covering positions.

14. Ensure fire support planning places emphasis upon maximum use of external fire support agencies, i.e., air and naval surface fire support.

15. Establish plans to minimize all daylight activities might disclose the intention to withdraw. Make necessary daylight motor movements to the rear are made by infiltration.

16. Determine enemy vulnerability to deception, and analyze available intelligence/combat information to determine whether the enemy threat warrants the use of deception.

17. Develop alternate plans to meet anticipated changes that may affect the principal plan.

18. Promulgate guidance on personnel and equipment accountability and instructions for escape and evasion by any personnel inadvertently left behind during the withdrawal.

19. Issue withdrawal order in time to allow subordinate units to plan for, prepare, and issue orders.

20. Disseminate the plan of operation to the lowest subordinate leaders, consistent with security.

21. Establish liaison with adjacent elements to ensure mutual support, flank security, and provide unity of effort.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 476

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 385

Prepare for the defense

Condition: The unit has been ordered to occupy defensive positions. The order is ready for issuance.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates, and issue the order in a clear, articulate manner.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Use wargaming technique with the staff and subordinate commanders to ensure they have a detailed understanding of the plan, and all contingencies have been examined.

4. Allow an opportunity for questions and comments.

5. Conduct preliminary movement and positioning of forward security

personnel, scout sniper elements, barrier materials, supplies, and equipment.

6. Complete reorganization and commence unit and individual training battle drills, time permitting.

7. If feasible, conduct a CPX or a staff rehearsal.

8. If feasible, conduct a rehearsal of planned counterattacks by fire and movement.

9. Issue ammunition and special equipment and conduct maintenance checks, limited technical inspection (LTIs), and preoperation checks on required equipment.

10. Subordinate Unit Leaders prepare and issue orders.

11. Coordinate prepositioning of direct support, indirect fire assets.

12. Conduct final brief for key leaders to include a ZIPPO brief for pilots, if helicopters are involved.

13. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 326	03XX - X - 066	03XX - X - 073
03XX - X - 183	03XX - X - 192	03XX - X - 285
03XX - X - 322	03XX - X - 049	03XX - X - 325
03XX - X - 624	03XX - X - 341	03XX - X - 342
03XX - X - 402	03XX - X - 526	03XX - X - 534
03XX - X - 536	03XX - X - 324	

RELATED COLLECTIVE EVENTS

COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 386

Prepare the defense

Condition: The unit has been ordered to conduct the planned defense.

COMPONENTS

1. Establish a scheme of maneuver and organization of the ground that maximizes the fundamentals of the defense.

2. Prepare defensive positions according to the priority of work.

3. Establish reconnaissance and surveillance positions capable of observing avenues of approach and conducting counterreconnaissance.

4. Maintain an active local security program consisting of observation posts, security and ambush patrols, and listening posts.

5. Employ scout snipers forward of the forward edge of battle area (FEBA)/forward line of troops (FLOT) as an addition to/extension of local security and patrolling activities.

6. Employ ground surveillance radars and sensors to detect enemy movement.

7. Assign subordinate units frontages that are within their capability to defend.

8. Designate crew-served weapons positions which maximize the capabilities of the weapons, prior to selection of other positions.

9. Arrange unit and individual fighting positions to provide mutual support and depth throughout the battle area.

10. Position observation and security groups on the forward slope, capable of observing and delivering long-range and close defensive fires.

11. Take advantage of natural cover and concealment afforded by the terrain, and make extensive use of camouflage.

12. Prepare night and limited visibility fighting positions, when required.

13. Develop and consolidate defensive sector sketches.

14. Locate wire obstacles far enough from unit positions to be out of enemy grenade range.

15. Establish lateral communications and continuous coordination with adjacent units. Carefully plan and monitor use of patrols, ground observers, and sensors in the vicinity of boundaries.

16. Maintain an adequate degree of separation between installations and equipment, such as ammunition supply points and vehicles. Provide for redundancy in the inventory of ammunition and supplies that are stored locally.

17. Establish observation over likely helicopter and fixed-wing approach lanes into the defense area.

18. Maintain air and ground surveillance over potential airborne drop zones and helicopter LZs.

19. Select positions (primary or supplementary, depending on the enemy situation and mission) for crew served weapons to cover likely helicopter approach lanes and LZs. Prescribe rules of engagement specifying when individual Marines and gun crews may open fire on approaching enemy aircraft.

20. Employs natural and artificial obstacles to canalize, direct, restrict, delay, or stop the movement of enemy forces. Cover all obstacles by observation and fire.

21. Consider the use of cross compartments to isolate a portion of the enemy force to give local superiority to the defenders.

22. Coordinate and integrate all defensive fire, i.e., long-range fires, close-defensive fires, final protective fires, and fires within the battle area.

23. Assign Final Protective Fire (FPF) and coordinate their location with adjacent units.

24. Coordinate and integrates subordinate unit antitank defenses into the overall antitank plan.

25. Employs control measures, such as boundaries, coordinating points, assembly areas, and blocking positions, as required.

26. Runs 2 or more wire lines to each subordinate unit, as rapidly as possible, and all radio communications are restricted.

27. Demonstrates effective use of messengers.

28. Employs deceptive measures to cause the enemy to prematurely deploy his forces and delay the execution of his plans.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 325	03XX - X - 049	03XX - X - 066
03XX - X - 069	03XX - X - 073	03XX - X - 183
03XX - X - 192	03XX - X - 285	03XX - X - 024
03XX - X - 324	03XX - X - 624	03XX - X - 326
03XX - X - 341	03XX - X - 342	03XX - X - 402
03XX - X - 526	03XX - X - 534	03XX - X - 536
03XX - X - 322		

RELATED COLLECTIVE EVENTS

COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 387

Prepare and submit unit fire plan sketch

Condition: The unit has occupied a defensive position. Individuals and unit leaders possess materials necessary to create a fire plan sketch.

COMPONENTS

1. Make initial assessment of terrain and assign hasty defensive positions, and establish listening post (LP)/observation posts (OP).

2. Coordinate with adjacent units to confirm integration of fires.

3. Conduct assessment of defense and make final adjustments to fighting positions and sectors of fire.

4. Depict terrain features incidental to defense of the position.

5. Depict location of early warning outposts and devices are depicted.

6. Depict locations and sectors of fire of all automatic weapons and antitank weapons.

7. Ensure sketch is to scale, as much as possible, with accurate

directions depicted.

8. Depict and label preplanned fires.

9. Depict wire and engineer obstacles.

10. Ensure sketch uses appropriate and correct military symbols.

11. Consolidate subordinate fire plan sketches into one fire plan sketch and retains a copy.

12. Submit one copy of fire plan sketch to higher headquarters. Retain one copy for Unit Leader.

13. Complete fighting positions, and confirm fire plan sketch.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 326 03XX - X - 325 03XX - X - 324

03XX - X - 322

RELATED COLLECTIVE EVENTS

COLL - 03 - 386

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FM 21-26 Map Reading and Land Navigation

EVENT: COLL - 03 - 388

Construct field fortifications

Condition: The unit has occupied a defensive position and will be in the position for an unspecified period of time.

COMPONENTS

1. Prepare individual fighting holes and machinegun positions as rapidly as the tactical situation permits.

2. Construct positions that graduate from an open to an overhead covered emplacement.

3. Ensure positions support overall plan and use of terrain.

4. Ensure fortifications do not hinder observation on fields of fire and mutual support.

5. Protect ammunition, equipment, and personnel from blast and small arms fire.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 389

REFERENCES

1. FM 20-3 Camouflage
2. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 389

Construct obstacles

Condition: The unit is executing a mission that requires constructing obstacles. The unit is operating separately or as part of a larger force, and must provide its own security.

COMPONENTS

1. The Unit Leader reconnoiters the terrain in front of the unit position.
2. Unit Leader develops plan.
3. Assign obstacle construction tasks to subordinate units (by sector or as a task).
4. Emplace obstacles, starting with the farthest out.
5. The unit provides security during construction.
6. Construct obstacles by using available materials.
7. Ensure obstacles (protect, disrupt, canalize, reinforce fires) support the overall plan and use of terrain (deny defiles and swamp areas to the enemy).
8. Integrate obstacles into the unit's fire plan.
9. Report emplacement and removal of minefields to higher headquarters.
10. Cover all obstacles by observation (early warning devices) and fire.
11. Emplace protective obstacles outside range of enemy hand grenades.
12. Camouflage obstacles to prevent detection by the enemy.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 388

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FM 5-102 Countermobility

EVENT: COLL - 03 - 390

Prepare a defense from a battle position

Condition: The unit is ordered to occupy a battle position as part of a larger force.

COMPONENTS

1. Conduct a reconnaissance of the tentative battle position.

2. Assign tentative positions.

3. Separate crew served weapons positions by a minimum of 300 meters (either laterally or in depth), so no 2 elements can be suppressed at the same time by the fires of a single volley of artillery from one battery.

4. Establish observation posts with communications (wire).

5. Set up M8 chemical alarms, if available.

6. Designate command post (CP) position.

7. Assign alternate and supplementary positions.

8. Engineers, if available, assist in improving positions and constructing obstacles.

9. Establish priorities of work, to include:

   a. Establish local security.

   b. Emplace Claymore mines.

   c. Physically reconnoiter in front of the positions to become familiar with the terrain and to locate dead space.

   d. Clear fields of fire.

   e. Construct and improve the firing position.

   f. Prepare range cards.

   g. Camouflage entire position.

   h. Stockpile ammunition, food, and water.

10. Make coordination with adjacent or collocated units.

11. Make position sketches are made. The sketches include the following:

   a. Unit sector, including left and right limits.

   b. Subordinate unit positions; primary, alternate, and supplementary.

   c. Maximum engagement lines.

   d. Azimuth and distance to a known point.

   e. Observation posts (Ops) and target reference points (TRPs).

   f. Mines and obstacles.

   g. Indirect fire targets covering dead space.

   h. Direction of north.

   i. Unit designation.

   j. Date/Time group.

12. Lay wire and check for operability.

13. Forward position sketches to higher headquarters.

14. Ensure the unit is prepared to defend by the time specified in the OPORD.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 325	03XX - X - 049	03XX - X - 066
03XX - X - 069	03XX - X - 073	03XX - X - 183
03XX - X - 192	03XX - X - 285	03XX - X - 024
03XX - X - 324	03XX - X - 624	03XX - X - 326
03XX - X - 341	03XX - X - 342	03XX - X - 402
03XX - X - 526	03XX - X - 534	03XX - X - 536
03XX - X - 322		

RELATED COLLECTIVE EVENTS

COLL - 03 - 330

EVENT: COLL - 03 - 391

Prepare to conduct a counterattack

Condition: The unit has prepared counterattack plans in the event of an enemy penetration. The plans have been prepared and are ready to be issued.

COMPONENTS

1. Conduct a detailed briefing on the plan to all key subordinates.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Conduct a terrain walk to orient personnel.

4. Use wargaming technique with staff and subordinate commanders to ensure they have a detailed understanding of the plan. Ensure contingencies have been examined.

5. Allow an opportunity for questions and comments.

6. Commence unit and individual training readiness drills.

7. If feasible, conduct a command post exercise (CPX) or a staff rehearsal.

8. If feasible, conduct an overall rehearsal during a period with the same expected light conditions.

9. Issue ammunition and special equipment, and conduct maintenance checks, LTIs, and preoperation checks on required equipment.

10. Conduct final brief for key leaders, to include a ZIPPO brief for pilots if helicopters are involved.

11. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 285

RELATED COLLECTIVE EVENTS

COLL - 03 - 330 COLL - 03 - 377

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 392

Prepare a delaying action

Condition: The unit has been ordered to conduct a delaying action. The order has been prepared and is ready for issue.

COMPONENTS

1. Conduct a detailed briefing to all subordinates in a clear and articulate manner.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Use wargaming technique with the staff and subordinate commanders to ensure all contingencies have been examined and a detailed understanding of the plan exists.

4. Allow an opportunity for questions and comments.

5. Commence unit and individual training readiness drills, time permitting.

6. If feasible, conduct a CPX or a staff rehearsal.

7. If feasible, conduct a rehearsal of the movement and actions on enemy contact.

8. Issue ammunition and special equipment, and conduct maintenance checks, LTIs, and preoperation checks on required equipment.

9. Conduct final brief for key leaders, to include a ZIPPO brief for pilots, if helicopters are involved in the movement.

10. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 624 03XX - X - 285

RELATED COLLECTIVE EVENTS

COLL - 03 - 330 COLL - 03 - 375

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 393

Prepare a withdrawal under/not under enemy pressure

Condition: The unit has been ordered to prepare a withdrawal under enemy pressure. The order has been prepared and is ready for issue.

COMPONENTS

1. Conduct a detailed briefing on the plan to all subordinates in a clear and concise manner.

2. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

3. Use wargaming technique with staff and subordinate commanders to ensure they have a detailed understanding of the plan and all contingencies have been examined.

4. Allow an opportunity for questions and comments.

5. Commence unit and individual training readiness drills, time permitting.

6. If feasible, conduct a command post exercise (CPX) or a staff rehearsal.

7. If feasible, conduct a rehearsal of the movement and actions on enemy contact, time, and situation permitting.

8. Issue ammunition and special equipment, and conduct maintenance checks, limited technical inspection (LTIs), and preoperation checks on required equipment.

9. Conduct final brief for key leaders, to include a ZIPPO brief for pilots, if helicopters are involved in the movement.

10. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes both withdrawals under pressure and not under pressure. The scenario dictates which tasks are applicable.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 318 03XX - X - 315 03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 330 COLL - 03 - 378

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 394

Occupy personnel/vehicle checkpoint

Condition: The unit is assigned the mission of conducting a personnel/vehicle checkpoint. A general location for the checkpoint has been directed. Unknown and hostile elements will be transiting through the checkpoint. The unit must provide its own security.

COMPONENTS

1. Assign security and search elements.
2. Security team, with communication assets, reconnoiters tentative checkpoint.
3. Once the reconnaissance is complete, position a portion of the security team at the checkpoint while the remainder returns to the main body.
4. Bring the rest of the unit forward, beginning with the security element.
5. Identify security positions.
6. Identify rules of engagement.

EXTERNAL SUPPORT

1. Trafficable roads/trails with adjacent dismounted maneuver/training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 330

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. JP 3-07 Joint Doctrine for Military Operations Other Than War
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. FMFM 7-14 Combating Terrorism

EVENT: COLL - 03 - 400

Conduct the defense

Condition: Given a unit that has taken enemy fire while in the defense.

COMPONENTS

1. Take the enemy under fire as early as possible, unless deception by the forward defense forces is an essential element of the defense. Coordinate the delivery of heavier volumes of fire as he approaches the forward defense area.

2. Coordinate, control, and integrate both direct and indirect fire. Adjust the fire support plan, as required.

3. Reposition forces to react to the enemy's actual scheme of maneuver.

4. Withdraw security forces before they become decisively engaged. Cover movement with long-range fires.

5. Engage enemy armor with all available fires to force tanks to button-up and separate them from the infantry.

6. Use smoke to disorient movement and effectively canalize the force into terrain which facilitates its destruction by mines, anti-armor, and other direct fire weapons.

7. Control the firing of the final protective fire (FPF).

8. Employ available Electronic Warfare (EW) to reduce effectiveness of enemy C3 systems.

9. Coordinate and control fires within the battle area.

10. Conduct a counterattack to repulse enemy forces.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition and MILES Gear.

2. Weapons planned for the defense should be employed during the execution to include: anti-armor weapons, mortars, artillery, close air support (CAS) etc.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

3. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 318	03XX - X - 017	03XX - X - 042
03XX - X - 049	03XX - X - 064	03XX - X - 066
03XX - X - 073	03XX - X - 183	03XX - X - 192
03XX - X - 285	03XX - X - 016	03XX - X - 315
03XX - X - 624	03XX - X - 322	03XX - X - 324
03XX - X - 325	03XX - X - 326	03XX - X - 341
03XX - X - 342	03XX - X - 402	03XX - X - 526
03XX - X - 534	03XX - X - 536	03XX - X - 311

RELATED COLLECTIVE EVENTS

COLL - 03 - 035	COLL - 03 - 089	COLL - 03 - 129
COLL - 03 - 164	COLL - 03 - 386	

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 401

Defend in a built-up area

Condition: The unit is ordered to occupy a defensive position in a built-up area. The unit is operating separately or as part of a larger force, but must provide its own security. Friendly and enemy units have indirect fire available.

COMPONENTS

1. Establish listening post (LP)/observation post (OP) established with communications within 5 minutes of the order to defend.

2. Leaders conduct reconnaissance of the positions with subordinates.

3. Assign sectors and observation post locations.

4. Early warning system or devices are emplaced before dark or limited visibility. Cover devices by observation and fire.

5. Position anti-armor weapons to cover armored avenues of approach.

6. Ensure weapons inside buildings have adequate space and ventilation for backblast (on upper floors, if possible, for long-range top shots).

7. Position automatic weapons positioned to cover dismounted avenues of approach. Place them near ground level to maximize grazing fires. If ground rubble obstructs grazing fires, place M240Gs/SAWs in the upper stories of the building.

8. Tie in, by fire, with adjacent units.

9. Assign each member a position with primary and secondary sectors of fire.

10. Emplace sandbags for overhead and all-round protection.

11. Place wire mesh over windows (open at the bottom to allow grenades to be dropped out).

12. Construct loopholes.

13. Take fire prevention measures.

14. Install wire communications to higher headquarters and between subordinate units and LP/OPs.

15. Construct barriers and obstacles to deny the enemy access to streets, underground passages, buildings, and to slow his movement (including rooftops and in all buildings). Cover barriers and obstacles by fire.

16. Designate routes to/from alternate and supplementary positions. Improve alternate and supplementary positions, as time permits.

17. Mark movement routes within and through the unit in a manner that does not give the positions away to the enemy and can be employed at

night.

18. Prepare and rehearse counterattack plan.

19. Prepare and rehearse the withdrawal plan.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 354	03XX - X - 069	03XX - X - 064
03XX - X - 042	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 164	COLL - 03 - 386

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FM 21-75 Combat Skills of the Soldier

EVENT: COLL - 03 - 402

Defend against air attack

Condition: The unit is tactically deployed separately or as part of a larger unit. Hostile aircraft have been operating in the area and the unit must provide its own security. Air defense condition is FREE.

COMPONENTS

1. Any member alerts the unit of approaching aircraft and direction by saying "Aircraft, right front."

2. If fired on by the aircraft, without order or signal, all personnel immediately return fire, using the appropriate engagement technique.

3. If not fired on, leaders order personnel to freeze by saying "Aircraft, right front, freeze."

4. Drivers take evasive action and move vehicles to covered and concealed positions.

5. Identify aircraft and select an engagement technique based on the type of aircraft and direction of attack.

6. If the aircraft is to be engaged, the unit commences fire, on order, using the selected engagement technique.

7. Personnel track aircraft.

8. When appropriate or on order, the unit ceases firing.

9. Report enemy aircraft sighting (type, location, course) to higher headquarters.

11. Continue the mission.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

2. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 034

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FM 44-30 Visual Aircraft Recognition

EVENT: COLL - 03 - 403

Conduct a counterattack

Condition: The unit has been ordered to conduct the planned counterattack. The enemy has breached the unit's defense.

COMPONENTS

1. Initiate movement of the reserve to designated attack positions in a timely manner.

2. Report the initiation of movement of the reserves to the higher command element by secure means.

3. Coordinate the movement of the counterattacking force, to minimize the time a concentrated force spends in the attack position.

4. Deliver supporting fires across the base of the penetration, within the penetration area, and in support of the maneuvering force.

5. Designate a temporary reserve.

6. Locate, organize, man, and arm blocking positions in sufficient strength to delay the enemy.

7. Base the decision to counterattack on reported information that the enemy has lost his momentum and his ability to coordinate and has not yet consolidated his gains.

8. Conduct a successful passage of lines in those occupied areas that cannot be avoided by the counterattack unit.

9. Demonstrate the ability to coordinate the delivery of air and ground ordnance in support of the counterattack.

10. Maneuver force commander demonstrates the ability to control all troops and fires within the area of penetration.

11. Conduct a coordinated attack that is characterized by speed of execution, aggressive and violent action, delivery of coordinated direct and indirect fires from all available assets, and which closes the penetrated gap.

12. If unsuccessful, Marines dig-in and hold the line or area seized

until reinforced.

13. Ensure specified control measures are adequate and provide for the movement and attack of counterattacking and blocking forces.

14. Ensure communications means and visual signals are adequate to control the counterattack.

15. Ensure maneuver forces do not attack forward of advance.

16. Maintain contact with the enemy by patrols, observation, or pursuit by fire.

17. Reinstitute local security measures.

18. In the case of a reverse slope defense, the counterattack force regains the crest of the hill mass.

19. Consolidate the defense and readjust defensive assignments on the forward edge of the battle area (FEBA).

20. Evacuate casualties; replace personnel, and redistribute supplies and equipment.

21. Take immediate action to reconstitute prescribed supply and ammunition loads.

22. Report expulsion of the enemy force and reestablishment of the FEBA to higher command elements.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

3. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 064	03XX - X - 045	03XX - X - 023
03XX - X - 017	03XX - X - 016	

RELATED COLLECTIVE EVENTS

COLL - 03 - 391

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 404

Conduct amphibious withdrawal

Condition: The unit has been ordered to conduct an amphibious withdrawal. The withdrawal is anticipated to be conducted under strong enemy pressure. The operations orders have been issued.

COMPONENTS

1. Establish defense of embarkation area and surrounding key terrain features.

2. Use smoke to deceive the enemy as to the disposition of landing force units and to conceal movement during the withdrawal.

3. Prior to reembarkation, position the reserve in a manner to prevent envelopment of withdrawing forces.

4. Employ tanks and antitank weapons to engage enemy armor at long ranges, counterattack enemy elements attempting to penetrate or bypass the security force, and provide fires to assist supported units during disengagement.

5. Use artillery elements to cover loading areas by long-range harassing and interdiction fire, support the security force, and provide fires to assist supported units during disengagement.

6. Commander of the security force issues specific instructions regarding the destruction of supplies and equipment that cannot be evacuated and fixes responsibility for their destruction.

7. Security force takes the enemy under fire as soon as they are within effective range of available weapons.

8. Defend each delay position until the enemy actions threaten decisive engagement.

9. Initiate withdrawal to the next delay position, per prearranged plans or on order of the commander.

10. Security force executes orderly withdrawal along designated routes to the next delay position. It continues to provide maximum delay between positions using maneuver, available terrain, long-range fires, tactical air, mines, and demolitions.

11. Utilize delay positions.

12. Exploit opportunities to inflict heavy casualties on the enemy by offensive action are exploited when consistent with the overall mission of the security force and the movement schedule.

13. Consider limited objective counterattacks to gain additional time or to extricate units that have become decisively engaged.

14. Hold the number of vehicles brought forward to a minimum consistent with the requirement. Move all vehicles not needed in forward areas to the rear on prescribed routes, per the movement plan.

15. Ensure withdrawing units execute orderly movement along prescribed routes at times designated in the movement schedule, and occupy assembly areas for the briefest possible period.

16. Commander closely supervises operations being carried out by the security force to ensure adjacent units remain coordinated in the delaying operation.

17. Destroy commercial communication facilities before they are abandoned.

18. Control movement to embarkation beaches is controlled through the use of predesignated assembly areas, routes of withdrawal, initial points, and checkpoints.

19. Close coordination between the security force and the forces being withdrawn, in order to permit the smooth flow of units into the reembarkation area with minimum interference to the security force and

its supporting arms.

20. Conduct withdrawal, whenever possible, during periods of reduced visibility, to facilitate deception.

21. Evacuate casualties within the security force by the most expeditious means possible, direct to ships at sea.

22. Give priority for withdrawal within the security force to heavy units, such as tanks and artillery.

23. Conduct withdrawal of the security force under the cover of darkness, whenever possible. Executed withdrawal in the most expeditious manner available, usually by helicopter direct to amphibious shipping.

24. Personnel who are left behind employ evasion, escape, and survival techniques to avoid capture, and proceed to predesignated rally points for subsequent recovery.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Beach suitable for amphibious landing
3. AAV unit
4. Amphibious shipping
5. Helicopter support
6. Landing craft
7. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 476

RELATED COLLECTIVE EVENTS

COLL - 03 - 393

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 405

Conduct a withdrawal under/not under enemy pressure

Condition: The unit has been ordered to conduct the planned withdrawal under/not under enemy pressure.

COMPONENTS

1. Designated security force moves by covered and concealed routes and occupies delaying positions with minimal delay and confusion.

2. Ensure security force positions afford good observation and fields of fire and allow for the delivery of supporting fires.

3. If under enemy pressure, concentrate all available fire support to include direct fire and indirect fires in support of disengaging forward

elements.

4. Commence the withdrawal on time, signal and withdraw forward units simultaneously, or withdraw the least heavily engaged units first.

5. Employ smoke to obscure movement.

6. Security forces provide flank, advance, or rear guard.

7. Report initiation of withdrawal to the higher command element.

8. Vehicles and personnel not required precede the movement of the main body.

9. Vehicles and personnel not essential to the withdrawal move by infiltration, during daylight.

10. If under enemy pressure, withdraw prior to becoming decisively engaged.

11. If not under enemy pressure, maintain contact with enemy forces through deployed reconnaissance teams or elements of the defense left in contact (DLIC).

12. If not under enemy pressure, all elements not part of the defense left in contact (DLIC) are withdrawn simultaneously at the time specified or on order of the commander. If under enemy pressure, withdraw all units simultaneously, if possible. Otherwise, withdraw those units not heavily engaged first.

13. Create a temporary mobility advantage over the enemy by engaging the enemy with concentrated direct and indirect fires and by use of obstacles and terrain.

14. Use various means of transportation to maximize the speed of withdrawal.

15. Use combat patrols and other aggressive action on the forward edge of the battle area (FEBA) to mask the withdrawal.

16. Forward elements withdraw straight to the rear, avoiding any complicated maneuver.

17. Employ direct fire weapons from positions which take maximum advantage of range and terrain.

18. Ensure control measures are sufficient to allow for decentralized control.

19. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.

20. Employ deception technique during the withdrawal, i.e., dummy radio traffic.

21. Conduct withdrawal, per the provisions contained in the Standard Operating Procedure (SOP).

22. Employs Electronic Warfare (EW) to reduce effectiveness of enemy C3 systems.

23. Provide Low Altitude Air Defense (LAAD) air defense coverage throughout the movement.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes both withdrawals under pressure and not under pressure. The scenario dictates which steps are applicable.

2. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Live fire range
3. Live fire and maneuver range
4. MILES Gear

   Note: Appropriate blank ammunition is required.
5. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 337 03XX - X - 336

RELATED COLLECTIVE EVENTS

COLL - 03 - 393

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 406

Conduct dismounted disengagement

Condition: The unit is operating separately. The unit is moving and receives overwhelming enemy fires. The unit's position has become untenable.

COMPONENTS

1. Give the signal to withdraw along with a direction and a distance to move, i.e., nine o'clock, 300 meters.
2. If the situation permits, base the method of withdrawal on enemy pressure.

   a. Lead element disengages first, while rear element suppresses. Unit bounds until disengaged.

   b. Entire unit disengages, providing suppressive fires during the withdrawal.

   c. Entire unit provides suppressive fires; indirect fire is requested.
3. Select withdrawal routes that provide cover and concealment.
4. Use low crawls, high crawls, or rush techniques of movement.
5. Members move for the distance and in the direction ordered.
6. In the absence of instructions, the unit moves to the last designated en route rally point.
7. Conduct consolidation at the rally point.
8. Account personnel for and reorganize, if required, at the rally point.
9. Continue the mission.

ADMINISTRATIVE INSTRUCTIONS

1. Expenditure of ammunition is not required to complete this task to standard.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 341

RELATED COLLECTIVE EVENTS

COLL - 03 - 386

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 407

Conduct disengagement from defensive position

Condition: The unit is operating separately or as part of a larger force. The unit is occupying defensive positions (with or without attached vehicles) that have become untenable as a result of overwhelming enemy firepower.

COMPONENTS

1. Prepare a contingency plan for breaking contact or withdrawal.

2. The leaders ensure their unit knows the withdrawal signal.

3. Designate covered and concealed routes to the rally point or the remount point.

4. Each member walks the routes during daylight and during limited visibility, as time and situation permit.

5. Give the signal to withdraw.

6. Base the method of withdrawal on enemy pressure:

   a. Disengage by thinning of lines (used when enemy pressure is close and heavy).

   b. Disengage by smaller units (when enemy pressure decreases).

   c. Disengage by dismount teams (when enemy pressure decreases).

7. The vehicles move to a remount point determined by the leader, or attack the enemy by fire from a new position to allow the unit to disengage.

8. Selected personnel/units disengage and move to the rear and assume overwatch positions.

9. Personnel remaining in position increase the rate of fire to keep the enemy from overrunning the position.

10. When the first group is in an overwatch position, the remaining personnel withdraw to overwatch positions.

11. Leaders move with the last element to withdraw.

12. Repeat bounding by fire and movement to the rear is repeated, as necessary, until the entire unit is disengaged.

13. The dismount element and vehicles linkup.

14. Once the vehicles are loaded, mounted disengagement begins.

15. Vehicles move from the area, using covered and concealed routes.

16. Withdrawal continues until enemy contact is broken.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition and MILES gear.

2. Weapons planned for the defense should be employed during the execution of the disengagement to include: anti-armor weapons, mortars, artillery, close air support (CAS) etc

EXTERNAL SUPPORT

1. Maneuver/Training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 337 03XX - X - 336

RELATED COLLECTIVE EVENTS

COLL - 03 - 386

EVENT: COLL - 03 - 408

Conduct a remain behind operation

Condition: The unit has been ordered to act as a remain behind force or has been cut off from friendly units. The unit must provide its own security.

COMPONENTS

1. Prepare an estimate of the situation and plan for a deliberate remain behind operation.

2. Prepare a map reconnaissance and on-the-ground reconnaissance, as time permits. Key areas to identify are:

   a. Suitable sites for patrol bases.

   b. Observation posts (Ops).

   c. Cache locations.

d. Water sources.

e. Avenues of approach (mounted and foot).

f. Kill zones.

g. Engagement areas.

h. Likely enemy objectives and positions.

i. Covered and concealed approach routes.

3. Stockpile additional supplies when contact with friendly units is not expected for extended periods. Plan possible caches.

4. Develop enemy prisoner of war (EPW) and casualty evacuation plans.

5. Plan for deception of the enemy, or ensure the unit's actions support the higher headquarters' deception plan.

6. If decision/order is to remain in place, establish local security is established to include observation posts (OPs) and early warning devices.

7. Notify higher headquarters of intentions and location.

8. Detect movement by enemy forces or civilians.

9. Collect and forward any intelligence on enemy.

10. Avoid decisive engagement with the enemy, unless required by the higher headquarters' intent.

11. Link up NLT, designated time with friendly forces in accordance with standard operating procedures or higher headquarters order.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 386

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 409

Conduct a delaying action

Condition: Given an order to conduct the planned delaying action.

COMPONENTS

1. Organize a line of resistance and occupy positions that control topographical crests, in order to engage the enemy at maximum range and facilitate withdrawal to the next delay position.

2. Engage the enemy at the maximum range and subjects him to increasingly heavy volumes of fire, as he approaches the delay positions.

3. Ensure the delaying action causes the enemy to interrupt his momentum, by deploying forces to attack the delay positions.

4. Commence the withdrawal on time or signal, and withdraw forward units simultaneously, or withdraw the least heavily engaged units first.

5. Subordinate commanders designate interim delay positions for their units, dependent on the area available, the terrain, the relative mobility of opposing forces, the enemy situation, and the required delay time as stated in the mission.

6. Security forces provide flank, advance, or rear guard.

7. Subordinates keep the higher headquarters informed of the situation at all times.

8. Report initiation of withdrawal to the higher command element.

9. Commence withdrawal commences prior to the units' becoming decisively engaged.

10. Ensure reserves occupy a position(s) which afford good observation and fields of fire and allows for the delivery of overwatching fires.

11. Employ reconnaissance and surveillance assets forward of the forward edge of the battle area (FEBA) to maintain contact with the enemy.

12. Cover the intervals between unit with fire and obstacles.

13. Deploy crew served and direct fire weapons well forward, to maximize their range capabilities.

14. Withdraw forward elements straight to the rear, avoiding any complicated maneuver.

15. Consolidate new delay positions with minimal confusion and apply the priority of work established in the unit Standard Operating Procedure (SOP).

16. Ensure control measures are sufficient to minimize communications.

17. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.

18. Employ deception techniques during the withdrawal, i.e., dummy radio traffic.

19. Conduct the delay, per the provisions contained in the Standard Operating Procedure (SOP).

20. Use covered communications throughout the delay.

21. Employ Electronic Warfare (EW) to reduce effectiveness of enemy C3 systems.

22. Employ smoke to obscure the movement of friendly forces.

23. Provide Low Altitude Air Defense (LAAD) air defense coverage throughout the movement.

24. Maintain contact with the enemy throughout the delay.

25. Execute a contingency plan, i.e., counterattack or limited objective attack.

26. Complete the delaying action successfully, i.e., inflicts maximum, continuous damage without becoming decisively engaged.

27. Submit tactical reports in a timely and accurate manner.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 404 03XX - X - 284 03XX - X - 278

03XX - X - 274

RELATED COLLECTIVE EVENTS

COLL - 03 - 392

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 410

Conduct personnel/vehicle checkpoint operations

Condition: The unit is assigned the mission of conducting a personnel/vehicle checkpoint. Unit has occupied the checkpoint. Unknown and hostile elements will be transiting through the checkpoint. The unit must provide its own security.

COMPONENTS

1. Search individuals/vehicles according to unit Standard Operating Procedure (SOP), higher headquarters order, and applicable Rules of Engagement (ROEs).
2. The security team maintains observation, clear fields of fire, and appropriate distance from individuals/vehicles being searched.
3. When conducting a search, search teams maintain sufficient distance from waiting individuals/vehicles.
4. Rotate search element members and security element members are rotated periodically, to minimize complacency.
5. Maintain communications with higher headquarters.

EXTERNAL SUPPORT

1. Trafficable roads/trails with adjacent dismounted maneuver/training area
2. Civilian vehicles
3. Civilian roll players

RELATED INDIVIDUAL EVENTS

03XX - X - 066 03XX - X - 049 03XX - X - 024

RELATED COLLECTIVE EVENTS

COLL - 03 - 014 COLL - 03 - 174 COLL - 03 - 394

EVENT: COLL - 03 - 415

Plan a movement to contact

Condition: The unit has been ordered to move to an assembly area for the purpose of conducting future tactical operations. The movement may cover 5 to 40 kilometers and may be either mechanized, truck mounted or foot mobile. Movement can be conducted on single or multiple axes. The enemy is believed to be in the vicinity of the objective, although his exact disposition is unknown. Early ground contact with the enemy is not expected.

COMPONENTS

1. Issue a warning order which contains sufficient information to allow for planning, required movement, and rehearsals by subordinate units.

2. Arrange for a route reconnaissance to reconnoiter proposed routes, bridges, defiles, and other critical points that can either restrict or canalize friendly forces. Determine the rates of advance afforded by each route.

3. Develop a plan which assigns either an axis of advance or a zone of action, and an objective or checkpoint to orient movement which is at a sufficient distance to ensure contact with the enemy is made.

4. Prepare a detailed fire support plan which utilizes all available assets, to include mortars, artillery, Naval Surface Fire Support (NSFS), and air, and allocate priority targets to the lead elements. (See FIRE SUPPORT section.)

5. Request air support, to include close air, aerial reconnaissance, and aerial radio retransmission.

6. Determine the march organization, i.e., advance guard, main body, flanks, connecting file, and rear guard.

7. Specify a type of movement, time of movement, initial formation, rate of advance, and movement technique appropriate to the situation.

8. Plan for the integration into the column of tanks, LAVs, AAVs, TOWs, and other vehicles capable of delivering direct fire to facilitate their immediate employment upon contact.

9. Ensure organic mortars are integrated into the fire support plan, are employed as traveling overwatch. Ensure they are ready to move into hasty firing positions upon contact, or prepared to move by bounding overwatch.

10. Develop a reconnaissance and surveillance plan to locate enemy positions, movements, and obstacles (includes the use of aerial reconnaissance, both manned and unmanned).

11. Direct the integration of both active and passive security measures at all echelons.

12. Consider the use of deception, in both the planning and execution of the movement.

13. Consider the use of smoke to screen or obscure movement.

14. Ensure security plan complies with the Rules of Engagement (ROEs) and provides for the security of friendly forces.

15. Identify any required engineer effort, including bridging. Prepare plans to ensure free movement, either through or around obstacles.

16. Plan for the deployment of security forces at distances which prevent a surprise attack, and provide sufficient reaction time to allow the commander to seize and retain the initiative.

17. Develop plan for actions on enemy contact, i.e., ambush, indirect fire, air attack, NBC attack, meeting engagement. Establishes engagement criteria to include size, type, and activity. Establish a policy on reconnaissance by fire.

18. Designate control measures, such as phase lines and checkpoints, that ensure the coordinated movement of units, supplies, and equipment; responsiveness of supporting fires; and the safety of personnel.

19. Identify navigation aids (NAVAIDS) to be used to assist in movement, i.e., GSR, chemical lights, infrared lights, and guides.

20. Establish air defense priorities and procedures, i.e., employment of air guards, air attack warning signals, and areas of scan.

21. Plan for air defense assets to be deployed to provide coverage in depth.

22. Ensure Low Altitude Air Defense (LAAD) air warning conditions, weapons conditions, and methods of passing alert warnings are established, understood, and rehearsed.

23. Plan the handling of prisoners of war and civilians to include screening by intelligence personnel, evacuation, and medical treatment.

24. Specify reporting procedures.

25. Develop contingency plans for crossing danger areas, downed aircraft en route, destroyed or damaged vehicles, mass casualties, etc.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 404	03XX - X - 318	03XX - X - 315
03XX - X - 311		

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 416

Plan for a mechanized/motorized march

Condition: The unit has been ordered to conduct a mechanized/motorized march with troops and equipment in a day and/or a night movement. The convoys will move over a distance of 25/10 (day/night) miles on unimproved roads (or a mix of improved/unimproved for day marches). The night column moves under black-out conditions and may be 1 serial. Assume, at some point in the route, the convoy has traveled sufficiently far that a planned halt is necessary. During the march, enemy contact is imminent.

COMPONENTS

1. Analyze organic and nonorganic movement capabilities, and determines overall Motor Transport (MT) support requirements.

2. For night march, plan use of familiar roads to the maximum extent possible.

3. Identify the distances involved, the estimated time of movement, the length of column, and the time and distance separation factors.

4. Estimate the rates of advance afforded by each route.

5. Specifically designate a convoy commander.

6. Arrange a route reconnaissance to reconnoiter proposed routes, bridges, defiles, and other critical points that can either restrict or canalize friendly forces.

7. Ensure bridges are rated or evaluated for strength before crossing.

8. Evaluate the effects of weather and astronomical data on both friendly and enemy forces, i.e., ambient light levels and trafficability.

9. Issue commander's planning guidance, i.e., desired speed of relocation, unit movement priorities, security requirements, routes, and halts.

10. Develop courses of action and estimates of supportability.

11. Make commander's estimate, decision, and concept of operation.

12. Issue a warning order which contains as much available information as possible for planning, required movement, and rehearsals by subordinate units, if feasible.

13. Develop a plan which designates route(s), rate of speed, assembly areas, schedule of events, order of march, organization of the convoy, maximum catch-up speeds, intervals between vehicles, and units, etc.

14. Prepare a detailed fire support plan, including request procedures, that utilizes all available assets to include: mortars, artillery, Naval Surface Fire Support (NSFS), and air, and allocate priority targets to the lead elements.

15. Designate control measures, such as phase lines and checkpoints that ensure the coordinated movement of units, supplies, and equipment; the responsiveness of supporting fires; and the safety of personnel.

16. Coordinate procedures to allow for timely updates on the threat and the weather, while en route to the objective area.

17. Determine the probability of contact, based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL), reports of enemy sightings, and other intelligence reports.

18. Identify any required engineer effort, including bridging, and prepare plans to ensure free movement, either through or around obstacles.

19. Consider targeting and target acquisition throughout the movement.

20. Request appropriate air support, or required to include: close air, aerial reconnaissance, aerial escort, and aerial retransmission.

21. Thoroughly coordinate communications and signals, and specify alternate means of communication.

22. Consider use of tactical deception in the planning, preparation, and execution of the movement in ways that would deceive the enemy as to destination, route, defensive capabilities, etc.

23. Coordinate with transport unit concerning organization, size, control, etc., of the convoy.

24. Plan for the integration of tanks, LAVs, AAVs, and other vehicles capable of delivering direct fire.

25. Develop a detailed plan for movement to the area of attack.

26. Plan for the deployment of security forces, to provide early warning and a reaction force to enemy attack.

27. Develop plan for actions on enemy contact (ambush, indirect fire, air attack, NBC attack, meeting engagement) and actions at halts; establish engagement criteria, i.e., size, type and activity; and establish a policy on reconnaissance by fire, if different from procedures contained in the unit Standard Operating Procedure (SOP).

28. Consider the use of smoke to screen or obscure movement.

29. Establish air defense priorities and procedures, i.e., employment of air guards, air attack warning signals, and areas of scan.

30. Plan air defense coverage in depth and coordinated it for entire convoy route.

31. Establish Low Altitude Air Defense (LAAD) air warning conditions, weapons conditions, and methods and means of passing alert warning information.

32. Identify NAVAIDS to be used to assist in movement, i.e., GSR, chemical lights, infrared lights, and guides.

33. Specify reporting procedures, if they are not per Standard Operating Procedure (SOP).

34. Develop contingency plans for crossing danger areas, downed aircraft en route, destroyed or damaged vehicles, mass casualties, etc., if they are not per the unit Standard Operating Procedure (SOP).

35. Prepare a march order for approval.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 404	03XX - X - 318
03XX - X - 315	03XX - X - 311	

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 417

Prepare for a movement to contact

Condition: The unit has been ordered to move to an assembly area for the purpose of conducting future tactical operations. The unit has conducted planning for the movement.

COMPONENTS

1. Prepare the unit for movement and ensure its readiness.

2. Request Electronic Warfare (EW) support to reduce enemy C3 capabilities.

3. Coordinate the movement and availability of supplies, ammunition, and equipment at forward supply points.

4. Issue the order in time for the subordinate units to complete preparations.

5. Conduct a detailed briefing on the plan to all key subordinates.

6. Utilize a terrain model, sketch, or other visual aids when briefing the plan.

7. Use back briefs with staff and subordinate commanders, to ensure they have a detailed understanding of the plan and all contingencies have been examined.

8. Allow an opportunity for questions and comments.

9. Ensure subordinate elements conduct individual and unit training drills.

10. Subordinate leaders conduct physical reconnaissance or visual reconnaissance from observation posts.

11. If feasible, conduct a Command Post Exercise (CPX) or a staff rehearsal.

12. Issue ammunition and special equipment. Conduct maintenance checks, Limited Technical Inspection (LTI), and preoperation checks on required equipment.

13. If feasible, rehearses major actions, i.e., immediate reaction drills, nighttime movement, actions at danger areas, and air defense drills.

14. Conduct final brief for key leaders.

15. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

16. Deploy reconnaissance elements early enough to allow for timely movement of the main body.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 404	03XX - X - 318
03XX - X - 315	03XX - X - 311	

RELATED COLLECTIVE EVENTS

COLL - 03 - 330	COLL - 03 - 415

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 418

Prepare for a mechanized/motorized march

Condition: The unit has been ordered to conduct a mechanized/motorized march with troops and equipment in a day and/or a night movement. The unit has conducted the necessary planning.

COMPONENTS

1. Coordinate with participating units, unit at destination, units en route, and other supporting units.

2. Direct the integration of both active and passive security measures, at all echelons.

3. Ensure security procedures comply with the Rules of Engagement (ROEs) and provide for the security of friendly forces.

4. Prepare strip maps that identify critical points, danger areas, distances between critical points, mileage ticks on the route, Start Point (SP), Release Point (RP), order of march, maximum catch-up speed, intervals between vehicles and units, and control measures.

5. Utilize a terrain model, sketch, or other training aids when briefing the order.

6. Allow an opportunity for questions and comments.

7. Brief all drivers, prior to the movement, on the situation, actions to take at the various critical points, and the location of key leaders.

8. Ensure a thorough understanding of critical signals.

9. Ensure drivers are trained for driving under any special road conditions required, e.g., ice, snow, sand, mud, fording, and difficult terrain, and for vehicle recovery in sand, mud, and snow.

10. Stage according to the march order.

11. Maintain dispersion and irregularity of formation.

12. Ensure the time spent in the staging area is minimal.

13. Establish local security to include air defense.

14. Rehearse major actions with all units and personnel participating, i.e., immediate action drills, nighttime movement, actions at danger areas, and air defense drills.

15. For night march, rehearse nighttime immediate action drills.

16. For night march, rehearse night security and night defensive techniques with all convoy members.

17. Conduct a Command Post Exchange (CPX) or a staff rehearsal.

18. For night march, review how to use the vehicle light switches to ensure no inadvertent breach of light discipline occurs.

19. Issue ammunition and special equipment. Conduct maintenance checks, LTIs, and preoperation checks on required equipment and vehicles.

20. Provide time for final maintenance. Do not send mechanically defective vehicles.

21. Conduct final inspections for all personnel and equipment to ensure prescribed items are available, serviceable, and carried correctly. Ensure all personnel understand all required aspects of the mission.

22. Conduct final brief for key leaders, to include a ZIPPO brief for pilots if helicopters are involved in the movement.

ADMINISTRATIVE INSTRUCTIONS

1. If existing SOPs or the previously issued operation order annexes provide the necessary convoy movement details, the movement order can be issued verbally or as a fragmentary order.

EXTERNAL SUPPORT

1. Trafficable roads/trails

2. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 404	03XX - X - 318
03XX - X - 315	03XX - X - 311	

RELATED COLLECTIVE EVENTS

COLL - 03 - 416

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 419

Prepare to conduct a mounted convoy or movement to contact

Condition: The unit has received a warning order to conduct a mounted convoy or a movement to contact.

COMPONENTS

1. Perform pre-operation maintenance checks on the vehicles before movement.

2. Prepare vehicles for movement in accordance with Standard Operating Procedures (SOPs), i.e., antennas tied down, convoy markings, and reflector tape for night movement.

3. Receive movement order.

4. Inspect personnel and equipment.

5. Ensure each vehicle has the prescribed route graphically recorded (strip map, overlay, or marked map), along with the following information: start point, release point, critical points, and the distances between these points.

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 404	03XX - X - 318
03XX - X - 315	03XX - X - 311	

RELATED COLLECTIVE EVENTS

COLL - 03 - 417	COLL - 03 - 417	COLL - 03 - 418

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 424

Conduct dismounted movement to contact

Condition: The unit is ordered to move by foot along a prescribed route or to a specific destination. The unit is operating separately or as part of a larger unit.

COMPONENTS

1. Establish sectors to maintain all around security.
2. Leaders position personnel carrying key weapons close, so they can control and quickly employ the weapons.
3. Orient weapons at possible enemy positions within assigned sectors.
4. Personnel maintain visual contact at a normal interval of 10 meters. Interval automatically expands and contracts based on terrain and visibility.
5. Maintain noise and light discipline.
6. Observe sectors of responsibility assigned by leaders so the enemy cannot approach the unit within 35 meters and no aircraft can attack the unit without warning.
7. Use covered and concealed route whenever possible.
8. Avoid skylining whenever possible.
9. Avoid potential kill zones.
10. Cross open areas quickly.
11. Move in formation that corresponds to mission, enemy situation, and terrain.
12. Take active air defense measures.
13. Communicate mainly by hand-and-arm signals, with radio and voice serving only as a backup.
14. Position key personnel in the formation opposite the direction of greatest danger.
15. Smallest subordinate unit possible makes initial contact with the enemy.
16. Personnel react as their leaders do, i.e., when he gets down, they get down, and to their leader's visual signals or oral commands.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 513	03XX - X - 404	03XX - X - 318
03XX - X - 315	03XX - X - 311	

RELATED COLLECTIVE EVENTS

COLL - 03 - 417

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 425

Conduct a movement to contact

Condition: The unit has been ordered to move to an assembly area for the purpose of conducting future tactical operations. The unit has conducted preparation for the movement.

COMPONENTS

1. Coordinate with adjacent and supporting units throughout the operation.

2. Employ anti-armor assets to best cover possible avenues of approach that may interfere with the column's movement and to react to contact with enemy forces.

3. Place the command group where it can best control the column. The commander should be well forward to gain the earliest possible information, see the ground, and be able to plan ahead the deployment of subordinate units.

4. Begins the movement on time and in the specified formation.

5. Deploy advance guard in a formation which is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.

6. All units use movement techniques appropriate for the terrain and probability of enemy contact.

7. The overall formation permits a part of the force to provide suppressive fire from selected overwatch positions while the advancing elements make full use of covered and concealed routes.

8. Command and staff elements maintain dispersion, security, and functioning redundant command and control capabilities during movement and ensure subordinate element maintain dispersion and security.

9. Conduct halts tactically. Units remain dispersed and occupy hasty defensive positions which provide all-round security, according to procedures contained in the unit Standard Operating Procedure (SOP).

10. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.

11. Demonstrate the ability to rapidly report and assess the situation during a meeting engagement and to respond in a coordinated and deliberate manner.

12. Reduces obstacles which cannot be bypassed.

13. Demonstrates the ability to coordinate the delivery of fire support (artillery, air, organic mortars, direct fire weapons, and Naval Surface Fire Support (NSFS), according to plan and in a responsive manner.

14. Use designated control measures that provide adequate control over the formation and are appropriate to the enemy situation and terrain.

15. All elements remain oriented and Unit Leaders demonstrate the ability to give (within 30 seconds) their positions (within 200 meters).

16. The command group demonstrates the ability to operate on the move and to execute command and control over subordinates during enemy engagement.

17. The main body reaches its destination intact within the time period specified in the basic order, and with a straggler/drop-out rate below 3 percent.

18. Maintain indirect fire, anti-armor, and anti-air defense coverage throughout the movement.

19. Evacuate casualties in a timely manner.

20. Conduct resupply operations in a responsive and coordinated manner.

21. Maintain positive covered communications with all subordinate units and with higher command element throughout the movement.

22. Submit reports to higher command elements in a timely and accurate manner.

23. Accomplish ammunition resupply, medical support and evacuation, expedient maintenance and vehicle recovery, and refueling operations, as required, during the movement.

24. Ensure reconnaissance elements are kept advised of main body rate of movement.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails

RELATED COLLECTIVE EVENTS

COLL - 03 - 419

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 430

Clear a wood line

Condition: The unit is moving mounted and encounters a wood line(s). The unit is moving separately and provides its own security. Both friendly and enemy units have indirect fire capability.

COMPONENTS

1. The unit commander determines the direction of movement that will expose flank(s) to the wood line(s).

2. The unit commander assesses the size of danger area:

   (1) If less than 1,500 meters, consider going around.

   (2) If greater than 1,500 meters, clear and cross.

3. Use cover and concealment enabling vehicles it and assume overwatch positions.

4. Designate 2 clearing teams to clear the wood line(s).

5. The clearing team(s) dismount.

6. A security element of the unit dismounts and provides local security for the overwatching vehicles.

7. Control movement of the clearing teams on 1 or both sides along the direction of movement.

8. Ensure the depth of clearance is far enough to prevent an anti-armor ambush.

9. The clearing teams clear the far side wood line.

10. The clearing teams setup overwatch and/or security positions on reaching the end of the wood line(s).

11. Based on the enemy situation, a portion or the remainder of the unit moves to a covered and concealed position near the clearing teams to provide overwatch or to consolidate beyond the woodline.

12. If bounding, the remainder of the unit moves to an overwatch position that has been cleared.

13. A minimum of 2 clearing teams clear the wood line.

14. Unit continues bounding until the wood line is clear and the unit has consolidated beyond the wood line.

15. Continue the mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails with adjacent dismounted maneuver/training area

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED COLLECTIVE EVENTS

COLL - 03 - 355 COLL - 03 - 354

EVENT: COLL - 03 - 431

Move through a built-up area

Condition: The unit is required to move through urban terrain. The unit may initially be mounted in vehicles. Squad size enemy units

may be located in the urban area.

COMPONENTS

1. Unit halts in a covered and concealed position outside of the urban area.

2. If mounted, vehicles seek cover and concealment, and overwatch the urban area and Marines dismount.

3. Identify appropriate route through urban area.

4. Move forward as 2 elements: a movement element and an overwatch element based on METT-T.

a. The movement element moves forward, scouts danger areas, and closes with the enemy.

b. The overwatch element moves behind the lead element and secures the flanks and rear. It also provides fire support.

c. The remainder of the unit provides close-in security for the vehicles.

d. When necessary, these elements, or parts of them, exchange roles.

5. Move along underground passages, through or behind buildings, along walls, and over rooftops.

6. Move in single file along both sides of the street, staying close to the buildings.

7. Vehicles stay on one side of the street to reduce exposure to anti-armor weapons.

8. Move quickly and remain dispersed 3 to 5 meters apart.

9. Assign individuals an area to observe on the opposite side of the street.

10. When moving with 2 units abreast, each unit overwatches the buildings across the street, observing the stories above the opposite unit.

a. Avoid streets, alleys, and other open areas unless necessary.

b. Cross urban danger areas using maximum cover, concealment, speed, and overwatch.

11. Use smoke, rubble, and debris for protection.

12. Cross as a dispersed group at the same time, not as individuals.

13. Clear buildings, as necessary, to continue movement.

14. Identify, report, mark, and bypass enemy obstacles and mines.

15. Once clear of the urban area, report to higher headquarters the unit is through the urban area.

16. Reestablish movement formation; assume proper intervals.

ADMINISTRATIVE INSTRUCTIONS

1. Expenditure of ammunition is not required to perform the task to standard.

EXTERNAL SUPPORT

1. MOUT Facility/MOUT training area
2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 355	03XX - X - 353	03XX - X - 352
03XX - X - 351	03XX - X - 350	

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 433

Conduct an endurance march

Condition: This is not a tactical movement. The unit is required to move the required distance by foot prior to their next mission. The commander / Unit Leader chooses the route, time of movement and halts, and march organization.

COMPONENTS

1. All Marines and Navy corpsmen carried as present for training participate, with the exception of assigned driver.

2. All personnel carry a realistic fighting and existence loads prescribed by the commander which is a minimum of 15 pounds.

4. Marines carry actual ammunition or a simulated load equal to a basic load of ammunition.

5. Platoon and smaller units move 4 km in less than 50 minutes. Company sized units move 20 km in less than 4 hours. Battalion and larger sized units move 40 Km in less than 8 hours.

6. Stragglers or dropouts do not exceed 3 percent.

7. Unit is able to execute a tactical mission at the completion of the movement.

ADMINISTRATIVE INSTRUCTIONS

1. The time begins when the last man steps off and ends when the last man reaches the final destination.

2. Stragglers or dropouts are defined as any personnel, except road guards, not within the unit column upon arrival.

EXTERNAL SUPPORT

1. Foot movement (hike, displacement) route

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FM 21-18 Foot Marches

EVENT: COLL - 03 - 434

Conduct a tactical march

Condition: The unit is ordered to conduct a tactical march. The unit is operating separately or as part of a larger unit.

COMPONENTS

1. Specify the march route, order of march, and the individual load.
2. Inspect personnel are inspected for the proper load, equipment, and readiness to move.
3. Step off at the designated time.
4. Individuals maintain their prescribed position and interval in the unit column, as specified in march order or Standard Operating Procedure (SOP).
5. Follow prescribed route, without deviation.
6. Maintain all-round observation and security, to include air guards.
7. Conduct halts at regular intervals in accordance with the unit standard operating procedures (as the tactical situation permits) to rest troops, adjust and redistribute equipment, and perform foot hygiene.
8. Leaders check the condition of all troops for foot marches.
9. Maintain local security during halts.
10. Utilize visual signals throughout the road march.
11. Unit's report position and any enemy situation to higher headquarter.
12. Arrive at the check or release points at the time specified.

EXTERNAL SUPPORT

1. Foot movement (hike, displacement) route

RELATED COLLECTIVE EVENTS

COLL - 03 - 424

REFERENCES

1. FM 21-18 Foot Marches

EVENT: COLL - 03 - 435

Defend against mines and booby traps during motorized movement

Condition: The unit has been directed to conduct a motorized movement. The route has not been cleared. Enemy patrols are known to be operating in the area.

COMPONENTS

1. Conduct hardening of vehicles prior to movement.

2. Brief all personnel on the potential of mines and booby traps and the appropriate reaction.

3. Obtain updated intelligence on mines and booby traps in the area, status of road clearance to include the status on alternate routes, and any other information on the enemy's mine and boobytrap activity.

4. Time permitting, Unit Leader arranges for engineer support to sweep the road for mines.

5. During movement, personnel are engaged to watch for mines and booby traps.

6. Unit Leader ensures personnel wears body armor.

7. Report encountered mines and mark or appropriately neutralize them.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED INDIVIDUAL EVENTS

03XX - X - 507

RELATED COLLECTIVE EVENTS

COLL - 03 - 418 COLL - 03 - 419

REFERENCES

1. FM 20-32 Mine/Countermine Operations

2. FMFM 6-5 Marine Rifle Platoon/Squad

3. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 436

Conduct motorized/mechanized movement to contact

Condition: The unit is ordered to move mounted on trucks or AAVs along a prescribed route or to a specific destination. Enemy forces are known to be in the area and have indirect fire and Close Air Support (CAS) available.

COMPONENTS

1. Maintain all-around security.

2. Assign subordinate units, vehicles, and individuals an area of responsibility, to include an air guard, corresponding to its position in the formation.

3. Use covered and concealed routes whenever possible.

4. Avoid skylining.

5. Avoid obvious kill zones.

6. Cross open areas quickly.

7. Maintain a lateral dispersion of 50 to 100 meters between vehicles.

8. Avoid moving directly forward from firing positions.

9. Change formations and movement techniques in accordance with changes in mission, enemy situation, and terrain.

10. Use smoke and direct and indirect fire to suppress known or suspected enemy positions.

11. Take active air defense measures against hostile aircraft.

12. Control movement mainly by arm-and-hand signals and/or flags, with radios serving only as a backup.

13. Ensure each vehicle stays in visual contact with adjacent vehicles.

14. Use control measures during movement.

15. The Unit Leader expresses the unit's location as a 6-digit grid coordinate or by current operational graphics.

16. The Unit Leader shows the location of all subordinate elements and leading, flanking, or trailing elements.

17. Ensure personnel react as their leaders do, i.e., when he stops, they stop, and to their leader's visual signals or oral commands.

18. Report crossing of all phase lines or reaching checkpoints, as directed in the Operation Order (OPORD).

ADMINISTRATIVE INSTRUCTIONS

1. In evaluating heavy machinegun and TOW vehicles, the ability to incorporate the variants into the movement should be evaluated. This should include long range overwatch of the TOWs over the gun vehicles as well as the formation and use of combined antiarmor teams, if directed.

EXTERNAL SUPPORT

1. Trafficable roads/trails with adjacent dismounted maneuver/training area

2. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 521 03XX - X - 515 03XX - X - 507

RELATED COLLECTIVE EVENTS

COLL - 03 - 419

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

3. MCRP 3-31B Amphibious Ships and Landing Craft Data Book

EVENT: COLL - 03 - 437

Conduct a mounted convoy

Condition: The unit is ordered to conduct a mounted convoy. Speed is essential; unit integrity must be maintained. Enemy contact

is unlikely.

COMPONENTS

1. Maintain continuous movement from assembly area to start point.

2. Arrive at the start point on time.

3. Maintain prescribed positions, interval, and rate of march.

4. Follow the prescribed route.

5. Use prescribed catch-up speed to close with vehicle in front to reestablish vehicle distance.

6. Control movement, mainly with visual signals; radios serve only as a backup.

7. Perform during-operation maintenance checks on the vehicles at all halts.

8. Personnel in each vehicle maintain 360 degree observation around the vehicle.

9. Assign each vehicle a sector of fire that provides 360 degree security for the unit throughout movement.

10. During scheduled halts, vehicles pull to the side of the road, maintaining march distance.

11. Move disabled vehicles off the route of the march.

12. Inform convoy commander of all breakdowns.

13. Attempt to repair disabled vehicles.

14. Personnel from disabled vehicle establish local security and provide guide(s) to direct traffic.

15. If the vehicle is repaired and the unit has not yet passed, the vehicle rejoins the convoy at the end.

16. If the vehicle cannot be repaired:

    a. The vehicle waits for the trail party.

    b. Mission-essential personnel and materiel are transferred to another vehicle in the convoy.

17. Arrive at release point at the time specified in the Operation Order (OPORD).

18. Pass through the release point without stopping.

EXTERNAL SUPPORT

1. Trafficable roads/trails

RELATED INDIVIDUAL EVENTS

03XX - X - 521 03XX - X - 515 03XX - X - 507

RELATED COLLECTIVE EVENTS

COLL - 03 - 419

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 438

Conduct a mechanized/motorized march

Condition: The unit has been ordered to conduct a mechanized/motorized march with troops and equipment in a day and/or a night movement. The unit has conducted preparation.

COMPONENTS

1. Begin convoy at the staging area and arrive at the Start Point (SP) at the start time, and at movement speed previously designated in the order.
2. Use designated checkpoints while en route.
3. Conduct halts in a tactical manner.
4. Decide whether or not to destroy disabled vehicles.
5. Maintain vehicle interval, sequence, and formation as prescribed in the order, or as directed when the tactical situation requires a change.
6. Conduct immediate action drills, actions at danger areas, and air defense according to the standard operating procedures and as briefed.
7. Demonstrate the ability to control/coordinate organic and supporting fire support assets when the situation warrants their use.
8. Use tactical deception measures, if planned, that deceive the enemy as to destination, route, defensive capabilities, etc.
9. Drivers safely control their vehicles under any special road conditions.
10. Recover vehicles under any road conditions, i.e., sand, mud, ice, and water.
11. Ensure convoy is not delayed or halted by accidents, disabled vehicles, traffic at critical points, etc.
12. Upon request, convoy commander and security element commander are able to report their positions, by a 6-digit grid coordinate, within 200 meters of their actual location.
13. Maintain the schedule set forth in the operations order.
14. Maintain positive inter and intra-convoy communications throughout movement.
15. Maintain covered communications on those nets designated as covered throughout movement.
16. Report progress of convoy to higher command element.
17. Ensure guides lead their elements from the release point(s) to their release areas.

EXTERNAL SUPPORT

1. Trafficable roads/trails

RELATED INDIVIDUAL EVENTS

03XX - X - 521 03XX - X - 515 03XX - X - 507

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 439

Conduct night mechanized/motorized march

Condition: The unit has been ordered to conduct a night mechanized/ motorized march with troops and equipment. The unit has conducted preparation.

COMPONENTS

1. Begin convoy at a start point previously designated in the order.
2. Operate with black-out lights forward of the light line.
3. Direct maximum use of Night Vision Goggles (NVGs).
4. Maintain dispersion of 10 meters between vehicles, unless ambient illumination allows more space or unless NVGs are available. Ensure interval of vehicles does not place convoy at risk in danger areas.
5. Maintain a march rate of 5 mph unless NVGs are available.
6. Use designated checkpoints while en route.
7. Using map-terrain association or dead reckoning, provides location upon request by 6-digit grid coordinate within 200 meters.
8. Report progress of convoy, as required.
9. Conduct halts, as scheduled.
10. Demonstrate that convoy can be controlled by using only hand and arm signals, discreet use of colored lenses on flashlights, IR lenses if NVGs are used, or chemical lights.
11. Decide whether to destroy disabled vehicles.
12. Ensure convoy is not delayed or halted by accidents, disabled vehicles, traffic at critical points, etc.
13. Adhere to the schedule set forth in the operations order.
14. Ensure guides lead their elements at critical points and from the release point(s) to their unloading areas.
15. Maintain noise and light discipline and strict control over convoy personnel, especially at halts and after arriving at forward destinations.

EXTERNAL SUPPORT

1. Trafficable roads/trails

RELATED INDIVIDUAL EVENTS

03XX - X - 521 03XX - X - 515 03XX - X - 507

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 440

Take immediate action against unblocked ambush during motor march

Condition: The unit is conducting a daytime motor march. The unit is ambushed but the route/road is not blocked.

COMPONENTS

1. Take all passive measures during the march.

2. Ensure personnel perform immediate action for an ambush with the road not blocked, as rehearsed and briefed.

3. Vehicle operators drive out of the kill zone quickly.

4. Drivers leave behind disabled vehicles, until ambush is cleared.

5. Undamaged vehicles push disabled vehicles off the road, as required, to drive out of kill zone.

6. Ensure armored escort vehicles do not block convoy vehicles by halting in the traveled portion of the road to return fire.

7. Use supporting arms to assist disengagement.

8. Armored escort vehicles and other vehicles mounted with weapons lay down a heavy volume of fire on the ambush force.

9. Reaction force dismounts.

10. Reaction force reacts under unity of command.

11. React per developed contingency plans, Standard Operating Procedures (SOPs), rehearsed drills, and commander's guidance when deciding whether to ensure the integrity of the convoy or the defeat of the enemy.

12. Supporting fire does not endanger reaction force.

13. Brief reaction force personnel not to exceed a specified distance from the road to avoid becoming casualties from friendly fire.

14. All non-driving personnel place a heavy volume of fire on enemy forces, as rapidly as possible, while vehicles move out of kill zone.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Trafficable roads/trails with adjacent dismounted maneuver/training area

2. Maneuver/Training area

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 533	03XX - X - 521	03XX - X - 515
03XX - X - 507	03XX - X - 064	03XX - X - 043
03XX - X - 042	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 438

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 441

Take immediate action against blocked ambush during motor march

Condition: The unit is conducting a tactical motor march. The convoy is ambushed and the road is blocked by either an unmovable friendly vehicle or an natural/enemy obstacle that cannot be pushed out of the way because of the nature of the damage or the terrain.

COMPONENTS

1. Take all passive measures during the march.
2. Personnel perform immediate action for an ambush with the road blocked as rehearsed and briefed.
3. On order, or when situation dictates, personnel caught in kill zone who cannot drive out of kill zone will dismount, take cover, and return a maximum volume of fire on enemy positions.
4. Personnel in vehicles that have passed through or who are positioned beyond or before the kill zone, dismount, form a reaction force and prepare to attack the flanks of the ambush position.
5. Maintain security is maintained on dismounted vehicles outside of the kill zone.
6. Ensure the safety of the reaction forces when calls for supporting arms are made.
7. Reaction force responds under unity of command.
8. Ensure personnel are briefed to remain within a specified distance from the road to avoid becoming casualties from friendly fire.
9. Reaction forces dismount.
10. Reaction force responds, under unity of command, per developed contingency plans, Standard Operating Procedures (SOPs), rehearsed drills, and commander's guidance when deciding whether to ensure the integrity of the convey or the defeat of the enemy.
11. Clear road and resume convoy as soon as enemy is dislodged.
12. Redistribute troops and cargo from disabled vehicles that cannot be towed.

13. Destroy disabled vehicles only with specific authority from the convoy commander or in extreme cases, as the situation dictates.

ADMINISTRATIVE INSTRUCTIONS

1. This task can be accomplished to standard with blank ammunition.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Trafficable roads/trails with adjacent dismounted maneuver/training area

3. MILES Gear

   Note: Appropriate blank ammunition is required.

RELATED INDIVIDUAL EVENTS

03XX - X - 533	03XX - X - 521	03XX - X - 515
03XX - X - 507	03XX - X - 064	03XX - X - 043
03XX - X - 042	03XX - X - 017	03XX - X - 016

RELATED COLLECTIVE EVENTS

COLL - 03 - 438

REFERENCES

1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad

3. MCWP 3-11.3 Scouting and Patrolling

EVENT: COLL - 03 - 442

Move by helicopter

Condition: The unit is required to conduct movement by helicopter. The unit is operating separately or as part of a larger force. The unit must provide their own security.

COMPONENTS

1. Organize personnel and equipment based on the allowable cargo load.

2. Designate sticks and stick leaders, maintaining tactical integrity and self sufficiency as much as possible.

3. Movement order includes:

   a. Helicopter formation at the Pickup Zone (PZ) and Landing Zone (LZ).

   b. Type(s) of aircraft.

   c. Allowable cargo load of aircraft.

   d. Contingency plan for downed aircraft for key personnel and weapons (bump plan).

e. Priority of loading.

4. Brief personnel in the stick on loading, en route, and deplaning procedures and safety.

5. Prepare equipment for loading in accordance with unit Standard Operating Procedure (SOP).

6. Secure assigned portion of PZ, remaining dispersed, covered, and concealed.

7. After aircraft lands, the unit quickly loads, in the manner appropriate for the type aircraft.

8. On board the aircraft:

a. Wear safety belts.

b. Wear LPPs under all gear and equipment.

c. Keep weapons in Condition 4.

d. Keep radio antennas down and secured.

e. Secure hand grenades.

9. After aircraft lands, personnel dismount immediately.

10. Personnel move out from the side of the aircraft and assume prone firing positions facing outward.

11. Once aircraft depart, personnel move to assigned positions around LZ to provide all-round security.

12. Continue mission, in accordance with OPORD.

EXTERNAL SUPPORT

1. Helicopter support

2. Suitable landing zone

RELATED INDIVIDUAL EVENTS

03XX - X - 475

RELATED COLLECTIVE EVENTS

COLL - 03 - 365

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 450

Operate a command post

Condition: The unit is conducting tactical operations. Planned combat operations and the enemy situation cause the unit to displace the command post frequently, as well as, to operate for a period of time out of a tactical vehicle, such as AAVP7, HMMWV, etc.

COMPONENTS

1. Organize and operate the command post, per prescribed procedures contained in the unit Standard Operating Procedure (SOP).

2. Organize personnel, equipment, and vehicles to operate indefinitely on a round the clock basis.

3. Locate command post (CP) to facilitate command, control, and communications (C3).

4. Identify alternate locations in the event the command post must be displaced rapidly.

5. Prepare plans for the establishment of alternate command posts per procedures contained in the unit Standard Operating Procedure (SOP).

6. Conduct, at a minimum, 1 displacement of the command post at night.

7. Ensure strict operational security (OPSEC)/communication security (COMSEC) measures are employed when planning, preparing, and conducting a command post displacement.

8. Employ both active and passive security measure, i.e., local security patrols, natural cover and concealment, supplementary camouflage, etc.

9. React correctly to a small unit attack.

10. Remote antennas away from command post facilities to reduce the probability of hostile forces finding the command post (CP) location with direction finding equipment.

11. Construct field expedient antennas for critical net as the situation warrants.

12. Properly ground radios and other electronic equipment to reduce susceptibility to noise-generating sources.

13. Provide message handling procedures for message accountability and quick distribution.

14. Disperse facilities, vehicles, and equipment and, time permitting, dig-in and reinforce positions.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: COLL - 03 - 451

Operate a Combat Operations Center (COC)

Condition: The unit is conducting tactical operations. Planned combat operations and the enemy situation cause the unit to displace the command post frequently as well as to operate for a period of time out of a tactical vehicle, such as AAVC7A1, HMMWVs, etc.

COMPONENTS

1. Organize and operate the command post, per prescribed procedures contained in the unit Standard Operating Procedure (SOP).

2. Staff the Combat Operations Center (COC) with the executive staff; necessary special staff officers; liaison personnel from attached, adjacent, and supporting units; and supporting personnel.

3. Organize personnel, equipment, and vehicles to operate indefinitely on a round the clock basis.

4. Locate Combat Operations Center (COC) to facilitate Command, Control and Communications (C3).

5. Identify alternate locations in the event the Combat Operations Center (COC) must be displaced rapidly.

6. Prepare plans for the establishment of alternate Combat Operations Center (COC) per procedures contained in the unit Standard Operating Procedure (SOP).

7. Conduct, at a minimum, 1 displacement of the Combat Operations Center (COC) at night.

8. Ensure strict OPSEC/COMSEC measures are employed when planning, preparing, and conducting a command post displacement.

9. Employ active and passive security measures, i.e., local security patrols, natural cover and concealment, supplementary camouflage, etc.

10. React correctly to a small unit attack.

11. Restrict movement and access to the Combat Operations Center (COC).

12. Ground barbed wire placed around the COC and other facilities containing communications equipment to shunt induced voltages to ground to greatly reduce Electro Magnetic Interference (EMI).

13. Site equipment within tactical and technical considerations and communications plan.

14. Remote antennas away from COC facilities to reduce the probability of hostile forces finding the COC location with direction finding equipment.

15. Construct field expedient antennas for critical nets as the situation warrants.

16. Properly ground radios and other electronic equipment to reduce susceptibility to noise-generating sources.

17. Provide message handling procedures for message accountability and quick distribution.

18. Disperse facilities, vehicles, equipment. Time permitting, dig-in and reinforce positions.

19. Locate dismount points, message drops, and pick-up points within defended areas.

20. Locate bivouac areas and helicopter landing zones to add depth to local security forces.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. AAVC7A1/HMMWV

3. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 605 03XX - X - 602

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 452

Organize the Combat Operations Center (COC)

Condition: The unit is conducting tactical operations. A Combat Operations Center (COC) has been established; however, planned combat operations and the enemy situation cause the battalion to displace frequently as, well as to operate for a period of time out of tactical vehicles, such as AAVC7A1s, HMMWVs, etc.

COMPONENTS

1. Maintain up-to-date friendly and enemy status maps, overlays, charts, etc., required by the unit Standard Operating Procedure (SOP).

2. Ensure internal arrangement of the COC allows for the integration of operation, intelligence, and fire support.

3. Manage information within the COC to ensure the required action is taken in a timely, coordinated, and thorough manner, and an audit trail is maintained.

4. Conduct a detailed brief for oncoming watch personnel prior to relief.

5. Employ a method alerts personnel on watch to changes in the status of communications.

6. Provide message handling procedures for message accountability and quick distribution.

7. Demonstrate the ability to use other communication paths or means to pass critical message traffic, when the primary path or means fails.

8. Ensure SOP contains provisions for the emergency destruction of classified material.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. AAVC7A1/HMMWV

3. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 451

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 453

Maintain control of operations

Condition: The unit is established ashore and is building up combat power. The Marine Air-Ground Task Force (MAGTF) command element remains afloat. The Fire Support Coordination Center (FSCC), augmented by air control personnel, is ashore and functioning. Planned combat operations and the enemy situation cause the unit to displace the Combat Operations Center (COC) frequently and to operate for a period of time out of tactical vehicles, such as AAVC7A1s, HMMWVs, etc.

COMPONENTS

1. Maintain close and continuous liaison with the MAGTF and the subordinate units.

2. Maintain up-to-date friendly and enemy status maps, overlays, charts, etc., required by the unit Standard Operating Procedure (SOP).

3. Collocate principal staff sections within the command post to facilitate staff functioning.

4. Control the maneuver ashore by issuing mission-type orders, assigning mission objectives, and allocating resources in response to requests from subordinates.

5. Issue fragmentation orders (FRAGOs) in a timely manner in order to maintain the momentum of the attack and to exploit successes on the battlefield.

6. Disseminate intelligence data and other critical information to subordinates immediately after processing.

7. Maintain positive and reliable communications with both higher command elements and subordinates.

8. Form command groups to facilitate displacing the tactical command post forward per procedures in the Standard Operating Procedure (SOP).

9. Operate the Combat Operations Center (COC) from an LVTC-7A1 during the day and at night to include, at a minimum, 1 displacement.

10. Allocate sufficient communications means to permit operations to be controlled on the move and/or at 2 separate locations during displacement.

11. Pass control forward only after the new command post is capable of assuming control and notify higher, adjacent, supporting, and subordinate units.

12. Displace the command post without losing control and without interrupting the progress of the attack or support to subordinates.

13. Demonstrate the ability to use other communication paths or means to pass critical message traffic, when the primary path or means fails.

14. Maintain covered communications on those nets so designated in the Communications-Electronics Operating Instruction (CEOI).

15. Demonstrate the ability to monitor the progress of the battle, shift the priority of fires, and request reinforcing fires and support as the situation dictates.

16. Subordinates submit combat reports in a timely manner.

17. Compiles information from subordinates and activities to prepare situation reports (SITREPs) and other required reports.

18. Report essential items only.

19. Coordinate the logistic support for all elements.

EXTERNAL SUPPORT

1. AAVC7A1/HMMWV

2. Maneuver/Training area

3. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 234 COLL - 03 - 237 COLL - 03 - 450
COLL - 03 - 451

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 460

Plan for employment of fire support

Condition: The unit is conducting tactical operations to include: amphibious, offensive, and defensive operations. The unit is supported by air, artillery, Naval Surface Fire Support (NSFS), direct fire support, Electronic Warfare (EW) and organic mortars. The operations can occur during daylight or under limited visibility conditions. The enemy has indirect and direct fire weapons, rotary and fixed-wing aircraft, and EW capabilities.

COMPONENTS

1. Plan for the landing of artillery early in the assault during amphibious operations.

2. Make recommendations for the operational employment of Remote Piloted Vehicles (RPV) for reconnaissance, target acquisition, and damage assessments.

3. Coordinate with the Direct Support (DS) Artillery Commander to ensure planned artillery positions support the scheme of maneuver.

4. Submit recommendations for the positioning and zones of fire for Naval Surface Fire Support (NSFS).

5. Integrate the plan for the delivery of naval surface fire support with helicopter approach lanes and fixed wing routes into and out of the Amphibious Objective Area (AOA) during amphibious operations.

6. Allocate Final Protective Fire (FPFs).

7. Coordinate with the Artillery Commander to ensure adequate artillery ammunition is available to accommodate the fire support plan.

8. Determine the requirement to register any fire support assets.

9. Issue target attack guidance and engagement criteria to Forward Observer (FO) teams equipped with laser designators.

10. Task the most effective fire support means to attack targets with the highest priority.

11. Coordinate the routes and times for movement of artillery within the area of operations.

12. Provide schedules of fire support to subordinate elements, as requested.

13. Make recommendations for the use of naval aviation observers.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting fire support agencies should be present for planning of employment of fire support.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Artillery unit

3. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

4. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 603 03XX - X - 540 03XX - X - 539

03XX - X - 538

RELATED COLLECTIVE EVENTS

COLL - 03 - 084 COLL - 03 - 190 COLL - 03 - 470

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 461

Conduct fire support planning

Condition: The unit is conducting operations as a part of a larger operation. Supporting arms have been made available for fire support planning. The unit is either moving or in the defense.

COMPONENTS

1. Identify/define the area of operations, enemy situation, unit mission, and fire support assets available.

2. Conduct fire support planning concurrently with the development of the scheme of maneuver, effectively integrating fire support into the plan.

3. Identify any ammunition and target restrictions, Rules of Engagement (ROE) restrictions, and policies that may impact on the availability and safe employment of artillery, Naval Surface Fire Support (NSFS), organic mortars, and air support.

4. Submit draft list of targets, series of targets, and groups of targets to higher headquarters.

5. Apply commander's guidance on the desired effects, i.e., suppress, neutralize, or destroy, on targets engaged based on ammunition and

delivery means available.

6. Submit overall fire support requirements for air, Naval Surface Fire Support (NSFS), and artillery to the higher command in a timely manner.

7. Analyze the targets to determine amount and type of ordnance required to destroy, neutralize, or suppress them.

8. Propose fire support control measures to higher headquarters that support the mission.

9. Identify and submit priority targets.

10. Coordinate close air support and plan and submit indirect fires.

11. Consolidate overall fire support requirements; identify any shortfalls; request additional fire support assets; avoid duplication; make necessary adjustments to plans.

12. Assign priority of fires to the main attack.

13. Develop plans for the employment of obscuration and screening fires.

14. Plan for only essential targets. Identify priority targets and make plans to shift as the operation progresses.

15. Develop plans to shift fires.

16. Plan for fires to cover obstacles, barriers, gaps in friendly lines and flanks.

17. Plan for the integration of indirect fires and air support with direct fire weapons.

18. Record and disseminate the target list and Fire Support Control Measures (FSCM) from higher headquarters.

19. Register preplanned targets, when feasible.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting agencies should be included in the planning process.

EXTERNAL SUPPORT

1. TSFO - Trainer Support Forward Observer

RELATED INDIVIDUAL EVENTS

03XX - X - 539 03XX - X - 538 03XX - X - 409

RELATED COLLECTIVE EVENTS

COLL - 03 - 084 COLL - 03 - 190 COLL - 03 - 470

REFERENCES

1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

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EVENT: COLL - 03 - 462

Fire support organization/operations

Condition: The unit is conducting tactical operations to include: amphibious, offensive, and defensive operations. The unit is supported by air, artillery, naval gunfire, Electronic Warfare (EW), and organic mortars. The operations can occur during daylight or under limited visibility conditions. The

enemy has indirect and direct fire weapons, rotary- and fixed-wing aircraft, and EW capabilities.

COMPONENTS

1. Ensure the Fire Support Coordination Center (FSCC) is staffed and equipped by representatives from each fire support asset in support of the battalion.

2. Each liaison representative is capable of providing technical expertise on capabilities and limitations of the fire support means he represents, and has direct communications links to that asset.

3. Establish methods to disseminate, in a timely and continuous manner, the information required and requested by the subordinate elements.

4. Establish the fire support coordination reports and procedures per FSCC instructions contained in the Standard Operating Procedure (SOP).

5. Identify and disseminate armament codes to be used.

6. Coordinate procedures to allow for timely updates on the threat and the weather.

7. Monitor the concurrent development of air and naval gunfire fire plans by the Supporting Arms Coordination Center (SACC) and monitor the targeting process during amphibious operations.

8. Establish procedures to ensure requests for preplanned air, naval gunfire, and communications and noncommunications jamming are made through the appropriate channels in a timely manner, recorded and staffed to avoid duplication, and examined to ensure proper weapons selection.

9. Coordinate procedures to ensure the timely receipt of the daily Air Tasking Order (ATO).

10. Plan communications on those doctrinal radio nets prescribed in orders and Standard Operating Procedures (SOPs), to include covered communications.

11. Maintain the status of all available fire support assets.

12. Provides Ground Combat Element (GCE) representative to work in the SACC (if conducting amphibious operations) during the period prior to the passage of coordination responsibility ashore.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Artillery unit

3. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

4. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 605

RELATED COLLECTIVE EVENTS

COLL - 03 - 450 COLL - 03 - 451 COLL - 03 - 462

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 463

Conduct staff fire support planning

Condition: The unit is conducting tactical operations to include amphibious, offensive, and defensive operations. The unit is supported by air, artillery, naval gunfire, direct fire support, electronic warfare (EW), and organic mortars. The operations can occur during daylight or under limited visibility conditions. The enemy has indirect and direct fire, both rotary and fixed wing aircraft, and EW capabilities.

COMPONENTS

1. Upon receipt of the warning order, begin initial fire support planning based on the commander's intent, the factors of Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL), and guidance from higher headquarters.

2. Request available intelligence and combat information on the enemy, his disposition, his capabilities, his intentions (DRAW-DE), his identified vulnerabilities, command and control nodes, the area of operations, and the weather.

3. Request aerial imagery and other available special topographic products.

4. Conduct a detailed terrain analysis to highlight military aspects of terrain using Key-terrain, Obstacles, Cover and concealment, Observation and fields of fire, Avenues of approach (KOCOA), Intelligence Preparation of the Battlefield (IPB) or other methodology.

5. Advise the Infantry Battalion Commander on how best to use available fire support assets, and maintain constant coordination with the S-2 and S-3.

6. Prepare the artillery, naval surface fire support, and aviation estimates of supportability.

7. Conduct fire support planning concurrently with the development of the scheme of maneuver, in either offense or defense, effectively integrating fire support into the plan.

8. Recommend priorities of fires, allocation of assets, positioning of artillery, fire support coordination measures, and weapons constraints to provide for future operations. Provide guidance on the attack of specific targets.

9. Recommend the allocation of available fires to subordinate units, counter-fire, interdiction, and Suppression of Enemy Air Defense (SEAD) fires.

10. Identify any ammunition and target restrictions, Rules of Engagement (ROE) restrictions, and policies that may impact on the availability and safe employment of artillery, naval gunfire, organic mortars, and air support.

11. Assign priority of fires to the main attack.

12. Provide guidance on the desired effects, i.e., suppress, neutralize, or destroy, on targets engaged based on ammunition and delivery means available.

13. Make a recommendation to the Battalion Commander on whether to fire preparation fires.

14. Analyze the targets to determine quantity and type of ordnance required to destroy, neutralize, or suppress them.

15. Determine the naval gunfire capabilities of the ships assigned in support; i.e., draft, number of turrets, fire control systems, and ammunition storage capacity.

16. Develop naval gunfire, air, and artillery estimates of requirements.

17. Consolidate overall fire support requirements; identify any shortfalls, request additional fire support assets; avoid duplication; make necessary adjustments to plans.

18. Submit, during amphibious operations a detailed list of pre D-day, D-day, and post D-day fire support requirements based on established priorities.

19. Submit overall fire support requirements for air, Naval Surface Fire Support (NSFS), and artillery to the higher command in a timely manner.

20. Submit request for jamming of enemy command and conduct of fire nets in a timely manner.

21. Coordinate the priority for the use of airspace, to include authority to change the priority and instructions for conflict resolution.

22. Develop plans for the employment of obscuration and screening fires.

23. Coordinate and gain approval from the appropriate source when considering the employment of scatterable artillery and air delivered mines, screen jamming, and jamming of enemy counter-battery radar.

24. Plan counter-preparation fires to support the plan for the defense each time the battalion makes an extended halt.

25. Plan SEAD fires for targets in the vicinity of known or suspected Surface to Air Missiles (SAM) or Anti-Aircraft Artillery (AAA) defenses.

26. Consolidate and integrate subordinate elements' fire support plans into the battalion's plan.

27. Submit requests for the scheduling of landing beach preparation fires to include procedures for adjusting the delivery of naval gunfire in relation to the movement of assault craft and the determination of safety limits during amphibious operations.

28. Examine all fire plans to ensure they conform to the commander's intent and support his concept of operations.

29. Following consolidation of all portions of the fire support plan, submit the plan to the commander for approval.

30. Publish the battalion fire support plan as a separate supporting appendix to the operations annex of the operations order.

31. Prepare an overlay that indicates such items as: zones of action, boundaries, zones of fire, fire support areas or stations, fire support coordination measures, and target locations for all prearranged fires.

32. Consider combat service support needs of fire support units and their impact on the battle.

33. Conduct fire support planning for future operations based on existing contingency plans and updated intelligence on the threat.

34. Facilitate future operations through the tasking of assets, the positioning of fire support, and the allocation of ammunition.

35. Plan for only essential targets. Identify priority targets and makes plans to shift as the operation progresses.

36. Plan for target acquisition and observation, to include plans for laser employment.

37. Develop plans to shift fires.

38. Plan for fires to cover obstacles, barriers, gaps in friendly lines, and flanks.

39. Plan for the integration of indirect fires and air support with direct fire weapons.

ADMINISTRATIVE INSTRUCTIONS

1. The fire support estimate of supportability can be either written or verbal, depending on the situation, time available, and adequacy of SOPs.

2. Supporting fire support agencies should be present for fire support planning.

EXTERNAL SUPPORT

1. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 538

RELATED COLLECTIVE EVENTS

COLL - 03 - 323

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 464

Plan and conduct air defense measures

Condition: The unit is conducting tactical operations against an enemy armed with both helicopter and fixed-winged assets. Marine aviation assets are available.

COMPONENTS

1. Establish an effective warning system against hostile air attack using all available intelligence and communications facilities.

2. Ensure unit(s) take advantage of natural cover and concealment afforded by the terrain and make extensive use of camouflage.

3. Ensure adequate degree of separation and dispersion of units and installations.

4. Employ anti-aircraft units attached to or supporting the unit.

5. Deliver fires against low flying enemy aircraft per unit Standard Operating Procedures (SOPs).

6. Establish observation over likely helicopter approach lanes leading into the defense area.

7. Maintains air and ground surveillance over potential airborne drop zones and helicopter landing zones.

8. Develop counterattack plans to strike enemy forces as rapidly as

possible after their landing. If possible, form and rehearse a mobile counter-attack force.

9. Ensure fire support plans provides for the positioning of automatic weapons to cover likely helicopter lanes and landing zones.

10. If time permits, improvise obstacles which may be used to prevent the use of potential drop zones and landing zones.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 538

RELATED COLLECTIVE EVENTS

COLL - 03 - 463

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 465

Employ targeting and target intelligence

Condition: The unit is conducting tactical operations to include: amphibious, offensive, and defensive operations. The unit is supported by air, artillery, naval gunfire, electronic warfare (EW) and organic mortars. The operations can occur during daylight or under limited visibility conditions. The enemy has direct and indirect fire weapons, rotary- and fixed-wing aircraft, and EW capabilities.

COMPONENTS

1. Exploit all collection assets organic to the battalion, e.g., night vision goggles (NVGs), Electronic Warfare (EW) assets and sensors, to assist in target acquisition.

2. Request support from those target acquisition assets available to the higher unit, as well as theater assets.

3. Advise the S-2 on the capabilities of the counter-fire target acquisition assets, to ensure their integration into the battalion collection effort.

4. Provide targets to subordinate units and augment these lists with other targets whose destruction or neutralization are vital to the battalion.

5. Resolve duplication in lists of targets prepared by subordinate units.

6. Conduct target analysis to determine tactical importance, priority of attack, and weapons required to obtain a desired level of damage or casualties.

7. Establish targeting procedures that ensure the timely collection, processing, and dissemination of target data. Prepare and forward

nominations to the target list.

8. Ensure targets are placed into the fire planning channels as soon as possible in order to facilitate processing.

9. Record target data on target cards, overlays, and other records.

10. Coordinate the use of a common target designation system with the higher unit.

11. Utilize a target precedence list or the Target Value Analysis (TVA) methodology, including TVA spreadsheets and target sheets.

12. Inform subordinate elements of deletions, corrections, and/or modifications to the target list, to include changes in the fire support means requested.

13. Consider close and deep targets.

14. Develop programs of targets for counter-fire, counter-mechanized, and SEAD fires.

15. Coordinate procedures for reporting target damage assessments and receiving combat information with the S-2.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting fire support agencies should be present for targeting planning.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. CAST - Combined Arms Staff Trainer

RELATED COLLECTIVE EVENTS

COLL - 03 - 245 COLL - 03 - 246

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 470

Plan an immediate Close Air Support (CAS) strike

Condition: The unit is conducting a tactical operation. A suitable target is identified for immediate attack by air. The Forward Air Controller (FAC) has decided to mark the target with either direct or indirect fire.

COMPONENTS

1. Analyze the target, in conjunction with the supporting unit, to determine its tactical importance, priority of attack, and weapons required to obtain the desired level of damage/destruction.

2. Determine the method of control based on the type aircraft and ordnance that have been allocated.

3. Evaluate threat antiair defenses in the target area, based on current intelligence from the G/S-2.

4. Plan ingress and egress routes that provide maximum protection to the

attacking aircraft, minimize exposure time, provide safety for ground personnel, and allow pilot time to acquire the target.

5. Determine target coverage desired and designate an attack heading that achieves target coverage and/or request the aircraft pilot to stagger the ordnance release.

6. Select initial point from those previously established and/or pop point.

7. Determine the feasibility of a marking round and/or Suppression of Enemy Air Defense (SEAD) fires, prior to the submission of a Joint Tactical Air Request (JTAR).

8. Plan illumination means, if the attack is to occur at night.

9. Plan alternate targets.

10. Coordinate an Airspace Coordination Area (ACA), if required.

11. Prepare and submits a JTAR with all the required information, in a timely manner.

12. Use covered communications in submitting the JTAR.

13. Prepare a CAS briefing.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting unit should contribute to the planning.

2. Live fire mark and CAS is preferred to demonstrate proficiency in all components.

EXTERNAL SUPPORT

1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

2. Impact area

3. Mortar/Artillery Unit

4. TSFO - Trainer Support Forward Observer

5. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 549 03XX - X - 548 03XX - X - 547

03XX - X - 411

RELATED COLLECTIVE EVENTS

COLL - 03 - 116

REFERENCES

1. MCWP 3-23.1 Close Air support

EVENT: COLL - 03 - 471

Plan a laser guided close air support (CAS) strike

Condition: The unit is conducting a tactical operation. A suitable target is identified for an immediate attack by air. The Forward Air Controller (FAC) is equipped with a laser

designator and has decided to mark the target using laser designation.

COMPONENTS

1. Analyze the target, in conjunction with the supported unit, to determine its tactical importance, priority of attack, and weapons required to obtain the desired level of damage.

2. Determine the method of control, based on the type of aircraft and ordnance that has been allocated.

3. Evaluate threat antiair defenses in the target area, based on current intelligence information received from the G/S-2.

4. Select overwatch positions or other positions which provide for maximum visibility, line of sight, cover and concealment, and communications.

5. Demonstrate the ability to determine target range, target elevation, and azimuth to the target using the Modular Universal Laser Equipment (MULE).

6. Consider laser safety requirements.

7. Determine whether the laser designator is within range to provide sufficient reflected laser energy to operate.

8. Determine the feasibility of Suppression of Enemy Air Defense (SEAD) fires prior to the submission of a Joint Tactical Air Request (JTAR), if required.

9. Coordinate an Airspace Coordination Area, if required.

10. Ensure minimum cloud ceiling based on types of weapons, delivery mode, aircraft type, and time of weapons flight exists.

11. Select a run-in heading that allows for lock-on and weapons delivery on the first pass.

12. Adjust the attack heading, especially at sunrise or sundown, to avoid solar saturation for targets located just above the horizon.

13. Ensure the laser guided weapon's flight and the laser-to-target line are within safety basket.

14. Coordinate communication procedures to be used with the aircraft for target designation, to include the code setting for the designator and seeker.

15. Consider the simultaneous attack or the spacing of attack aircraft on a target to alleviate problems associated with smoke, dust, and debris.

16. Demonstrate an understanding of the weapons delivery envelope for the requested laser weapons.

17. Plan alternate targets.

18. Plan the use of the laser designator to aid in the delivery of nonlaser guided weapons.

19. Use covered communications in submitting the JTAR.

20. Prepare a Close Air Support (CAS) briefing guide.

EXTERNAL SUPPORT

1. Approved LASER range/impact area

2. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

3. Approved laser designator (i.e. MULE)

RELATED INDIVIDUAL EVENTS

03XX - X - 549	03XX - X - 548	03XX - X - 547
03XX - X - 411	03XX - X - 407	

RELATED COLLECTIVE EVENTS

COLL - 03 - 116

REFERENCES

1. MCWP 3-23.1 Close Air support
2. OH 6-2D Joint Laser Designator Procedures

EVENT: COLL - 03 - 472

Employ fire support coordination measures and procedures

Condition: The unit is conducting tactical operations to include: amphibious, offensive, and defensive operations. The unit is supported by air, artillery, naval gunfire, direct fire support, and organic mortars. The operations can occur during daylight or under limited visibility conditions. The enemy has direct and indirect fire weapons, rotary and fixed-wing aircraft, and EW capabilities.

COMPONENTS

1. Provide recommendations for the changing or shifting of fire support coordination measures, and those designated maneuver control measures which best facilitate maneuver actions and provide safeguards to protect friendly units.

2. Minimize coordination problems caused by the simultaneous flight of aircraft and the delivery of other supporting arms, by carefully considering the location and types of targets, firing positions for artillery and mortars, and fire support areas for naval surface fire support ships.

3. Coordinate with adjacent and higher units in cases of smoke, illumination, and/or fragmentation patterns extending into adjacent unit areas.

4. Coordinate with adjacent or higher units' Fire Support Coordination Center (FSCC) for clearance if fires or the effects of those fires impact in another unit's zone or come within the constraints imposed by the higher FSCC.

5. Ensure all locations designated as Restrictive Fire Areas (RFA)/No fire Areas (NFA) are clearly marked on fire plan overlays, and disseminated to subordinate unit commanders and Forward Observers (FOs).

6. As missions arise which necessitate it, integration air and surface-delivered fires, using either formal or informal airspace coordination measures.

7. Prepare coordinating instructions for the coordination and control of supporting arms.

8. Provide input to the Air Combat Element (ACE) for the preparation of

a pilot's/controller's handbook.

9. Coordinate with other fire support agencies to acquire tentative clearances, as required.

10. Use various aids to help in fire support (FS) planning and coordination, i.e., attack guidance matrix or target precedence list, fire support status chart, situation map, overlays, fire support plan, fire support matrix, and other support plans.

11. Establish a common method for timing the delivery of fires within the unit. The method established may be synchronization using either "Zulu" or "local" time zone.

12. Conduct fire support coordination using the unit's Standard Operating Procedure (SOP).

13. Maintain adequate communications with subordinate, adjacent, and higher echelons to facilitate fire support coordination.

ADMINISTRATIVE INSTRUCTIONS

1. Fire support coordination measures from higher must be incorporated into planning

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Artillery unit

3. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

4. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 540 03XX - X - 539 03XX - X - 538

RELATED COLLECTIVE EVENTS

COLL - 03 - 084 COLL - 03 - 451 COLL - 03 - 461

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: COLL - 03 - 473

Employ air defense measures

Condition: The unit is conducting a motor march. The enemy has high performance fixed-wing and attack helicopter capability. Marine aviation assets are available.

COMPONENTS

1. Include procedures for air defense in planning.

2. Take all passive measures during the march.

3. Brief and rehearse all personnel on immediate action for an air attack.

4. Request Low Altitude Air Defense (LAAD) support.

5. Ensure all personnel wear body armor during the convoy.

6. Prescribe alarm signals.

7. Give instructions for action to take when alarm is given.

8. Review procedures with convoy personnel before the convoy moves out.

9. Designate air guards.

10. Ensure air guards are able to give alarm before attack.

11. Ensure drivers put vehicles in covered/concealed positions.

12. Ensure personnel can describe firing techniques for engaging aircraft, as outlined in the unit Standard Operating Procedure (SOP).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED COLLECTIVE EVENTS

COLL - 03 - 034 COLL - 03 - 464

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: COLL - 03 - 474

Conduct fire support coordination ashore

Condition: The unit is conducting tactical operations. A Fire Support Coordination Center (FSCC) is either established and controlling fires or preparing to assume control.

COMPONENTS

1. Maintain current status on the tactical situation and fire support coordination measures in effect. Maintain lists of fires to be coordinated, the locations of artillery ashore, and naval surface fire support ships available.

2. Establish reliable and uninterrupted communications with both subordinate elements and fire support agencies within 30 minutes after arrival on the beach during amphibious operations.

3. Request transfer of responsibility for control and coordination of supporting fires during amphibious operations after communications are established and phasing control check-lists are completed.

4. Assume responsibility for the overall coordination of air, naval gunfire, and artillery.

5. Clear request for fire support in less than 60 seconds, based on "silence is consent" or on unit policy.

6. Coordinate the attack of targets in the priority established in the operations order, or according to the commander's changes based on the tactical situation.

7. Utilize all the fire support in the commander's zone of action.

8. Manage the flow of information in the Fire Support Coordination Center (FSCC) so critical information is exchanged in a timely manner.

9. Display essential information on status boards, maps, and overlays, and ensure their timely update.

10. Maintain a detailed plot of friendly positions, civilian population concentrations, activities (particularly the location of lead elements), and places protected by the law of war.

11. Clear all missions with adjacent units that have fires impacting in or affecting their zone.

12. Monitor the execution of fire missions and air strikes to ensure the requested support is delivered.

13. Select the most effective fire support means to engage planned targets and targets of opportunity.

14. Receive and plot firing data, i.e., location (from/to), time (from/to), and altitude from the firing unit, in order to promulgate information to ensure mutual use of airspace.

15. Maintain an overlay of aircraft control points.

16. Disseminate Airspace Coordination Areas (ACA), as required, in a timely manner.

17. Demonstrate the ability to integrate supporting arms by coordinating an air strike and Suppression of Enemy Air Defense (SEAD) fires.

18. Adjust the schedule of fires based on the advance of maneuver units, changes in priorities, and any changes to the scheme of maneuver.

19. Respond quickly to targeting data and immediate fire support requests to coordinate the delivery of fire support on high payoff targets.

20. Resolve fire support conflicts between elements of the landing force, as well as conflicts between direct air support missions and indirect fire missions.

21. Establish communications with the artillery, reconnaissance, and command element immediately upon their landing, in order to coordinate changes to the fire support plan, as required.

22. Maintain the location of all artillery elements and their firing capabilities.

23. Coordinate the movement of the mortar platoon or any of its sections.

24. Maintain the status of remaining air sorties allocated, aircraft on-call, and all preplanned air missions for the next 24 hours.

25. Request additional fire support and Electronic Warfare (EW) support from higher command and supporting forces, if required.

26. Coordinate the movement of direct support ship(s) with the higher command element.

27. Monitor the Naval Surface Fire Support (NSFS) spot nets, providing clearance on requests and, when necessary, relaying requests for fire.

28. Maintain reliable ship-to-shore radio communications on the Naval Surface Fire Support (NSFS) spot net.

29. Maintain information on ship's ammunition status and rotation schedule.

30. Utilize the air control personnel to aid in the quick response of aircraft to changes in the tactical situation.

31. Utilize shelling reports (SHELREPs) and enemy order of battle overlays to develop counterbattery and countermortar fire data.

32. Cancel missions if they are no longer required, i.e., if target has moved, or if previously granted clearance is canceled.

33. Maintain ammunition status information on all artillery, mortar, and Naval Surface Fire Support (NSFS) elements.

34. Identify shortages of any type of ammunition that could affect operations.

35. Determine if any temporary fire support coordination measures are required. Cancel those no longer required to facilitate attack of targets or provide troop safety.

36. Plan fires and aircraft missions in support of future operations and contingency plans, in coordination with the S-3.

37. Recommend changes to the fire support coordination measures based on changes to the tactical situation.

38. Maintain a record of targets fired on, Battle Damage Assessment (BDA) assessed, and targets not engaged. Inform the S-2, S-3, and the command element.

39. Monitor the Joint Tactical Airstrike Request (JTAR) net for information or for clearance, if required, on requests for immediate air support.

40. Designate priority targets for engagement, and update these targets as the situation changes.

41. Determine whether SEAD fires are required based on input from the air officer, the S-2, and other intelligence sources. Determine the amount required.

42. Coordinate the artillery requirement for displacement, time, and routes with the artillery commander.

43. Maintain an FSCC journal.

44. Demonstrate the ability to displace the FSCC by echelon, without a loss of control or degradation of support.

45. Establish reliable communications with the operational system control center (SYSCON) to coordinate communications restoration.

46. Utilize liaison personnel located in the FSCC effectively.

47. Provide continuous updates on the current situation to the fire support units.

48. Utilize a fire support matrix to manage the execution of the fire support plan.

49. Ensure the delivery of all fire support is conducted per the prohibitions in the law of war regarding military necessity and causing unnecessary suffering or destruction of property.

50. Anticipate close air support (CAS) requirements, and coordinate the assignment of air alert status.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Artillery unit

3. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

4. CAST - Combined Arms Staff Trainer

RELATED INDIVIDUAL EVENTS

03XX - X - 432

RELATED COLLECTIVE EVENTS

COLL - 03 - 366 COLL - 03 - 762

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion