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Subj: LIGHT ARMORED RECONNAISSANCE (LAR) TRAINING AND READINESS (T&R) MANUAL

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(b) MCO 1553.3A
(c) MCO 3400.3F
(d) MCO 3500.27B W/Erratum
(e) MCRP 3-0A
(f) MCRP 3-0B
(g) MCO 1553.2B

Encl: LAR T&R Manual

1. Purpose. Per references (a), this T&R Manual establishes training standards, regulations and policies regarding the training of Marines in the LAR occupational field.

2. Cancellation. NAVMC 3500.16

3. Scope

a. The Core Capability Mission Essential Task List (METL) in this Manual is used in Defense Readiness Reporting System (DRRS) for assessment and reporting of unit readiness. Units achieve training readiness for reporting in DRRS by gaining and sustaining proficiency in the training events in this Manual at both collective (unit) and individual levels.

b. Per reference (b), commanders will conduct an internal assessment of the unit's ability to execute its mission and develop long-, mid-, and short-range training plans to sustain proficiency and correct deficiencies. Training plans will incorporate these events to standardize training and provide objective assessment of progress toward attaining combat readiness. Commanders will keep records at the unit and individual levels to record training achievements, identify training gaps and document objective assessments of readiness associated with training Marines and assigned Navy personnel. Commanders will use reference (c) to incorporate Nuclear, Biological, and Chemical Defense (NBCD) training into training plans and reference (d) to integrate Operational Risk Management (ORM). References (e) and (f) provide amplifying information for effective planning and management of training within the unit.

c. Formal school and training detachment commanders will use references (a) and (g) to ensure programs of instruction meet skill training

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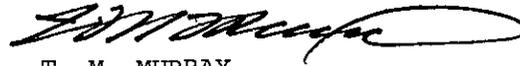
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requirements established in this Manual and provides career-progression training in the events designated for initial training in the formal school environment.

4. Information. Commanding General (CG), Training and Education Command (TECOM) will update this T&R Manual as necessary to provide current and relevant training standards to commanders. All questions pertaining to the Marine Corps Ground T&R Program and Unit Training Management should be directed to: CG, TECOM, Marine Air Ground Task Force Training and Education Standards Division (C 465), 1019 Elliot Road, Quantico, Virginia 22134.

5. Command. This Manual is applicable to the Marine Corps Total Force.

6. Certification. Reviewed and approved this date.



T. M. MURRAY
By direction

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LAR T&R MANUAL

TABLE OF CONTENTS

CHAPTER

1 OVERVIEW
2 MISSION ESSENTIAL TASKS MATRIX
3 BATTALION COLLECTIVE EVENTS
4 COMPANY COLLECTIVE EVENTS
5 PLATOON COLLECTIVE EVENTS
6 CREW COLLECTIVE EVENTS
7 2000-LEVEL INDIVIDUAL EVENTS
8 1000-LEVEL INDIVIDUAL EVENTS

APPENDICES

A ACRONYMS AND ABBREVIATIONS
B TERMS AND DEFINITIONS
C REFERENCES
D CLASS V(W) REQUIREMENTS
E SIMULATION

LAR T&R MANUAL

CHAPTER 1

OVERVIEW

	<u>PARAGRAPH</u>	<u>PAGE</u>
INTRODUCTION.	1000	1-2
UNIT TRAINING	1001	1-2
UNIT TRAINING MANAGEMENT.	1002	1-3
SUSTAINMENT AND EVALUATION OF TRAINING.	1003	1-3
ORGANIZATION.	1004	1-4
T&R EVENT CODING.	1005	1-4
EVALUATION-CODED (E-CODED) EVENTS	1006	1-6
COMBAT READINESS PERCENTAGE.	1007	1-6
CRP CALCULATION	1008	1-7
T&R EVENT COMPOSITION	1009	1-8
CBRN TRAINING	1010	1-12
NIGHT TRAINING.	1011	1-12
OPERATIONAL RISK MANAGEMENT (ORM)	1012	1-13
APPLICATION OF SIMULATION	1013	1-13
MARINE CORPS GROUND T&R PROGRAM	1014	1-14

LAR T&R MANUAL

CHAPTER 1

OVERVIEW

1000. INTRODUCTION

1. The T&R Program is the Corps' primary tool for planning, conducting and evaluating training and assessing training readiness. Subject matter experts (SMEs) from the operating forces developed core capability Mission Essential Task Lists (METLs) for ground communities derived from the Marine Corps Task List (MCTL). This T&R Manual is built around these METLs and other related Marine Corps Tasks (MCT). All events contained in the manual relate directly to these METLs and MCTs. This comprehensive T&R Program will help to ensure the Marine Corps continues to improve its combat readiness by training more efficiently and effectively. Ultimately, this will enhance the Marine Corps' ability to accomplish real-world missions.

2. The T&R Manual contains the individual and collective training requirements to prepare units to accomplish their combat mission. The T&R Manual is not intended to be an encyclopedia that contains every minute detail of how to accomplish training. Instead, it identifies the minimum standards that Marines must be able to perform in combat. The T&R Manual is a fundamental tool for commanders to build and maintain unit combat readiness. Using this tool, leaders can construct and execute an effective training plan that supports the unit's METL. More detailed information on the Marine Corps Ground T&R Program is found in reference (a).

3. The T&R Manual is designed for use by unit commanders to determine pre-deployment training requirements in preparation for training and for Formal Learning Centers and Training Detachments to create courses of instruction. This directive focuses on individual and collective tasks performed by operating forces (OPFOR) units and supervised by personnel in the performance of unit Mission Essential Tasks (METs).

1001. UNIT TRAINING

1. The training of Marines to perform as an integrated unit in combat lies at the heart of the T&R program. Unit and individual readiness are directly related. Individual training and the mastery of individual core skills serve as the building blocks for unit combat readiness. A Marine's ability to perform critical skills required in combat is essential. However, it is not necessary to have all individuals within a unit fully trained in order for that organization to accomplish its assigned tasks. Manpower shortfalls, temporary assignments, leave, or other factors outside the commander's control, often affect the ability to conduct individual training. During these periods, unit readiness is enhanced if emphasis is placed on the individual training of Marines on-hand. Subsequently, these Marines will be mission ready and capable of executing as part of a team when the full complement of personnel is available.

2. Commanders will ensure that all tactical training is focused on their combat mission. The T&R Manual is a tool to help develop the unit's training plan. In most cases, unit training should focus on achieving unit proficiency in the core METL. However, commanders will adjust their training focus to support METLs associated with a major OPLAN/CONPLAN or named operation as designated by their higher commander and reported accordingly in the Defense Readiness Reporting System (DRRS). Tactical training will support the METL in use by the commander and be tailored to meet T&R standards. Commanders at all levels are responsible for effective combat training. The conduct of training in a professional manner consistent with Marine Corps standards cannot be over emphasized.

3. Commanders will provide personnel the opportunity to attend formal and operational level courses of instruction as required by this manual. Attendance at all formal courses must enhance the warfighting capabilities of the unit as determined by the unit commander.

1002. UNIT TRAINING MANAGEMENT

1. Unit Training Management (UTM) is the application of the Systems Approach to Training (SAT) and the Marine Corps Training Principles. This is accomplished in a manner that maximizes training results and focuses the training priorities of the unit in preparation for the conduct of its wartime mission.

2. UTM techniques, described in references (b) and (e), provide commanders with the requisite tools and techniques to analyze, design, develop, implement, and evaluate the training of their unit. The Marine Corps Training Principles, explained in reference (b), provide sound and proven direction and are flexible enough to accommodate the demands of local conditions. These principles are not inclusive, nor do they guarantee success. They are guides that commanders can use to manage unit-training programs. The Marine Corps training principles are:

- Train as you fight
- Make commanders responsible for training
- Use standards-based training
- Use performance-oriented training
- Use mission-oriented training
- Train the MAGTF to fight as a combined arms team
- Train to sustain proficiency
- Train to challenge

3. To maintain an efficient and effective training program, leaders at every level must understand and implement UTM. Guidance for UTM and the process for establishing effective programs are contained in references (b), (e) and (f).

1003. SUSTAINMENT AND EVALUATION OF TRAINING

1. The evaluation of training is necessary to properly prepare Marines for combat. Evaluations are either formal or informal, and performed by members of the unit (internal evaluation) or from an external command (external evaluation).

2. Marines are expected to maintain proficiency in the training events for their MOS at the appropriate grade or billet to which assigned. Leaders are responsible for recording the training achievements of their Marines. Whether it involves individual or collective training events, they must ensure proficiency is sustained by requiring retraining of each event at or before expiration of the designated sustainment interval. Performance of the training event, however, is not sufficient to ensure combat readiness. Leaders at all levels must evaluate the performance of their Marines and the unit as they complete training events, and only record successful accomplishment of training based upon the evaluation. The goal of evaluation is to ensure that correct methods are employed to achieve the desired standard, or the Marines understand how they need to improve in order to attain the standard. Leaders must determine whether credit for completing a training event is recorded if the standard was not achieved. While successful accomplishment is desired, debriefing of errors can result in successful learning that will allow ethical recording of training event completion. Evaluation is a continuous process that is integral to training management and is conducted by leaders at every level and during all phases of planning and the conduct of training. To ensure training is efficient and effective, evaluation is an integral part of the training plan. Ultimately, leaders remain responsible for determining if the training was effective.

3. The purpose of formal and informal evaluation is to provide commanders with a process to determine a unit's/Marine's proficiency in the tasks that must be performed in combat. Informal evaluations are conducted during every training evolution. Formal evaluations are often scenario-based, focused on the unit's METs, based on collective training standards, and usually conducted during higher-level collective events. References (a) and (f) provide further guidance on the conduct of informal and formal evaluations using the Marine Corps Ground T&R Program.

1004. ORGANIZATION. The LAR T&R Manual is a unit-based manual comprised of 9 chapters. Chapter 2 lists the Core Capability METs and their related Battalion, Company, and Platoon-level events. Chapters 3 through 6 contain collective events. Chapters 7 through 9 contain individual events.

1005. T&R EVENT CODING. An event contained within a T&R Manual is an individual or collective training standard. This section explains each of the components of a T&R event. These items will be included in all of the events in each T&R Manual. Community-based T&R Manuals may have several additional components not found in unit-based T&R Manuals. The event condition, event title (behavior) and event standard should be read together as a grammatical sentence.

1. Event Code. The event code is an up to 4-4-4 alphanumeric character set:

- a. First 4 characters indicate MOS or Community (e.g., 0321, 1812 or INTL)
- b. Second up to 4 characters indicate functional or duty area (e.g. DEF, FSPT, MVMT, etc.)
- c. Third 4 characters indicate the unit size and supported unit, if applicable (1000 through 9000), and sequence. Figure 1-1 shows the relationship of unit size to event code. NOTE: The titles for the various echelons are for example only, and are not exclusive. For example: 4000-level events are appropriate for Section-level events as noted, but also for Squad-level events.

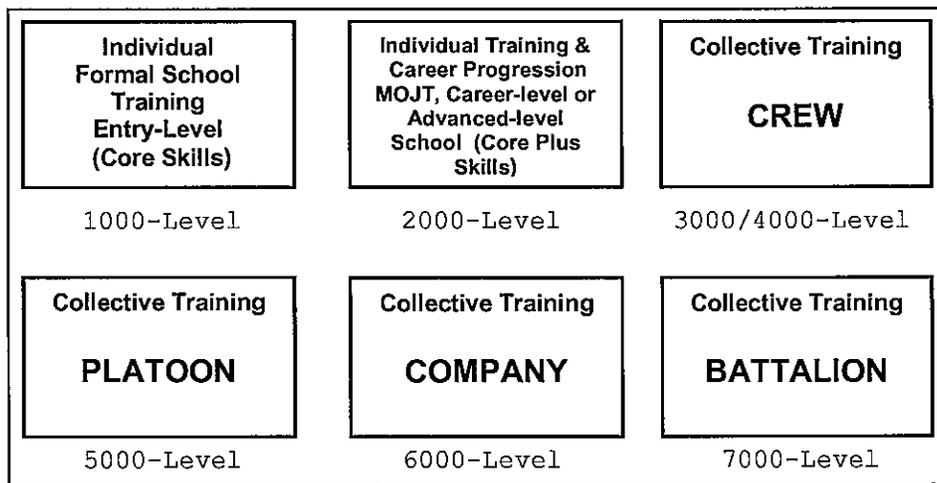


Figure 1: T&R Event Levels

(1) Grouping. Categorizing events with the use of a recognizable code makes the type of skill or capability being referenced fairly obvious. Examples include: PAT for patrolling events, DEF for events in the defense, FSPT for events related to fire support, etc. There is no special significance to the functional areas, but they should be intuitive to make it as easy as possible for the T&R user to find events. When organizing the T&R manual, functional areas are alphabetized then the associated events are numbered. The events will be numbered based upon the introduction of each new functional area, allowing up to "999" events. For example: if there are seven Administrative events 4431 occupational field, then the events should start 4431-ADMN-1001 and run through 1007. Next, the Bulk Fuel events, BUFL should start at 4431-BUFL-1001.

(2) Sequencing. A numerical code is assigned to each individual (1000-2000-level) or collective (3000-9000-level) training event. The first number identifies the size of the unit performing the event, as depicted in figure 1-1. The second number is available for T&R Manuals with collective events that support those in other manuals to identify the echelon of unit being supported by a particular collective event. If a collective event is supported by other events or is performed in general support without regard to echelon, then a zero "0" will be utilized as the second number. For example: 0231-TGT-3801 would refer to an event conducted by a four Marine

Targeting Cell supporting a Regiment or Group, 0231-TGT-3001 would represent an event the Targeting Cell does in support of any sized unit. The event would not be labeled 0231-TGT-8001 because that would imply that a regiment sized targeting unit was performing some task. This is not possible, since no intelligence unit organizes in a unit larger than a Battalion. EXCEPTION: Events that relate to staff planning, to the conduct of a command operations center or to staff level decision making processes will be numbered according to the level of the unit to which the staff belongs. For example: an infantry battalion staff conducting planning for an offensive attack would be labeled as INF-PLAN-7001 even though the entire battalion is not actively involved in the planning of the operation. T&R event sequence numbers that begin with "9" are reserved for Marine Air Ground Task Forces (MAGTF) Command Element (CE) events. Marine Expeditionary Units (MEU) CE events will be numbered 90XX - 93XX. Marine Expeditionary Brigade (MEB) CE events will be numbered 94XX - 96XX. Marine Expeditionary Force (MEF) CE events will be numbered 97XX - 99XX.

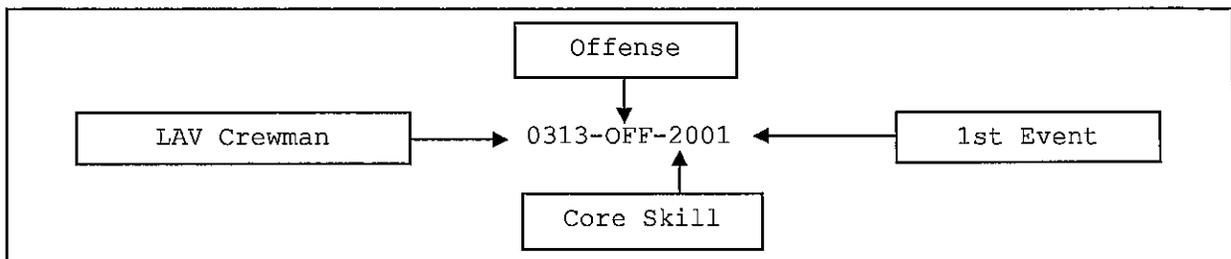


Figure 2: T&R Event Coding

1006. EVALUATION-CODED (E-CODED) EVENTS. Collective events categorize the capabilities that a given unit may be expected to perform. There are some collective events that the Marine Corps has determined that a unit MUST be able to perform, if that unit is to be considered fully ready for operations. These Evaluation-Coded, or E-Coded events represent the irreducible minimum or the floor of readiness for a unit. E-Coded events are derived from the training measures of effectiveness for the Mission Essential Tasks for units that must report readiness in the Defense Readiness Reporting System (DRRS). It would seem intuitive that most E-Coded events would be for Battalion sized units and higher since those are the units that report in DRRS. However, if the Marine Corps has determined that the readiness of a subordinate, supporting unit to accomplish a particular collective event is vital to the accomplishment of the supported unit's MET, then that lower echelon collective event is E-Coded.

1007. COMBAT READINESS PERCENTAGE

1. The Marine Corps Ground T&R Program includes processes to assess readiness of units and individual Marines. Every unit in the Marine Corps maintains a basic level of readiness based on the training and experience of the Marines in the unit. Even units that never trained together are capable of accomplishing some portion of their missions. Combat readiness assessment does not associate a quantitative value for this baseline of readiness, but

uses a "Combat Readiness Percentage", as a method to provide a concise descriptor of the recent training accomplishments of units and Marines.

2. Combat Readiness Percentage (CRP) is the percentage of required training events that a unit or Marine accomplishes within specified sustainment intervals.

3. Unit combat readiness is assessed as a percentage of the successfully completed and current (within sustainment interval) key training events called "Evaluation-Coded" (E-Coded) Events. E-Coded Events and unit CRP calculation are described in follow-on paragraphs. CRP achieved through the completion of E-Coded Events is directly relevant to readiness assessment in DRRS.

4. Individual combat readiness is assessed as the percentage of required individual events in which a Marine is current. This translates as the percentage of training events for his MOS and grade that the Marine successfully completes within the directed sustainment interval. Individual skills are developed through a combination of 1000-level training (entry-level formal school courses), individual on-the-job training in 2000-level events, and follow-on formal school training. Skill proficiency is maintained by retraining in each event per the specified sustainment interval.

1008. CRP CALCULATION

1. Collective training begins at the 3000-level (team, crew or equivalent). Unit training plans are designed to accomplish the events that support the unit METL while simultaneously sustaining proficiency in individual core skills. E-Coded collective events are the only events that contribute to unit CRP. This is done to assist commanders in prioritizing the training toward the METL, taking into account resource, time, and personnel constraints.

2. Unit CRP increases after the completion of E-Coded events. The number of E-Coded events for the MET determines the value of each E-Coded event. For example, if there are 4 E-Coded events for a MET, each is worth 25% of MET CRP. MET CRP is calculated by adding the percentage of each completed and current (within sustainment interval) E-Coded training event. The percentage for each MET is calculated the same way and all are added together and divided by the number of METS to determine unit CRP. For ease of calculation, we will say that each MET has four E-Coded events, each contributing 25% towards the completion of the MET. If the unit has completed and is current on three of the four E-Coded events for a given MET, then they have completed 75% of the MET. The CRP for each MET is added together and divided by the number of METS to get unit CRP; unit CRP is the average of MET CRP.

For Example:

MET 1: 75% complete (3 of 4 E-Coded events trained)
MET 2: 100% complete (6 of 6 E-Coded events trained)
MET 3: 25% complete (1 of 4 E-Coded events trained)

MET 4: 50% complete (2 of 4 E-Coded events trained)
MET 5: 75% complete (3 of 4 E-Coded events trained)

To get unit CRP, simply add the CRP for each MET and divide by the number of METS:

MET CRP: $75 + 100 + 25 + 50 + 75 = 325$

Unit CRP: 325 (total MET CRP)/ 5 (total number of METS) = 65%

1009. T&R EVENT COMPOSITION

1. Event Code. The event code is explained in paragraph 1005.
2. Title. The name of the event. The event title contains one action verb and ideally, one object.
3. Evaluation Coded. Collective events categorize the capabilities that a given unit may be expected to perform. There are some collective events that the Marine Corps has determined that a unit MUST be able to perform, if that unit is to be considered fully ready for operations. These Evaluation-Coded, or E-Coded events represent the irreducible minimum or the floor of readiness for a unit. E-Coded events are derived from the training measures of effectiveness for the Mission Essential Tasks for units that must report readiness in the Defense Readiness Reporting System (DRRS). It would seem intuitive that most E-Coded events would be for Battalion sized units and higher since those are the units that report in DRRS. However, if the Marine Corps has determined that the readiness of a subordinate, supporting unit to accomplish a particular collective event is vital to the accomplishment of the supported unit's MET, then that lower echelon collective event is E-Coded.
4. Supported MET(s). List all METs that are supported by the training event in the judgment of the occupation field drafting the T&R Manual, even if those events are not listed as MOEs in a MET.
5. Sustainment Interval. This is the period, expressed in number of months, between evaluation or retraining requirements. Competencies and capabilities acquired through the accomplishment of training events are to be refreshed at pre-determined intervals. It is essential that these intervals be adhered to in order to ensure Marines maintain proficiency.
6. Billet/MOS. Each individual training event will contain a billet code and/or MOS that designates who is responsible for performing that event and any corresponding formal course required for that billet. Each commander has the flexibility to shift responsibilities based on the organization of his command. These codes are based on recommendations from the collective subject matter expertise that developed this manual and are listed for each event.
7. Grade. The Grade field indicates the rank at which Marines are required to complete the event.

8. Description. This field allows T&R developers to include an explanation of event purpose, objectives, goals, and requirements. It is a general description of an action requiring learned skills and knowledge, i.e., engage fixed target with crew-served weapons. This is an optional field for individual events but its use is strongly encouraged for collective events. This field can be of great value guiding a formal learning center or OPFOR unit trying to discern the intent behind an event that might not be readily apparent.

9. Condition. Condition refers to the constraints that may affect event performance in a real-world environment. It indicates what is provided (equipment, tools, materials, manuals, aids, etc.), environmental constraints or conditions under which the task is to be performed, and any specific cues or indicators to which the performer must respond. Commanders can modify the conditions of the event to best prepare their Marines to accomplish the assigned mission (e.g. in a desert environment; in a mountain environment; etc.). When resources or safety requirements limit the conditions, this should be stated. The content of the condition should be included in the event on a "by exception" basis. If there exists an assumption regarding the conditions under which all or most of the events in the manual will be performed, then only those additional or exceptional items required should be listed in the condition. The common conditions under which all the events in a chapter will be executed will be listed as a separate paragraph at the beginning of the chapter.

10. Standard. The performance standard indicates the basis for judging the effectiveness of the performance. It consists of a carefully worded statement that identifies the proficiency level expected when the task is performed. The standard provides the minimum acceptable performance parameters and must be strictly adhered to. The standard for collective events will likely be general, describing the desired end-state or purpose of the event. The standard for individual events will be objective, quantifiable, and readily observable. Standards will more specifically describe to what proficiency level, specified in terms of accuracy, completeness, time required, and sequencing the event is to be accomplished. These guidelines can be summarized in the acronym "ACTS." In no cases will "per the reference" or "per/in accordance with commander's intent" be used as a stand-alone standard.

11. Event Components/Performance Steps. Description of the actions that the event is composed of, or a list of subordinate, included T&R event codes and event descriptions. The event components help the user determine what must be accomplished and to properly plan for the event. Event components are used for collective events; performance steps are used for individual events.

a. The event components and performance steps will be consciously written so that they may be employed as performance evaluation check lists by the operating forces.

b. Event components may be events one individual in the unit performs, events that small groups in the unit perform, or events involving the entire unit. After the publication of this order, all component events will identify the behaviors required in plain English but also by citing the precise event number the component event refers to, unless that component

event only occurs as part of the collective event where it is listed. This provision will allow for specific events to be chained together in order to provide greater granularity for units and Marines executing the events, and clarity for those charged with evaluating unit performance.

12. Prerequisite Events. Prerequisites are academic training or other T&R events that must be completed prior to attempting the task. They are lower-level events or tasks that give the individual/unit the skills required to accomplish the event. They can also be planning steps, administrative requirements, or specific parameters that build toward mission accomplishment.

13. Chained Events. Collective T&R events are supported by lower-level collective and individual T&R events. This enables unit leaders to effectively identify subordinate T&R events that ultimately support specific mission essential tasks. When the accomplishment of any upper-level events, by their nature, result in the performance of certain subordinate and related events, the events are "chained." The completion of chained events will update sustainment interval credit (and CRP for E-Coded events) for the related subordinate level events.

14. Related ITEs. A list of all of the Individual Training Events (1000-2000-level events) that support the event.

15. Initial Training Setting. All individual events will designate the setting at which the skill is first taught, either at formal learning center (FLC), in the Operational Forces as MOJT, or via a distance learning product (DL).

16. References. The training references shall be utilized to determine task performance steps. They assist the trainee in satisfying the performance standards, or the trainer in evaluating the effectiveness of task completion. T&R Manuals are designed to be a training outline, not to replicate or replace doctrinal publications, reference publications or technical manuals. References are key to developing detailed lesson plans, determining grading criteria, and ensuring standardization of training.

17. Distance Learning Products. Distance learning products include: Individual Multimedia Instruction (IMI), Computer-Based Training (CBT), Marine Corps Institute (MCI), etc. This notation is included when, in the opinion of the TRMG in consultation with the MTSD representative, the event can be taught via one of these media vice attending a formal course of instruction or receiving MOJT.

18. Support Requirements. This is a list of the external and internal support the unit and Marines will need to complete the event. This is a key section in the overall T&R effort, as resources will eventually be tied directly to the training towards METS. Future efforts to attain and allocate resources will be based on the requirements outlined in the T&R Manual. The list includes, but is not limited to:

- Range(s)/Training Area
- Ordnance
- Equipment

- Materials
- Other Units/Personnel

The ordnance requirements for one year of training for the events in the T&R will be aggregated into a table contained in an appendix to the T&R. The task analyst and the occupational field representatives will be careful not to "double count" ammunition that might be employed in the performance of individual and collective events that are chained.

19. Suitability of Simulation DL for sustainment. If the occupational field determines that an event can be trained to standard by use of simulation or a DL product, this will be noted in the description block. The specific simulation or DL product that is acceptable will be noted in the block as well.

a. Simulation should be used, whenever possible, in lieu of live training (particularly when resources to support the event are constrained); or at the Commander's discretion, used as a precursor to live training in order to help maximize and enhance the live training event.

b. This task can be supported by self-paced, computer based training, (i.e. MarineNet).

20. Miscellaneous

a. This field provides space for any additional information that will assist in the planning and execution of the event. Units and FLCS are cautioned not to disregard this information or to consider the information of lesser importance than what is contained in other parts of the T&R event. Miscellaneous fields provide an opportunity for the drafters of the T&R event to communicate vital information that might not fit neatly into any other available field. The list may include, but is not limited to:

- Admin Instructions
- Special Personnel Certifications
- Equipment Operating Hours
- Road Miles

b. An example of a T&R event is provided in figure 4-2.

<u>0321-PAT-4101</u> Conduct Team Planning			
<u>EVALUATION CODED:</u> YES		<u>SUPPORTED MET(S):</u> 1, 2, 3, 4, 5, 6, 7, 8, 9	
<u>DESCRIPTION:</u> 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. This event may be trained to standard using the XYZ simulation program available at all MISTC locations.			
<u>CONDITION:</u> When given a Warning Order, Patrol Order or Frag Order.			
<u>STANDARD:</u> Prior to commencement of exercise or operation, so that subordinates have 2/3 of the total time before step-off for planning, to include all elements of the plan.			
<u>EVENT COMPONENTS:</u>			
1. Receive Warning Order or Patrol Order.			
2. Analyze for Mission using commander's guidance, METT-TSL, KOCOA.			
3. Analyze the mission and available information to identify specific tasks with respect to commander's guidance, METT-TSL and KOCOA.			
4. Create the plan.			
<u>RELATED ITES:</u>			
0321-PAT -1102	0321-PAT -1101	0321-COMM-1207	0321-FSPT-2301
0321-FSPT-2302	0321-FSPT-2303	0321-SURV-1403	
<u>REFERENCES:</u>			
1. FMFM 6-4 Marine Rifle Company			
2. MCWP 3-11.3 Scouting and Patrolling			
3. MCRP 2-15.1 DRAFT Ground Reconnaissance Handbook			

Figure 1-3: Example of a T&R Event

1010. CBRN TRAINING

1. All personnel assigned to the operating force must be trained in chemical, biological, radiological, and nuclear defense (CBRN), in order to survive and continue their mission in this environment. Individual proficiency standards are defined as survival and basic operating standards. Survival standards are those that the individual must master in order to survive CBRN attacks. Basic operating standards are those that the individual, and collectively the unit, must perform to continue operations in a CBRN environment.

2. In order to develop and maintain the ability to operate in a CBRN environment, CBRN training is an integral part of the training plan and events in this T&R Manual. Units should train under CBRN conditions whenever possible. Per reference (c), all units must be capable of accomplishing their assigned mission in a contaminated environment.

1011. NIGHT TRAINING

1. While it is understood that all personnel and units of the operating force are capable of performing their assigned mission in "every climate and place," current doctrine emphasizes the requirement to perform assigned missions at night and during periods of limited visibility. Basic skills are significantly more difficult when visibility is limited.
2. To ensure units are capable of accomplishing their mission they must train under the conditions of limited visibility. Units should strive to conduct all events in this T&R Manual during both day and night/limited visibility conditions. When there is limited training time available, night training should take precedence over daylight training, contingent on the availability of equipment and personnel.

1012. OPERATIONAL RISK MANAGEMENT (ORM)

1. ORM is a process that enables commanders to plan for and minimize risk while still accomplishing the mission. It is a decision making tool used by Marines at all levels to increase operational effectiveness by anticipating hazards and reducing the potential for loss, thereby increasing the probability of a successful mission. ORM minimizes risks to acceptable levels, commensurate with mission accomplishment.
2. Commanders, leaders, maintainers, planners, and schedulers will integrate risk assessment in the decision-making process and implement hazard controls to reduce risk to acceptable levels. Applying the ORM process will reduce mishaps, lower costs, and provide for more efficient use of resources. ORM assists the commander in conserving lives and resources and avoiding unnecessary risk, making an informed decision to implement a Course Of Action (COA), identifying feasible and effective control measures where specific measures do not exist, and providing reasonable alternatives for mission accomplishment. Most importantly, ORM assists the commander in determining the balance between training realism and unnecessary risks in training, the impact of training operations on the environment, and the adjustment of training plans to fit the level of proficiency and experience of Sailors/Marines and leaders. Further guidance for ORM is found in references (b) and (d).

1013. APPLICATION OF SIMULATION

1. Suitability of Simulation / DL for sustainment. If the occupational field determines that an event can be trained to standard by use of simulation or a DL product, this will be noted in the description block. The specific simulation or DL product that is acceptable will be noted in the block as well.
 - a. Simulation should be used, whenever possible, in lieu of live training (particularly when resources to support the event are constrained); or at the Commander's discretion, used as a precursor to live training in order to help maximize and enhance the live training event.
 - b. This task can be supported by self-paced, computer based training, (i.e. MarineNet).

1014. MARINE CORPS GROUND T&R PROGRAM

1. The Marine Corps Ground T&R Program continues to evolve. The vision for Ground T&R Program is to publish a T&R Manual for every readiness-reporting unit so that core capability METs are clearly defined with supporting collective training standards, and to publish community-based T&R Manuals for all occupational fields whose personnel augment other units to increase their combat and/or logistic capabilities. The vision for this program includes plans to provide a Marine Corps training management information system that enables tracking of unit and individual training accomplishments by unit commanders and small unit leaders, automatically computing CRP for both units and individual Marines based upon MOS and rank (or billet). Linkage of T&R Events to the Marine Corps Task List (MCTL), through the core capability METs, has enabled objective assessment of training readiness in the DRRS.

2. DRRS measures and reports on the readiness of military forces and the supporting infrastructure to meet missions and goals assigned by the Secretary of Defense. With unit CRP based on the unit's training toward its METs, the CRP will provide a more accurate picture of a unit's readiness. This will give fidelity to future funding requests and factor into the allocation of resources. Additionally, the Ground T&R Program will help to ensure training remains focused on mission accomplishment and that training readiness reporting is tied to units' METLs.

LAR T&R MANUAL

CHAPTER 2

MISSION ESSENTIAL TASKS MATRIX

	<u>PARAGRAPH</u>	<u>PAGE</u>
LAR MISSION ESSENTIAL TASK LIST (METL)	2000	2-2
LAR MISSION ESSENTIAL TASKS (MET) MATRIX	2001	2-2

LAR T&R MANUAL

CHAPTER 2

MISSION ESSENTIAL TASKS MATRIX

2000. LAR MISSION ESSENTIAL TASK LIST (METL)

1. The list below includes the core capability METL and E-Coded events that support each MET. All METs are derived from the Marine Corps Task List (MCTL) and are approved by the Infantry Operational Advisory Group for DRRS reporting. Details for each E-Coded event are captured in Chapter 3.

2. LAR BN Core METL

- MET 1** MCT 1.1.2 Provide Task-Organized Forces
- MET 2** MCT 1.3.2 Conduct Amphibious Operations
- MET 3** MCT 1.6.1 Conduct (Limited)Offensive Operations
- MET 4** MCT 1.6.11 Conduct Armored Security Operations In Support of Maneuver
- MET 5** MCT 2.2.12 Conduct Armored Reconnaissance

2001. LAR MISSION ESSENTIAL TASKS MATRIX. The LAR Mission Essential Task Matrix contains the METs identified in paragraphs 2 above.

MET #/MISSION ESSENTIAL TASK

MET 1 - MCT 1.1.2 Provide Task-Organized Forces	
LAR-LOG-7001	Establish a Logistics Support Area (LSA)
LAR-MNVR-7001	Perform Armored Reconnaissance Operations
LAR-OFF-7001	Conduct (limited) offensive operations
LAR-OPS-7001	Conduct planning
LAR-OPS-7002	Conduct Combat Operations Center (COC) operations
LAR-SEC-7001	Perform security operations
LAR-FSPT-6001	Conduct fire support planning
LAR-FSPT-6002	Conduct fire support operations
LAR-INTL-6001	Process suspected enemy personnel and equipment
LAR-LOG-6001	Conduct tactical resupply
LAR-LOG-6002	Conduct casualty evacuation
LAR-MNVR-6001	Conduct armored reconnaissance
LAR-MNVR-6002	Conduct a tactical movement
LAR-MNVR-6003	Conduct a linkup
LAR-MNVR-6004	Conduct a passage of lines
LAR-MNVR-6005	Conduct a relief in place
LAR-MOBL-6001	Conduct limited breaching operations
LAR-MOBL-6002	Conduct water operations
LAR-OFF-6001	Conduct a movement to contact
LAR-OFF-6002	Conduct a raid

LAR-OPS-6002	Operate a Company Level Operations Center (CLOC)
LAR-SEC-6001	Conduct armored security operations
LAR-SEC-6004	Conduct a withdrawal
LAR-MNVR-5001	Perform Armored Reconnaissance Operations
LAR-MNVR-5002	Perform a route reconnaissance
LAR-MNVR-5003	Perform a tactical movement
LAR-SEC-5002	Establish a platoon battle position
LAR-SEC-5003	Perform a screen
MET 2 - MCT 1.3.2 Conduct Amphibious Operations	
LAR-LOG-7001	Establish a Logistics Support Area (LSA)
LAR-MNVR-7001	Perform Armored Reconnaissance Operations
LAR-OFF-7001	Conduct (limited) offensive operations
LAR-OPS-7001	Conduct planning
LAR-OPS-7002	Conduct Combat Operations Center (COC) operations
LAR-FSPT-6001	Conduct fire support planning
LAR-FSPT-6002	Conduct fire support operations
LAR-LOG-6001	Conduct tactical resupply
LAR-LOG-6002	Conduct casualty evacuation
LAR-MNVR-6002	Conduct a tactical movement
LAR-MNVR-6003	Conduct a linkup
LAR-MNVR-6004	Conduct a passage of lines
LAR-MNVR-6005	Conduct a relief in place
LAR-MNVR-6007	Conduct amphibious operations
LAR-OFF-6002	Conduct a raid
LAR-SEC-6001	Conduct armored security operations
LAR-MNVR-5001	Perform Armored Reconnaissance Operations
LAR-MNVR-5002	Perform a route reconnaissance
LAR-MNVR-5003	Perform a tactical movement
MET 3 - Conduct (Limited) Offensive Operations	
LAR-LOG-7001	Establish a Logistics Support Area (LSA)
LAR-MNVR-7001	Perform Armored Reconnaissance Operations
LAR-OFF-7001	Conduct (limited) offensive operations
LAR-OPS-7001	Conduct planning
LAR-OPS-7002	Conduct Combat Operations Center (COC) operations
LAR-SEC-7001	Perform security operations
LAR-FSPT-6001	Conduct fire support planning
LAR-FSPT-6002	Conduct fire support operations
LAR-INTL-6001	Process suspected enemy personnel and equipment
LAR-LOG-6001	Conduct tactical resupply
LAR-LOG-6002	Conduct casualty evacuation
LAR-MNVR-6001	Conduct armored reconnaissance
LAR-MNVR-6002	Conduct a tactical movement
LAR-MNVR-6003	Conduct a linkup
LAR-MNVR-6004	Conduct a passage of lines
LAR-MNVR-6005	Conduct a relief in place
LAR-MNVR-6006	Establish an assembly area
LAR-MOBL-6001	Conduct limited breaching operations
LAR-MOBL-6002	Conduct water operations

LAR-OFF-6001	Conduct a movement to contact
LAR-OFF-6002	Conduct a raid
LAR-OPS-6002	Operate a Company Level Operations Center (CLOC)
LAR-SEC-6001	Conduct armored security operations
LAR-SEC-6002	Conduct a screen
LAR-SEC-6003	Conduct a delay
LAR-SEC-6004	Conduct a withdrawal
LAR-MNVR-5001	Perform Armored Reconnaissance Operations
LAR-MNVR-5002	Perform a route reconnaissance
LAR-MNVR-5003	Perform a tactical movement
LAR-OFF-5001	Perform a movement to contact
LAR-SEC-5002	Establish a platoon battle position
LAR-SEC-5003	Perform a screen
MET 4 - MCT 1.6.11 Conduct Armored Security Operations In Support of Maneuver	
LAR-LOG-7001	Establish a Logistics Support Area (LSA)
LAR-MNVR-7001	Perform Armored Reconnaissance Operations
LAR-OFF-7001	Conduct (limited) offensive operations
LAR-OPS-7001	Conduct planning
LAR-OPS-7002	Conduct Combat Operations Center (COC) operations
LAR-SEC-7001	Perform security operations
LAR-FSPT-6001	Conduct fire support planning
LAR-FSPT-6002	Conduct fire support operations
LAR-INTL-6001	Process suspected enemy personnel and equipment
LAR-LOG-6001	Conduct tactical resupply
LAR-LOG-6002	Conduct casualty evacuation
LAR-MNVR-6002	Conduct a tactical movement
LAR-MNVR-6003	Conduct a linkup
LAR-MNVR-6004	Conduct a passage of lines
LAR-MNVR-6005	Conduct a relief in place
LAR-MNVR-6006	Establish an assembly area
LAR-MOBL-6001	Conduct limited breaching operations
LAR-MOBL-6002	Conduct water operations
LAR-OFF-6001	Conduct a movement to contact
LAR-OPS-6002	Operate a Company Level Operations Center (CLOC)
LAR-SEC-6001	Conduct armored security operations
LAR-SEC-6002	Conduct a screen
LAR-SEC-6003	Conduct a delay
LAR-SEC-6004	Conduct a withdrawal
LAR-MNVR-5001	Perform Armored Reconnaissance Operations
LAR-MNVR-5002	Perform a route reconnaissance
LAR-MNVR-5003	Perform a tactical movement
LAR-SEC-5002	Establish a platoon battle position
LAR-SEC-5003	Perform a screen
MET 5 - MCT 2.2.12 Conduct Armored Reconnaissance	
LAR-LOG-7001	Establish a Logistics Support Area (LSA)
LAR-MNVR-7001	Perform Armored Reconnaissance Operations
LAR-OFF-7001	Conduct (limited) offensive operations
LAR-OPS-7001	Conduct planning

LAR-OPS-7002	Conduct Combat Operations Center (COC) operations
LAR-SEC-7001	Perform security operations
LAR-FSPT-6001	Conduct fire support planning
LAR-FSPT-6002	Conduct fire support operations
LAR-INTL-6001	Process suspected enemy personnel and equipment
LAR-LOG-6001	Conduct tactical resupply
LAR-LOG-6002	Conduct casualty evacuation
LAR-MNVR-6001	Conduct armored reconnaissance
LAR-MNVR-6002	Conduct a tactical movement
LAR-MNVR-6003	Conduct a linkup
LAR-MNVR-6004	Conduct a passage of lines
LAR-MNVR-6005	Conduct a relief in place
LAR-MNVR-6006	Establish an assembly area
LAR-MOBL-6001	Conduct limited breaching operations
LAR-MOBL-6002	Conduct water operations
LAR-OFF-6001	Conduct a movement to contact
LAR-OPS-6002	Operate a Company Level Operations Center (CLOC)
LAR-SEC-6001	Conduct armored security operations
LAR-SEC-6002	Conduct a screen
LAR-SEC-6003	Conduct a delay
LAR-SEC-6004	Conduct a withdrawal
LAR-MNVR-5001	Perform Armored Reconnaissance Operations
LAR-MNVR-5002	Perform a route reconnaissance
LAR-MNVR-5003	Perform a tactical movement
LAR-SEC-5002	Establish a platoon battle position
LAR-SEC-5003	Perform a screen

LAR T&R MANUAL

CHAPTER 3

BATTALION COLLECTIVE EVENTS

	<u>PARAGRAPH</u>	<u>PAGE</u>
PURPOSE.	3000	3-2
EVENT CODING	3001	3-2
COLLECTIVE DESCRIPTION/CORE CAPABILITY	3002	3-2
INDEX OF BATTALION COLLECTIVE EVENTS	3003	3-3
BATTALION COLLECTIVE EVENTS.	3004	3-3

LAR T&R MANUAL

CHAPTER 3

BATTALION COLLECTIVE EVENTS

3000. PURPOSE. This chapter contains collective training events for the Light Armored Reconnaissance Occupational Field.

3001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology:

a. Field one. This field represents the community. This chapter contains the following community codes:

<u>Code</u>	<u>Description</u>
LAR	Light Armored Reconnaissance

b. Field two. This field represents the functional/duty area. This chapter contains the following functional/duty areas:

<u>Code</u>	<u>Description</u>
LOG	Logistics
MNVR	Maneuver
OFF	Offensive
OPS	Operations
SEC	Security

c. Field three. This field provides the level at which the event is accomplished and numerical sequencing of events. This chapter contains the following event levels:

<u>Code</u>	<u>Description</u>
7000	Battalion Level

3002. COLLECTIVE DESCRIPTION/CORE CAPABILITY

1. Events that are matched directly to a MET are battalion level events and are the sum of events trained to by subordinate units. Therefore, commanders should select which collective events will best support their training needs to increase and maintain readiness in reportable areas.

2. Collective training events build on individual training events which are trained in the formal schools and maintained by the small unit leaders in the Operational Forces (OPFOR).

3. Many collective events must occur simultaneously in order to allow the larger unit to accomplish its mission. This chapter will assist leaders and commanders in determining their piece in the larger whole and focus resources

on standards based training and stagger event training throughout an annual training plan based on the training interval established for each event.

4. A battalion derives its combat readiness percentage from the capabilities and readiness of its subordinate units. Each element within a battalion will have multiple E-Coded events that collectively will apply to the battalion and can be used by that commander for readiness reporting in DRRS.

5. Core capabilities are inherent to the METL and linked E-Coded events.

3003. INDEX OF BATTALION COLLECTIVE EVENTS

EVENT CODE	E-CODED	EVENT	PAGE
LOGISTICS			
LAR-LOG-7001	YES	Establish a Logistics Support Area (LSA)	3-3
MANUVER			
LAR-MNVR-7001	YES	Perform Armored Reconnaissance Operations	3-4
OFFENSIVE			
LAR-OFF-7001	YES	Conduct (limited) offensive operations	3-5
OPERATIONS			
LAR-OPS-7001		Conduct planning	3-6
LAR-OPS-7002	YES	Conduct Combat Operations Center (COC) operations	3-7
SECURITY			
LAR-SEC-7001	YES	Perform security operations	3-8

3004. BATTALION COLLECTIVE EVENTS

LAR-LOG-7001: Establish a Logistics Support Area (LSA)

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: Designated area in which sustainment elements, staff elements, Administrative and Logistics Operations Center (ALOC) and other elements locate to support combat operations with field trains, combat trains and other Combat Service Support Element (CSSE) functions.

CONDITION: Given terrain that supports heavy equipment, provides routes in and out of the area, movement order, personnel and equipment.

STANDARD: Within the time stated in the operations order, track combat operations, control logistical elements for sustainment, and evacuate casualties, equipment, and process detainees.

EVENT COMPONENTS:

1. Prepare quartering party.

2. Stage equipment.
3. Organize movement.
4. Prepare site.
5. Occupy site.
6. Conduct operations.

CHAINED EVENTS:

LAR-LOG-6002 LAR-FSPT-6002 LAR-INTL-6001
LAR-LOG-6001

RELATED EVENTS: LAR-MNVR-6006

REFERENCES:

1. FM 3-90.6 Brigade Combat Team
2. MCWP 3-11 Tactical-Level Logistics

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17420 Maneuver/Training Area, Heavy Forces

LAR-MNVR-7001: Perform Armored Reconnaissance Operations

SUPPORTED MET (S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: Operations that are undertaken by visual observation or other detection methods, information about the activities and resources of an enemy or a potential enemy, or to secure data concerning the meteorological, hydrographical or geographical characteristics and the indigenous population of a particular area. Reconnaissance is the focused effort performed before, during, and after combat operations to provide combat information and intelligence.

CONDITION: Given a battalion Operations Order, an area of operation, and an enemy threat

STANDARD: Within the time stated in the operations order, track reconnaissance operations, process information, control logistical elements.

EVENT COMPONENTS:

1. Develop a plan in accordance with reconnaissance task.
2. Orient on the reconnaissance objective.
3. Ensure continuous reconnaissance.
4. Maximize reconnaissance assets.
5. Gain and maintain contact.
6. Develop the situation.
7. Report all information rapidly and accurately.

8. Retain freedom of maneuver.
9. Provide commanders guidance.
10. State recon objective.
11. Establish focus of recon.
12. Establish tempo of recon.
13. Provide engagement criteria.

CHAINED EVENTS:

LAR-LOG-6002	LAR-LOG-6001	LAR-INTL-6001
LAR-INTL-6001	LAR-MNVR-6006	LAR-FSPT-6002
LAR-MNVR-6003	LAR-MNVR-6002	LAR-OFF-6002
LAR-OFF-6001	LAR-FSPT-6002	LAR-MNVR-6004

RELATED EVENTS:

LAR-MNVR-6001	LAR-MNVR-6006
---------------	---------------

REFERENCES:

1. FM 3-90.6 Brigade Combat Team
2. MCWP 3-11 Tactical-Level Logistics

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-7001: Conduct (limited) offensive operations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: Conduct offensive operations within the framework of the MAGTF offensive scheme, these missions will be limited to movement to contact, hasty attack, deception operations, raids and other special purpose missions.

CONDITION: Given an operations order, personnel and equipment.

STANDARD: To accomplish the mission and achieve Commanders intent.

EVENT COMPONENTS:

1. Conduct planning.
2. Develop situational awareness.
3. Adapt to current Main Effort situation.
4. Issue FRAGO.

5. Report to higher.
6. Integrate direct/indirect fires.

CHAINED EVENTS:

LAR-INTL-6001	LAR-MNVR-6006	LAR-MNVR-6005
LAR-FSPT-6002	LAR-MNVR-6003	LAR-MOBL-6001
LAR-MNVR-6004		

RELATED EVENTS:

LAR-MNVR-6007	LAR-MNVR-6002	LAR-OFF-6001
LAR-OFF-6002	LAR-OFF-6003	

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OPS-7001: Conduct planning

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: Developing plans, focused on armored reconnaissance, armored security, limited offensive and economy of force operations, developing plans for overall Light Armored Reconnaissance (LAR) operational requirements i.e. providing forces, amphibious operations, armored reconnaissance, and armored security operations in accordance with the Marine Corps Planning Process (MCP).

CONDITION: Given a higher headquarters operations order and/or warning order, commanders battle space area evaluation, commanders guidance and the references.

STANDARD: Identifying LAR personnel and equipment requirements, consistent with mission analysis, commanders intent, and the concept of operations across the Range of Military Operations (ROMO).

EVENT COMPONENTS:

1. Conduct problem framing.
2. Determine time available.
3. Determine planning process (MCP, R2P2, Hasty Planning, or other method).
4. Establish timeline for planning and preparation.
5. Issue Warning Order.
6. Implement cultural considerations into Mission Planning.
7. Create orders (OPORD, FRAGO, Decision Support Tools, etc).
8. Issue orders.
9. Implement feedback mechanisms.
10. Coordinate planning with higher, adjacent, subordinate, and supporting units.

CHAINED EVENTS:

LAR-LOG-6002	LAR-LOG-6001	LAR-INTL-6001
LAR-OPS-6002	LAR-MNVR-6007	LAR-FSPT-6001
LAR-OFF-6003	LAR-OFF-6002	LAR-OFF-6001
LAR-MOBL-6002	LAR-MNVR-6005	

RELATED EVENTS: LAR-OPS-6001

REFERENCES:

1. FM 33-130 Intelligence Preparation of the Battlefield
2. MCWP 5-1 Marine Corps Planning Process (MCP)

LAR-OPS-7002: Conduct Combat Operations Center (COC) operations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 1 month

DESCRIPTION: The COC is the location where the aggregation and dissemination of information provides the commander and staff with situational awareness which facilitates the decision making process for all operational and logistical requirements.

CONDITION: Given an operations order, staff, and designated C4I equipment.

STANDARD: Integrating systems, personnel and process to execute command and control operations ensuring commanders situational awareness and Common Operational Picture (COP).

EVENT COMPONENTS:

1. Organize battle staff.
2. Establish a COC.
3. Maintain battle rhythm.
4. Coordinate movement of forces.
5. Control fire support.
6. Execute Information Management procedures.
7. Conduct battle drills.
8. Maintain communications with Higher Adjacent Supporting (HAS) units.
9. Maintain COP.
10. Synchronize staff section operations.
11. Submit reports to higher, as required.

CHAINED EVENTS:

LAR-LOG-6002	LAR-LOG-6001	LAR-INTL-6001
LAR-MNVR-6007	LAR-FSPT-6001	LAR-OFF-6003
LAR-OFF-6002	LAR-OFF-6001	LAR-FSPT-6002
LAR-MNVR-6005		

RELATED EVENTS: LAR-OPS-6002

REFERENCES:

1. MCWP 2-1 Intelligence Operations
2. MCWP 3-1 Ground Combat Operations

3. MCWP 3-1 Logistics Operations
4. MCWP 5-1 Marine Corps Planning Process (MCP)

LAR-SEC-7001: Perform security operations

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 1 month

DESCRIPTION: Security operations are undertaken by a commander to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space within which to react to the threat and to develop the situation to allow the commander to effectively use the protected force.

CONDITION: Given a battalion Operations Order, a moving or stationary friendly unit, and an enemy threat.

STANDARD: To maintain continuous surveillance of the enemy and or to destroy, delay, repel or fix enemy ground forces to deny them from decisively engaging the protected force.

EVENT COMPONENTS:

1. Develop a plan in accordance with security task.
2. Maintain contact with enemy forces.
3. Employment of Intelligence Surveillance Reconnaissance assets
4. Maintain continuous surveillance of avenues of approach.
5. Impede/harass/destroy the enemy within capabilities.
6. Cause the enemy main body to deploy.
7. Detect/report all enemy ground elements.
8. Destroy or cause the withdrawal of all enemy reconnaissance patrols.
9. Maintain contact with enemy main body/security forces.

CHAINED EVENTS:

LAR-INTL-6001	LAR-MNVR-6006	LAR-MNVR-6004
LAR-FSPT-6002	LAR-OFF-6002	LAR-OFF-6001
LAR-MNVR-6002		

RELATED EVENTS:

LAR-INTL-6001	LAR-MNVR-6006	LAR-MNVR-6004
LAR-FSPT-6002	LAR-MNVR-6002	LAR-OFF-6002
LAR-OFF-6001	LAR-MNVR-6003	

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17413 Field Training Area
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range

Facility Code 17730 Fire And Movement Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center.
2. Marine Corps Tactics and Operations Group (MCTOG).

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event.
(B)

LAR T&R MANUAL

CHAPTER 4

COMPANY COLLECTIVE EVENTS

	<u>PARAGRAPH</u>	<u>PAGE</u>
PURPOSE.	4000	4-2
EVENT CODING	4001	4-2
COLLECTIVE DESCRIPTION/CORE CAPABILITY	4002	4-2
INDEX OF COMPANY COLLECTIVE EVENTS	4003	4-3
COMPANY COLLECTIVE EVENTS.	4004	4-4

LAR T&R MANUAL

CHAPTER 4

COMPANY COLLECTIVE EVENTS

4000. PURPOSE. This chapter contains collective training events for the Infantry Occupational Field.

4001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology:

a. Field one. This field represents the community. This chapter contains the following community codes:

<u>Code</u>	<u>Description</u>
LAR	Light Armored Reconnaissance

b. Field two. This field represents the functional/duty area. This chapter contains the following functional/duty areas:

<u>Code</u>	<u>Description</u>
FSPT	Fire Support
INTL	Intelligence
LOG	Logistics
MNVR	Manuver
MOBL	Mobile
OFF	Offensive
OPS	Operations
SEC	Security

c. Field three. This field provides the level at which the event is accomplished and numerical sequencing of events. This chapter contains the following event levels:

<u>Code</u>	<u>Description</u>
6000	Company Level

4002. COLLECTIVE DESCRIPTION/CORE CAPABILITY

1. Events that are matched directly to a MET are company level events and are the sum of events trained to by subordinate units. Therefore, commanders should select which collective events will best support their training needs to increase and maintain readiness in reportable areas.

2. Collective training events build on individual training events which are trained in the formal schools and maintained by the small unit leaders in the Operational Forces (OPFOR).

3. Many collective events must occur simultaneously in order to allow the larger unit to accomplish its mission. This chapter will assist leaders and commanders in determining their piece in the larger whole and focus resources on standards based training and stagger event training throughout an annual training plan based on the training interval established for each event.

4. A company derives its combat readiness percentage from the capabilities and readiness of its subordinate units. Each element within a company will have multiple events that collectively will apply to the company and can be used by that commander for readiness reporting in DRRS.

5. Core capabilities are inherent to the METL and linked E-Coded events.

4003. INDEX OF COMPANY COLLECTIVE EVENTS

EVENT CODE	E-CODED	EVENT	PAGE
FIRE SUPPORT			
LAR-FSPT-6001	YES	Conduct fire support planning	4-4
LAR-FSPT-6002	YES	Conduct fire support operations	4-4
INTELLIGENCE			
LAR-INTL-6001		Process suspected enemy personnel and equipment	4-5
LOGISTICS			
LAR-LOG-6001		Conduct tactical resupply	4-6
LAR-LOG-6002		Conduct casualty evacuation	4-7
MANEUVER			
LAR-MNVR-6001	YES	Conduct armored reconnaissance	4-8
LAR-MNVR-6002	YES	Conduct a tactical movement	4-9
LAR-MNVR-6003		Conduct a linkup	4-10
LAR-MNVR-6004		Conduct a passage of lines	4-11
LAR-MNVR-6005		Conduct a relief in place	4-12
LAR-MNVR-6006		Establish an assembly area	4-13
LAR-MNVR-6007		Conduct amphibious operations	4-14
MOBILE			
LAR-MOBL-6001		Conduct limited breaching operations	4-15
LAR-MOBL-6002	YES	Conduct water operations	4-16
OFFENSIVE			
LAR-OFF-6001	YES	Conduct a movement to contact	4-17
LAR-OFF-6002	YES	Conduct a raid	4-19
LAR-OFF-6003		Conduct a Tactical Recovery of Aircraft and Personnel (TRAP)	4-20
OPERATIONS			
LAR-OPS-6001	YES	Conduct planning	4-21
LAR-OPS-6002	YES	Operate a Company Level Operations Center (CLOC)	4-22
SECURITY			
LAR-SEC-6001	YES	Conduct armored security operations	4-23
LAR-SEC-6002	YES	Conduct a screen	4-24
LAR-SEC-6003	YES	Conduct a delay	4-27

LAR-SEC-6004	YES	Conduct a withdrawal	4-28
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4004. COMPANY COLLECTIVE EVENTS

LAR-FSPT-6001: Conduct fire support planning

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES **SUSTAINMENT INTERVAL:** 6 months

DESCRIPTION: Plan fires that directly support the units mission and the commanders scheme of maneuver.

CONDITION: Given an enemy threat, operations order, equipped fire support team and supporting arms assets.

STANDARD: To support the scheme of maneuver/concept of operations while safeguarding forces against fratricide.

EVENT COMPONENTS:

1. Identify fire support assets
2. Conduct target analysis
3. Develop EFSTs
4. Develop priorities of fires
5. Coordinate terminal control
6. Integrate fires in support of scheme of maneuver
7. Conduct rehearsals
8. Coordinate CAS and SEAD
9. Submit draft fire support plan

CHAINED EVENTS:

LAR-OPS-5001 LAR-LOG-5001

REFERENCES:

1. MCRP 3-15.2A Mortars
2. MCRP 3-16.6 Multi-Service Procedures for the Joint Application of Firepower (J-FIRE)
3. MCWP 3-16 Fire Support Coordination in the Ground Combat Element
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
5. MCWP 3-31.6 Supporting Arms Coordination in Amphibious Operations

LAR-FSPT-6002: Conduct fire support operations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES **SUSTAINMENT INTERVAL:** 6 months

DESCRIPTION: Plan fires that directly support the units mission and the commanders scheme of maneuver.

CONDITION: Given a tactical scenario, a scheme of maneuver, a higher headquarters fire support plan or fire support guidance, supported by air, artillery, Naval Surface Fire Support and/or mortars, appropriate maps, FiST battle board, and target identification/acquisition devices.

STANDARD: To achieve effective combined arms employment in support of company commanders scheme of maneuver/concept of operations.

EVENT COMPONENTS:

1. FiST leader orients team to targets, briefs enemy situation
2. FiST conducts battle drill
3. FiST confirms friendly positions
4. FiST confirms status of fire support agencies
5. Report lead/trace position of friendly units to supporting agencies
6. Conduct the adjust fire process
7. Conduct fire missions
8. Report effects to higher and supporting agencies
9. FiST prepares for follow on missions/tasks

CHAINED EVENTS:

LAR-LOG-5001 LAR-OFF-5003 LAR-OPS-5001

REFERENCES:

1. MCRP 3-15.2A Mortars
2. MCRP 3-16.6 Multi-Service Procedures for the Joint Application of Firepower (J-FIRE)
3. MCWP 3-16 Fire Support Coordination in the Ground Combat Element
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
5. MCWP 3-31.6 Supporting Arms Coordination in Amphibious Operations

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
C869 Cartridge, 81mm HE M889/M889A1 with	75 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	12 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	13 mortars per weapon

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17730 Fire And Movement Range
Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

LAR-INTL-6001: Process suspected enemy personnel and equipment

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: The unit captures known or suspected enemy personnel.

STANDARD: To ensure all requisite information, personnel, and equipment are submitted to higher within appropriate timelines and procedures.

EVENT COMPONENTS:

1. Units collect suspected enemy personnel
2. Unit employs suspected enemy personnel handling and processing procedures
3. Unit forwards documents of immediate tactical significance to S-2
4. Unit establishes suspected enemy personnel collection/exchange points
5. Conduct follow on actions as required

CHAINED EVENTS:

LAR-LOG-5001

LAR-SEC-5003

LAR-OPS-5001

REFERENCES:

1. FM 19-40 Enemy Prisoners of War/Civilian Internees
2. FM 34-130 Intelligence Preparation of the Battlefield

SUPPORT REQUIREMENTS:

OTHER SUPPORT REQUIREMENTS: Paperwork and proper restraining devices authorized per the most current detainee SOP.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task may be accomplished with organic personnel acting as detainees.

LAR-LOG-6001: Conduct tactical resupply

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 18 months

CONDITION: Given an operations order and unit that requires logistical sustainment.

STANDARD: To effectively sustain the units logistical needs in order to maintain continuous operations.

EVENT COMPONENTS:

1. Conduct planning
2. Report logistic status to higher
3. Coordinate classes of supply with higher
4. Coordinate method of delivery
5. Coordinate location of delivery
6. Conduct resupply

CHAINED EVENTS:

LAR-LOG-5001 LAR-MNVR-5006 LAR-MNVR-5005
LAR-OPS-5001

REFERENCES:

1. MCWP 4-1 Logistics Operations
2. MCWP 4-11 Tactical-Level Logistics

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17413 Field Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17936 Close Air Support Range
Facility Code 17915 Underwater Fording Site
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17670 Mortar Range
Facility Code 17730 Fire And Movement Range
Facility Code 17937 Aerial Bombing Range
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17760 MOUT Assault Course (MAC)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force. 2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-LOG-6002: Conduct casualty evacuation

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: The movement of casualties includes movement to and between medical treatment facilities; any vehicle may be used to evacuate casualties. This event should be incorporated in all applicable training events with scenarios developed to capture combat and non-combat evacuation. This event coincides with combat lifesaving and field medical training as required.

CONDITION: Given a unit that is conducting operations and casualties have occurred

STANDARD: To treat, evacuate, and track casualties in a timely manner with minimal interruption of operations.

EVENT COMPONENTS:

1. Evacuate WIA and KIA to Casualty Collection Point (CCP)
2. Conduct triage at CCP
3. Coordinate with higher headquarters for evacuation
4. Begin casualty reporting and tracking immediately

CHAINED EVENTS: LAR-OPS-5001 LAR-LOG-5001

REFERENCES:

1. MCRP 3-02G First Aid

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
G940 Grenade, Hand Green Smoke M18	3 grenades per Company

LAR-MNVR-6001: Conduct armored reconnaissance

SUPPORTED MET(S): 1, 3, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: The company performs area, zone and route reconnaissance missions, using surveillance, technical means and human interaction to gain information.

CONDITION: Given an Operation Order, a specified zone, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

EVENT COMPONENTS:

1. Orient on the reconnaissance objective.
2. Ensure continuous reconnaissance.
3. Maximize reconnaissance assets.
4. Gain and maintain contact.
5. Develop the situation.
6. Report all information rapidly and accurately
7. Retain freedom of maneuver.
8. Provide commanders guidance.
9. State recon objective.
10. Establish focus of recon.
11. Establish tempo of recon.
12. Provide engagement criteria.

CHAINED EVENTS:

LAR-LOG-5001 LAR-OPS-5002 LAR-OPS-5001

LAR-MNVR-5006 LAR-MNVR-5004 LAR-MOBL-5001
LAR-OFF-5002 LAR-OFF-5001 LAR-SEC-5003
LAR-SEC-5002 LAR-OFF-5004

RELATED EVENTS:

LAR-MNVR-5001 LAR-MNVR-5002

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-6002: Conduct a tactical movement

SUPPORTED MET (S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order, personnel and equipment.

STANDARD: Enusuring the unit utilizes the fundamentals of tactical movement, meets published timelines, travels along designated axis, and arrives at a directed location with personnel and equipment intact.

EVENT COMPONENTS:

1. Conduct prep for combat.
2. Receive movement operations Order.
3. Identify communications method and techniques of command control.
4. Ensure maximum use of key terrain for cover and/or concealment.
5. Utilize proper formations and movement techniques.
6. Perform actions on contact.

CHAINED EVENTS:

LAR-LOG-5001 LAR-MOBL-5001 LAR-SEC-5003

LAR-OPS-5001

RELATED EVENTS:

LAR-OFF-5001 LAR-MNVR-5003

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. Improvised Explosive Device simulator
3. Laser training device

LAR-MNVR-6003: Conduct a linkup

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given a Task within an Operations Order, personnel and equipment

STANDARD: To ensure the unit establishes contact between elements in order to coordinate efforts within stated timeline.

EVENT COMPONENTS:

1. Coordinate communication requirement.
2. Initiate movement to linkup point.
3. Arrive at LOA.
4. Achieve linkup.
5. Exchange critical information.

CHAINED EVENTS:

LAR-OPS-5001 LAR-LOG-5001

RELATED EVENTS: LAR-MNVR-5004

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-90.3 Mounted Brigade Combat Team

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.
 2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)
-

LAR-MNVR-6004: Conduct a passage of lines

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Unit does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

EVENT COMPONENTS:

1. Establish and maintain communication between stationary and passing units.
2. Ensure contact points are manned.
3. Ensure routes through obstacles are clearly marked and controlled by guides.
4. Ensure routes of advance to attack positions and battle handover line are unobstructed.
5. Coordinate combat service support as required.
6. Exchange critical information according to battle handover checklist.
7. Report completion of passage to higher.

CHAINED EVENTS:

LAR-OPS-5001 LAR-LOG-5001

RELATED EVENTS: LAR-MNVR-5004

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. DVTE

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event.

LAR-MNVR-6005: Conduct a relief in place

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an operation order as either the stationary or relieving unit.

STANDARD: To ensure transfer of tactical responsibilities, and control of a designated area without disruption in operation.

EVENT COMPONENTS:

1. Establish and maintain communication between units.
2. Conduct coordination and planning between higher headquarters.
3. Employ all means to ensure common view of battle space.
4. Exchange all required intelligence and tactical information.
5. Coordinate/identify when and where battle handover/passage of command will occur.
6. Conduct detailed coordination and liaison between representatives of fire support units.
7. Conduct the movement of units over planned routes, based on the planned sequence of movement and relief.
8. Plan use of guides to lead relieving units into positions and to lead relieved units out of position.
9. Keep liaison personnel in position until the relieving unit has assumed control.
10. Conduct familiarization operations.
11. Coordinate the transfer of all appropriate classes of supply and equipment.
12. Relinquish responsibility for the area upon agreement by the two commanders and approval from the higher commander.

CHAINED EVENTS:

LAR-OPS-5001 LAR-LOG-5001

RELATED EVENTS: LAR-MNVR-5005

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17310 Range Operations Building
Facility Code 17311 Range Support Building

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. DVTE

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-6006: Establish an assembly area

SUPPORTED MET (S): 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given a location, personnel and equipment.

STANDARD: To Prepare for follow on operations.

EVENT COMPONENTS:

1. Conduct quartering party activities.
2. Unit conducts movement.
3. Unit occupies assembly area.
4. Establish security.
5. Unit reports time assembly area was occupied.
6. Unit prepares for future operations.

CHAINED EVENTS:

LAR-LOG-5001 LAR-MNVR-5006 LAR-OPS-5001
LAR-OPS-5002

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17631 Light Antiarmor Weapons Range Live

Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17420 Maneuver/Training Area, Heavy Forces

OTHER SUPPORT REQUIREMENTS: DVTE

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-6007: Conduct amphibious operations

SUPPORTED MET(S): 2

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 18 months

CONDITION: Given a landing order, landing craft, personnel and equipment

STANDARD: To achieve commander's intent and land per the execution timelines.

EVENT COMPONENTS:

1. Conduct planning
2. Conduct rehearsals
3. Complete embarkation
4. Conduct movement

CHAINED EVENTS:

LAR-LOG-5001	LAR-OPS-5001	LAR-SEC-5002
LAR-OFF-5004	LAR-OFF-5002	LAR-MNVR-5006

REFERENCES:

1. MCDP-3 Expeditionary Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17909 Ship Loading And Unloading Mockup

OTHER SUPPORT REQUIREMENTS:

1. Amphibious training area suitable for the employment of all surface and airborne craft.
2. Beach suitable for amphibious landing.
3. Suitable landing zone.
4. Amphibious shipping.
5. Landing craft.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MOBL-6001: Conduct limited breaching operations

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: The Company may conduct limited breaching operations when bypass is not possible and overwhelming combat power is not required. The company relies on stealth, lane reduction techniques, and dismounted maneuver to achieve surprise and minimize casualties. Due to the limited dismounted capability of the company, it must be augmented with engineers or infantry to achieve success.

CONDITION: Given a unit supported by engineer or infantry personnel and an obstacle that cannot be by-passed.

STANDARD: To reduce the obstacle to allow freedom of movement.

EVENT COMPONENTS:

1. Conduct planning
2. Unit conducts reconnaissance of the obstacle.
3. Refine plan based on reconnaissance.
4. Plan and task organize forces in support of the breach.
5. Employ elements to reduce obstacle.
6. Unit continues follow-on operations.

CHAINED EVENTS:

LAR-LOG-5001	LAR-OPS-5002	LAR-MOBL-5001
LAR-OFF-5002	LAR-OPS-5001	

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-17 Engineer Operations

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon

A940 Cartridge, 25mm TPDS-T M910 Linked	30 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
M032 Charge, Demolition Block TNT 1-Pound	18 charges per Company
M130 Cap, Blasting Electric M6	25 blasting caps per Company
M131 Cap, Blasting Non-Electric M7	25 blasting caps per Company
M456 Cord, Detonating PETN Type I Class E	400 FT per Company
M670 Fuse, Blasting Time M700	200 FT per Company
M757 Charge, Assembly Demolition M183 Com	2 charges per Company
M766 Igniter, M60 for Time Blasting Fuse	25 fuses per Company
ML03 Firing Device, Demolition Multi-Purp	10 igniters per Company
MN08 Igniter, Time Blasting Fuse with Sho	120 fuses per Company

RANGE/TRAINING AREA:

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17820 Engineer Qualification Range, Non-Standardized
Facility Code 17413 Field Training Area
Facility Code 17830 Light Demolition Range
Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS: Combat Engineer Support

LAR-MOBL-6002: Conduct water operations

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months

DESCRIPTION: Operations requiring vehicles to cross a body of water passable in accordance with LAV capabilities.

CONDITION: Given a water obstacle, personnel and equipment.

STANDARD: To ensure minimal impact to mission and unit completes crossing without loss of personnel or equipment.

EVENT COMPONENTS:

1. Conduct planning
2. Establish security
3. Conduct reconnaissance of obstacle
4. Designate entry/exit points
5. Conduct crossing
6. Continue mission

RELATED EVENTS: LAR-MOBL-3002

REFERENCES:

1. FM 17-97 Cavalry Troop
2. FM 3-20.97 Reconnaissance Troop
3. MCWP 3-17.1 River-Crossing Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17915 Underwater Fording Site
Facility Code 17413 Field Training Area
Facility Code 17908 Amphibious Vehicle Training Area

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.

LAR-OFF-6001: Conduct a movement to contact

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

EVENT COMPONENTS:

1. Conduct planning
2. Begin the movement
3. Employ advance guard
4. Control movement based on the use of tactical control measures.
5. Make initial contact with minimal forces.
6. Assess enemy situation.
7. Recommend course of action to higher.

CHAINED EVENTS:

LAR-OPS-5001

LAR-SEC-5002

LAR-OFF-5004

RELATED EVENTS:

LAR-OFF-5001

LAR-OFF-5003

REFERENCES:

1. FM 17-97 Cavalry Troop
2. FM 3-20.97 Reconnaissance Troop

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
B519 Cartridge, 40mm Target Practice M781	5 cartridges per weapon
B535 Cartridge, 40mm White Star Parachute	1 signals per Team
C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17413 Field Training Area
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range
Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-6002: Conduct a raid

SUPPORTED MET(S): 1, 2, 3

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: The LAR company normally conducts raids against clear well defined targets whose destruction will have an adverse affect on an enemy force. Good targets for Company raids are enemy artillery, rear service units, or command and control headquarters.

CONDITION: Given an Operation Order, a known enemy objective, personnel and equipment.

STANDARD: To accomplish specified tasks assigned to that objective within the given timeframe.

EVENT COMPONENTS:

1. Conduct planning
2. Establish visual contact
3. Initiate attack
4. Establish support/security
5. Maneuver on to the objective
6. Suppress enemy with combined arms as required
7. Establish surveillance on enemy avenues of approach
8. Attack the objective
9. Protect withdrawal
10. Execute withdrawal

CHAINED EVENTS:

LAR-OPS-5002

LAR-OFF-5001

LAR-OFF-5004

RELATED EVENTS: LAR-OFF-5003

REFERENCES:

1. FM 17-97 Cavalry Troop
2. FM 3-20.97 Reconnaissance Troop

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team

B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
B519 Cartridge, 40mm Target Practice M781	5 cartridges per weapon
B535 Cartridge, 40mm White Star Parachute	1 signals per Team
C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
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Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range
Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-6003: Conduct a Tactical Recovery of Aircraft and Personnel (TRAP)

SUPPORTED MET(S): 1, 3

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 18 months

CONDITION: Given a mission to recover an aircraft or personnel in a permissive or non-permissive environment. During day or night, with or without supporting units (Assault support aircraft, engineers, CSSE, MWSS, EOD).

STANDARD: To recover sensitive items and or aircrew. Sensitive items that cannot be transported or destroyed.

EVENT COMPONENTS:

1. Conduct planning
2. Conduct rehearsals
3. Execute movement to objective area
4. Conduct actions on objective
5. Withdraw to friendly lines or safe haven
6. Debrief and report to higher headquarters

CHAINED EVENTS:

LAR-LOG-5001 LAR-OPS-5001 LAR-OPS-5002

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	100 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
G940 Grenade, Hand Green Smoke M18	1 grenades per Platoon

RANGE/TRAINING AREA: Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS:

1. UNITS/PERSONNEL: A. Maneuver/Training area B. Role Players (downed aircrew) C. Opposing Forces
2. Weapons: A. M16 Series 5.56mm Service Rifle/M4 Series Carbine B. M203 40mm Grenade Launcher C. M240G 7.62mm Medium Machinegun D. M249 5.56mm Light Machinegun - Squad Automatic Wea

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OPS-6001: Conduct planning

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: Developing plans, focused on armored reconnaissance, armored security, limited offensive and economy of force operations, developing plans for Light Armored Reconnaissance (LAR) Company operational requirements i.e. providing forces, amphibious operations, armored reconnaissance, and armored security operations in accordance with the Marine Corps Planning Process (MCPPE).

CONDITION: Given a higher headquarters operations order and/or warning order, commanders battle space area evaluation, commanders guidance and the references.

STANDARD: Identifying LAR personnel and equipment requirements, consistent with mission analysis, commanders intent, and the concept of operations across the Range of Military Operations (ROMO).

EVENT COMPONENTS:

1. Conduct problem framing.
2. Determine time available.
3. Determine planning process (MCPPE, R2P2, Hasty Planning, or other method).
4. Establish timeline for planning and preparation.
5. Issue Warning Order.
6. Implement cultural considerations into Mission Planning.
7. Create orders (OPORD, FRAGO, Decision Support Tools, etc).
8. Issue orders.
9. Implement feedback mechanisms.
10. Coordinate planning with higher, adjacent, subordinate, and supporting units.

CHAINED EVENTS: LAR-LOG-5001

RELATED EVENTS: LAR-OPS-5001

REFERENCES:

1. FM 34-130 Intelligence Preparation of the Battlefield
2. MCWP 4-1 Marine Corps Planning Process (MCPPE)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.

LAR-OPS-6002: Operate a Company Level Operations Center (CLOC)

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 18 months

CONDITION: Given an operations order, staff, and designated C2 equipment

STANDARD: Integrating systems, personnel and process to execute command and control operations ensuring commanders situational awareness and Common

Operational Picture (COP).

EVENT COMPONENTS:

1. Establish a COC
2. Maintain battle rhythm
3. Coordinate movement of forces
4. Control fire support
5. Execute Information Management procedures
6. Conduct battle drills
7. Maintain communications with Higher Adjacent Supporting (HAS) units
8. Maintain COP
9. Submit reports to higher, as required

CHAINED EVENTS:

LAR-OPS-5001 LAR-LOG-5001

REFERENCES:

1. MCWP 2-1 Intelligence Operations
2. MCWP 3-1 Ground Combat Operations
3. MCWP 4-1 Logistics Operations
4. MCWP 4-1 Marine Corps Planning Process (MCP)P)
5. MCWP 6-22 Communications and Information Systems

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-6001: Conduct armored security operations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: Operations undertaken are screen, area security, and convoy security.

CONDITION: Given an Operation order, personnel and equipment.

STANDARD: To provide information about the threat and terrain, to prevent the main body from being surprised and to preserve the combat power of friendly forces for decisive employment.

EVENT COMPONENTS:

1. Orient on the main body.
2. Perform continuous reconnaissance.
3. Provide early and accurate warning.
4. Provide reaction time and maneuver space for the protected force.
5. Maintain threat contact.
6. Provide commanders guidance.
7. Establish engagement criteria.
8. Provide destruction criteria.

9. Provide disengagement criteria.

CHAINED EVENTS:

LAR-LOG-5001	LAR-OPS-5002	LAR-OPS-5001
LAR-OFF-5001	LAR-MNVR-5004	LAR-OFF-5004
LAR-MNVR-5006		

RELATED EVENTS:

LAR-SEC-5001	LAR-SEC-5002
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REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team

L323 Signal, Smoke Ground Red Parachute M 1 signals per Team
L324 Signal, Smoke Ground Green Parachute 1 signals per Team
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr 2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-6002: Conduct a screen

SUPPORTED MET (S): 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order, a moving or stationary unit, personnel and equipment.

STANDARD: To provide early warning, real time information, reaction time, maneuver space, and destroy/repel threat reconnaissance.

EVENT COMPONENTS:

1. Conduct planning.
2. Gain and maintain contact with threat forces.
3. Report all threat activity to higher headquarters.
4. Conduct counter reconnaissance.
5. Impede or disrupt the threat within capabilities.
6. Be prepared to conduct a battle handover as necessary.
7. Do not become decisively engaged unless directed.
8. Do not allow ground threat forces to pass undetected or unreported.

CHAINED EVENTS:

LAR-LOG-5001 LAR-OFF-5004 LAR-MNVR-5006
LAR-OPS-5001

RELATED EVENTS: LAR-SEC-5002

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
B519 Cartridge, 40mm Target Practice M781	5 cartridges per weapon
B535 Cartridge, 40mm White Star Parachute	1 signals per Team
C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17413 Field Training Area
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-6003: Conduct a delay

SUPPORTED MET (S): 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an enemy force advancing on a friendly objective.

STANDARD: To slow the enemys momentum and attrite enemy forces without becoming decisively engaged.

EVENT COMPONENTS:

1. Issue FRAGO.
2. Position forces.
3. Integrate combined arms assets.
4. Prepare for follow on missions.

CHAINED EVENTS:

LAR-LOG-5001	LAR-OPS-5001	LAR-SEC-5002
LAR-OFF-5004	LAR-MNVR-5006	

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
B519 Cartridge, 40mm Target Practice M781	5 cartridges per weapon
B535 Cartridge, 40mm White Star Parachute	1 signals per Team
C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon

C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

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Facility Code 17413 Field Training Area
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-6004: Conduct a withdrawal

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: On order.

STANDARD: To disengage when conditions are met and displace to a specific location.

EVENT COMPONENTS:

1. Establish a plan.
2. Displacement criteria are met.

3. Units displace.
4. Conduct battle handover, if applicable.

CHAINED EVENTS:

LAR-LOG-5001

LAR-SEC-5002

LAR-OPS-5001

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
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C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
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L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

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Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

Facility Code 17413 Field Training Area
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Although this is company level task for training. Task can be delegated at the platoon level for execution based on task organization of supported force.
 2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)
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LAR T&R MANUAL

CHAPTER 5

PLATOON COLLECTIVE EVENTS

	<u>PARAGRAPH</u>	<u>PAGE</u>
PURPOSE.	5000	5-2
EVENT CODING	5001	5-2
COLLECTIVE DESCRIPTION/CORE CAPABILITY	5002	5-2
INDEX OF PLATOON COLLECTIVE EVENTS	5003	5-3
PLATOON COLLECTIVE EVENTS.	5004	5-3

LAR T&R MANUAL

CHAPTER 5

PLATOON COLLECTIVE EVENTS

5000. PURPOSE. This chapter contains collective training events for the Infantry Occupational Field.

5001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology:

a. Field one. This field represents the community. This chapter contains the following community codes:

<u>Code</u>	<u>Description</u>
LAR	Light Armored Reconnaissance

b. Field two. This field represents the functional/duty area. This chapter contains the following functional/duty areas:

<u>Code</u>	<u>Description</u>
LOG	Logistics
MNVR	Maneuver
MOBL	Mobile
OFF	Offensive
OPS	Operations
SEC	Security

c. Field three. This field provides the level at which the event is accomplished and numerical sequencing of events. This chapter contains the following event levels:

<u>Code</u>	<u>Description</u>
5000	Platoon/Section Level

5002. COLLECTIVE DESCRIPTION/CORE CAPABILITY

1. Collective training events build on individual training events which are trained in the formal schools and maintained by the small unit leaders in the Operational Forces (OPFOR).

2. Many collective events must occur simultaneously in order to allow the larger unit to accomplish its mission. This chapter will assist leaders and commanders in determining their piece in the larger whole and focus resources on standards based training and stagger event training throughout an annual training plan based on the training interval established for each event.

5003. INDEX OF PLATOON COLLECTIVE EVENTS

EVENT CODE	E-CODED	EVENT	PAGE
LOGISTICS			
LAR-LOG-5001		Perform casualty evacuations	5-3
MANEUVER			
LAR-MNVR-5001	YES	Perform armored reconnaissance	5-4
LAR-MNVR-5002	YES	Perform a route reconnaissance	5-5
LAR-MNVR-5003	YES	Perform a tactical movement	5-6
LAR-MNVR-5004		Perform a passage of lines	5-7
LAR-MNVR-5005		Perform a relief in place	5-8
LAR-MNVR-5006		Perform responsibilities of a quartering party	5-9
MOBILE			
LAR-MOBL-5001		Reconnoiter an obstacle	5-9
OFFENSIVE			
LAR-OFF-5001	YES	Perform a movement to contact	5-10
LAR-OFF-5002		Perform a hasty attack	5-12
LAR-OFF-5003		Perform a Raid	5-14
LAR-OFF-5004		Execute actions on contact	5-16
OPERATIONS			
LAR-OPS-5001		Prepare for combat operations	5-18
LAR-OPS-5002		Employ a Scout squad	5-18
SECURITY			
LAR-SEC-5001	YES	Perform convoy security operations	5-20
LAR-SEC-5002	YES	Establish a platoon battle position	5-22
LAR-SEC-5003	YES	Perform a screen	5-23
LAR-SEC-5004		Perform checkpoint operations	5-25

5004. PLATOON COLLECTIVE EVENTS

LAR-LOG-5001: Perform casualty evacuations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 1 month

CONDITION: : Given a unit that is conducting operations and casualties have occurred.

STANDARD: To treat, evacuate, and track casualties in a timely manner with minimal interruption of operations.

EVENT COMPONENTS:

1. Evacuate WIA and KIA to Casualty Collection Point (CCP)
2. Conduct triage
3. Coordinate for evacuation
4. Report casualty to higher

RANGE/TRAINING AREA:

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Unit leaders should pay attention to these three dynamics of the zone: asymmetric warfare, urban considerations, society/human demographics.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-5002: Perform a route reconnaissance

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an Operations Order, an assigned route, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

EVENT COMPONENTS:

1. Conduct planning
2. Develop commanders guidance
3. Establish focus of recon
4. Establish tempo of recon
5. Provide engagement criteria
6. Determine traffic ability along the route
7. Reconnoiter all terrain
8. Reconnoiter all lateral routes effecting reconnaissance
9. Reconnoiter all bridges
10. Locate fords and crossing sites
11. Reconnoiter overpasses, underpasses and culverts in zone
12. Reconnoiter all defiles along route
13. Locate all obstacles
14. Locate bypasses around obstacles
15. Find threat forces
16. Report information to higher

CHAINED EVENTS:

LAR-MNVR-4001

LAR-OPS-3002

RELATED EVENTS:

0311-MOBL-2001 LAR-MNVR-3001

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. FM 5-36 Route Reconnaissance and Classification

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-5003: Perform a tactical movement

SUPPORTED MET (S): 1, 2, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order, personnel and equipment.

STANDARD: Enusuring the unit utilizes the fundamentals of tactical movement, meets published timelines, travels along designated axis, and arrives at a directed location with personnel and equipment intact.

EVENT COMPONENTS:

1. Conduct prep for combat.
2. Apply planning/operational considerations
3. Issue order
4. Apply fundamentals of movement
5. Utilize proper formations
6. Utilize proper movement techniques
7. Ensure maximum use of key terrain for cover and/or concealment.
8. Perform actions on contact.
9. Report to higher

CHAINED EVENTS:

LAR-OPS-3002 0313-WPNS-3001 LAR-MNVR-4001

RELATED EVENTS: 0311-MOBL-2001

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. Advance Gunnery Training (AGTS)

LAR-MNVR-5004: Perform a passage of lines

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Ensuring unit does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

EVENT COMPONENTS:

1. Establish and maintain communication between contact points, stationary and passing unit commanders
2. Ensure contact points are manned
3. Ensure routes through obstacles are clearly marked and controlled by guides
4. Ensure routes of advance to attack positions and battle handover line are unobstructed
5. Confirm all passing unit vehicles are clearly marked
6. Ensure stationary and passing unit commanders co-located
7. Exchange critical information according to battle handover checklist
8. Report completion of passage to higher

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-5006: Perform responsibilities of a quartering party

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an operations order, personnel and equipment.

STANDARD: To receive follow on forces.

EVENT COMPONENTS:

1. Reconnoiter the area
2. Determine site suitability
3. Organize area
4. Emplace markers
5. Perform guide duties
6. Perform additional assigned tasks
7. Provide security

CHAINED EVENTS:

LAR-OPS-3002

LAR-MNVR-3002

LAR-OPS-3001

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17413 Field Training Area
Facility Code 17730 Fire And Movement Range
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MOBL-5001: Reconnoiter an obstacle

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an obstacle that impedes movement, personnel and equipment.

STANDARD: Ensuring obstacle restrictions are reported to higher and the bypass is marked.

EVENT COMPONENTS:

1. Detect the obstacle
2. Establish area security
3. Conduct reconnaissance around obstacle
4. Conduct obstacle reconnaissance
5. Select course of action
6. Recommend/execute course of action

CHAINED EVENTS:

LAR-OPS-3002 0311-MOBL-2001 LAR-MNVR-3002

RELATED EVENTS: LAR-MNVR-3001

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-17 Engineer Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17413 Field Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-5001: Perform a movement to contact

SUPPORTED MET(S): 3

EVALUATION-CODED: YES **SUSTAINMENT INTERVAL:** 12 months

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

EVENT COMPONENTS:

1. Conduct planning
2. Begin the movement
3. Perform movement based on the use of tactical control measures
4. Gain initial contact
5. Develop the situation
6. Execute course of action
7. Report to higher

CHAINED EVENTS:

LAR-MNVR-4001 LAR-OPS-3001

REFERENCES:

1. FM 3-21.9 SBCT Infantry Rifle Platoon and Squad

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team

B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-5002: Perform a hasty attack

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given a known enemy position, FragO, personnel and equipment.

STANDARD: To destroy or force the enemy to withdraw before they can consolidate or establish a deliberate defense.

EVENT COMPONENTS:

1. Task organize
2. Request support as required
3. Issue FragO
4. Conduct reconnaissance of objective
5. Isolate the objective
6. Integrate supporting arms
7. Establish base of fire
8. Fix the enemy
9. Assault through objective
10. Consolidate unit
11. Report to higher

CHAINED EVENTS:

LAR-OPS-3002 LAR-MNVR-4001 LAR-MNVR-3002 LAR-OPS-3001

REFERENCES:

1. FM 17-97 Cavalry Troop
2. FM 3-20.97 Reconnaissance Troop
3. FM 3-21.11 SBCT Infantry Rifle Company

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew

G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center2. DVTE

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-5003: Perform a Raid

SUPPORTED MET(S): 1, 2, 3, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operation Order, a known enemy objective, personnel and equipment.

STANDARD: To accomplish specified tasks assigned to that objective within the given timeframe.

EVENT COMPONENTS:

1. Conduct planning
2. Establish visual contact on objective area
3. Establish surveillance on enemy avenues of approach
4. Initiate action on objective
5. Suppress enemy with combined arms as required
6. Establish support by fire

7. Maneuver to objective
8. Attack the objective
9. Protect withdrawal
10. Execute withdrawal

CHAINED EVENTS:

LAR-OPS-3002 LAR-MNVR-3002 LAR-MNVR-4001 LAR-OPS-3001

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. FMFM 7-32 Raid Operation

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
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B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
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G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
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L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team

L324 Signal, Smoke Ground Green Parachute 1 signals per Team
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr 2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OFF-5004: Execute actions on contact

SUPPORTED MET(S): 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given a unit engaged by an enemy force during operations.

STANDARD: To take action before the enemy can gain the initiative in order to maintain the tempo of the operation.

EVENT COMPONENTS:

1. Deploy forces
2. Report initial contact
3. Develop the situation
4. Choose a course of action
5. Recommend/Execute a course of action
6. Report to higher

CHAINED EVENTS: LAR-OPS-3001 LAR-MNVR-3002 LAR-MNVR-4001

RELATED EVENTS: LAR-OPS-3002

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine

A064	Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075	Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
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A111	Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131	Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143	Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358	Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576	Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606	Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940	Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976	Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11	Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
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B505	Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506	Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508	Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509	Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519	Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535	Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12	Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869	Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870	Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871	Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826	Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940	Grenade, Hand Green Smoke M18	1 grenades per Team
G945	Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955	Grenade, Hand Violet Smoke M18	1 grenades per Team
G982	Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34	Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05	Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306	Signal, Illumination Ground Red Star	1 signals per Team
L307	Signal, Illumination Ground White St	1 signals per Team
L311	Signal, Illumination Ground Red Star	1 signals per Team
L312	Signal, Illumination Ground White St	1 signals per Team
L314	Signal, Illumination Ground Green St	1 signals per Team
L323	Signal, Smoke Ground Red Parachute M	1 signals per Team
L324	Signal, Smoke Ground Green Parachute	1 signals per Team
WH05-	Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. Advanced Gunnery Training System (AGTS)
3. DVTE

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OPS-5001: Prepare for combat operations

SUPPORTED MET(S): 1, 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order, personnel and equipment.

STANDARD: To successfully prepare the unit for all assigned mission tasking.

EVENT COMPONENTS:

1. Conduct mission analysis
2. Issue a warning order
3. Coordinate with attachments and detachments
4. Arrange for Reconnaissance
5. Make reconnaissance
6. Conduct coordination with higher, adjacent, and supporting units
7. Complete the plan
8. Issue the order
9. Conduct rehearsals
10. Perform pre-combat checks (PCCs) and pre-combat inspections(PCIs)
11. Conduct back briefs

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
-

LAR-OPS-5002: Employ a Scout squad

SUPPORTED MET(S): 2, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an operations order, personnel and equipment.

STANDARD: To accomplish the mission and achieve Commanders intent.

EVENT COMPONENTS:

1. Task organize force
2. Distribute equipment
3. Issue order
4. Insert scouts
5. Conduct dismounted movement
6. Perform actions on objective
7. Consolidate for extraction
8. Extract scouts

9. Conduct debrief

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
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Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-5001: Perform convoy security operations

SUPPORTED MET (S): None

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operation order, personnel and equipment.

STANDARD: To provide information about the threat and terrain, to prevent the main body from being surprised and to preserve the combat power of friendly forces for decisive employment.

EVENT COMPONENTS:

1. Conduct planning
2. Establish command and control
3. Conduct route reconnaissance
4. Emplace outposting
5. Execute escort
6. Report to higher

CHAINED EVENTS:

LAR-MNVR-3001 LAR-OPS-3002

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCRP 4-11.3F Convoy Operations Handbook

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon

A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
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B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
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G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
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HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-5002: Establish a platoon battle position

SUPPORTED MET(S): None

EVALUATION-CODED: YES SUSTAINMENT INTERVAL: 12 months

CONDITION: An operations order, key terrain, personnel and equipment.

STANDARD: To defeat an enemy attack.

EVENT COMPONENTS:

1. Identify engagement area
2. Establish dismounted observation posts
3. Conduct reconnaissance
4. Establish vehicle positions
5. Assign sectors of fire
6. Assign alternate/supplemental vehicle positions
7. Establish routes
8. Conduct rehearsals
9. Complete final coordination
10. Report to higher

CHAINED EVENTS:

LAR-OPS-3002 LAR-MNVR-3002 LAR-MNVR-4001 LAR-OPS-3001

RELATED EVENTS: LAR-MNVR-3001

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	400 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	400 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon
B504 Cartridge, 40mm Green Star Parachute	1 signals per Team
B505 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B506 Cartridge, 40mm Red Star Parachute M	1 signals per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 signals per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 signals per Team
B519 Cartridge, 40mm Target Practice M781	5 cartridges per weapon
B535 Cartridge, 40mm White Star Parachute	1 signals per Team
C869 Cartridge, 81mm HE M889/M889A1 with	18 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	4 mortars per weapon

C871 Cartridge, 81mm Illuminating M853A1	8 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per weapon
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Marine
WH05- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17413 Field Training Area
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-5003: Perform a screen

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an Operations Order, a moving or stationary unit, personnel and equipment.

STANDARD: To provide early warning, real time information, reaction time, maneuver space, and destroy/repel threat reconnaissance.

EVENT COMPONENTS:

1. Conduct planning.
2. Execute movement
3. Maintain continuous surveillance
4. Provide early warning of threat approach
5. Gain and maintain contact with threat forces
6. Destroy threat reconnaissance

Facility Code 17413 Field Training Area
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17730 Fire And Movement Range

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-SEC-5004: Perform checkpoint operations

SUPPORTED MET(S): 1, 3, 4, 5

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an operations order, sector, personnel and equipment.

STANDARD: To control freedom of movement.

EVENT COMPONENTS:

1. Conduct planning
2. Coordinate fire support
3. Establish checkpoint
4. Position automatic weapons
5. Ensure ROE/EOF is clear and understood
6. Coordinate logistical support
7. Coordinate casualty evacuation
8. Conduct rehearsals
9. Process suspected enemy personnel and equipment

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-33 Military Operations Other Than War (MOOTW)
3. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>		<u>Quantity</u>
A059	Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063	Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064	Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
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A143	Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon

A358	Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576	Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606	Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940	Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976	Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11	Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
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B505	Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
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B508	Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509	Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519	Cartridge, 40mm Target Practice M781	5 rounds per weapon
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C869	Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870	Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871	Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826	Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940	Grenade, Hand Green Smoke M18	1 grenades per Team
G945	Grenade, Hand Yellow Smoke M18	1 grenades per Team
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HX05	Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306	Signal, Illumination Ground Red Star	1 signals per Team
L307	Signal, Illumination Ground White St	1 signals per Team
L311	Signal, Illumination Ground Red Star	1 signals per Team
L312	Signal, Illumination Ground White St	1 signals per Team
L314	Signal, Illumination Ground Green St	1 signals per Team
L323	Signal, Smoke Ground Red Parachute M	1 signals per Team
L324	Signal, Smoke Ground Green Parachute	1 signals per Team
WH05-	Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
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Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR T&R MANUAL

CHAPTER 6

CREW COLLECTIVE EVENTS

	<u>PARAGRAPH</u>	<u>PAGE</u>
PURPOSE.	6000	6-2
EVENT CODING	6001	6-2
INDEX OF CREW COLLECTIVE EVENTS.	6002	6-2
CREW 4000-LEVEL COLLECTIVE EVENTS.	6003	6-3
CREW 3000-LEVEL COLLECTIVE EVENTS.	6004	6-8

LAR T&R MANUAL

CHAPTER 6

CREW COLLECTIVE EVENTS

6000. PURPOSE. This chapter contains collective training events for the LAR Occupational Field.

6001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology:

a. Field one. This field represents the community. This chapter contains the following community codes:

<u>Code</u>	<u>Description</u>
LAR	Light Armored Reconnaissance

b. Field two. This field represents the functional/duty area. This chapter contains the following functional/duty areas:

<u>Code</u>	<u>Description</u>
MNVR	Maneuver
MOBL	Mobile
MORT	Mortar
OPS	Operations

c. Field three. This field provides the level at which the event is accomplished and numerical sequencing of events. This chapter contains the following event levels:

<u>Code</u>	<u>Description</u>
4000	Crew
3000	Crew

6002. INDEX OF CREW COLLECTIVE EVENTS

EVENT CODE	E-CODED	EVENT	PAGE
CREW 4000-LEVEL COLLECTIVE EVENTS			
MANEUVER			
LAR-MNVR-4001		Conduct LAV anti-armor operations	6-3
MORTARS			
LAR-MORT-4001		Provide LAV 81mm fires	6-5
WEAPONS			
LAR-WPNS-4001		Complete Scout Section Training Course Table 7	6-6
INTELLIGENCE			

LAR-WPNS-4002		Complete Scout Section Training Course Table 8	6-7
CREW 3000-LEVEL COLLECTIVE EVENTS			
WEAPONS			
0313-WPNS-3001		Conduct AGTS Gate to Live Fire	6-9
0313-WPNS-3002		Conduct LAV Gunnery Table 1: Crew Defense	6-9
0313-WPNS-3003		Conduct LAV Gunnery Table 2: Crew Proficiency	6-10
0313-WPNS-3004		Conduct LAV Gunnery Table 3: Crew Practice 1	6-11
0313-WPNS-3005		Conduct LAV Gunnery Table 4: Crew Practice 2	6-12
0313-WPNS-3006		Conduct LAV Gunnery Table 5: Crew Gunnery Prequalification	6-12
0313-WPNS-3007		Conduct LAV Gunnery Table 6: Crew Gunnery Qualification	6-13
0313-WPNS-3008		Conduct LAV Gunnery Table X-1: Crew Proficiency	6-14
0313-WPNS-3009		Conduct LAV Gunnery Table X-2: CBRN	6-15
0313-WPNS-3010		Conduct LAV Gunnery Mission Role Variant Table 1: Crew Qualification	6-15
MANEUVER			
LAR-MNVR-3001		Employ an LAV in support of armored reconnaissance operations	6-16
LAR-MNVR-3002		Occupy a battle position	6-17
MOBILE			
LAR-MOBL-3001		Recover an LAV	6-17
LAR-MOBL-3002		Conduct a water crossing	6-18
LAR-MOBL-3003		Tow an LAV	6-19
OPERATIONS			
LAR-OPS-3001		Employ an LAV	6-19
LAR-OPS-3002		Employ a scout team	6-20

6003. CREW 4000-LEVEL COLLECTIVE EVENTS

LAR-MNVR-4001: Conduct LAV anti-armor operations

SUPPORTED MET (S): None

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

CONDITION: Given an operation order, an LAV-AT section, operating independently and in direct support.

STANDARD: Provide effective and accurate anti-armor fires.

EVENT COMPONENTS:

1. Select battle position
2. Occupy battle position
3. Prepare vehicle to engage targets
4. Integrate with direct fire assets
5. Move to hot position
6. Engage targets
7. Assess damage

8. Report battle damage assessment
9. Displace as directed

REFERENCES:

1. FM 16-97 Cavalry Troop
2. FM 2-11 Anti-Mechanized Operations
3. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
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A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon
AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
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C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live

OTHER SUPPORT REQUIREMENTS:

1. Battle Simulation Center
2. Precision TOW Gunnery System (PTGS)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. LAV-AT Section may be massed with other Battalion LAV-AT Sections in order to mass the effects of anti-armor fires.
2. LAV-AT Section can be mounted or dismounted.
3. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

LAR-MORT-4001: Provide LAV 81mm fires

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

CONDITION: Given an LAV mortar section, designated position, and a direction of fire.

STANDARD: To support the scheme of maneuver.

EVENT COMPONENTS:

1. Emplace section
2. Engage targets
3. Control fires as directed
4. Displace according to the scheme of maneuver
5. Prepare for follow on missions

REFERENCES:

1. FM 6-90 Tactical Employment of Mortars
2. MCRP 3-15.2A Mortars
3. MCRP 3-15.2B Mortar Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
C869 Cartridge, 81mm HE M889/M889A1 with	80 mortars per Section
C870 Cartridge, 81mm Smoke Red Phosphorus	24 mortars per Section
C871 Cartridge, 81mm Illuminating M853A1	12 mortars per Section

RANGE/TRAINING AREA: Facility Code 17670 Mortar Range

OTHER SUPPORT REQUIREMENTS: Maneuver/Training area.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Mortar section should be able transition from maneuver to a static position i.e.: hipshoot.
2. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

LAR-WPNS-4001: Complete Scout Section Training Course Table 7

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: The scout section training course is used to train and evaluate scout section tactical and gunnery skills in preparation for table 8. Table 7 gunnery portion may be conducted using sub-caliber or full caliber ammunition at the commanders discretion. The gunnery portion must evaluate the gunnery tasks outlined in appendix I of MCWP 3-14.1 while the tactical portion must be designed to evaluate the commander selected tasks. It is not required to combine the tactical and gunnery tasks when designing the scenario. Perform the gunnery tasks with the tactical tasks if its possible to do so without degrading the tactical task.

CONDITION: Given a scout section operating as part of a platoon, LAV-25s with SL-3, vehicle crewmen, ammunition, full-scale range, moving and stationary targets, evaluator, and mission-type order

STANDARD: To achieve 70 percent of the tactical tasks, gunnery tasks, and gunnery hit rate.

EVENT COMPONENTS:

1. Prepare for combat
2. Execute tasks
3. React to contact
4. Perform continuing actions
5. Report to higher
6. Displace as directed
7. Conduct after action review

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
3. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	360 rounds per Section
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	400 rounds per Section
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	1200 rounds per Section
A940 Cartridge, 25mm TPDS-T M910 Linked	120 cartridges per Section
A976 Cartridge, 25mm TP-T M793 Linked	150 cartridges per Section
B519 Cartridge, 40mm Target Practice M781	6 cartridges per Section
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per Section
G982 Grenade, Hand Practice Smoke TA M83	4 grenades per Section
HX07 Rocket, 83mm HEAA Practice MK7 Mod 0	2 rockets per Section
L312 Signal, Illumination Ground White St	1 signals per Section
L314 Signal, Illumination Ground Green St	1 signals per Section

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. There is no minimum or maximum number of targets allowed, however, there must be sufficient targets to allow the crews sufficient ammunition to upload the weapons systems.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

SPECIAL PERSONNEL CERTS: Distinguished: Combined score of 900 points or higher. Superior: Combined score between 800-899 points. Qualified: Combined score between 700-799 points. Unqualified: Combined score less than 700 points.

LAR-WPNS-4002: Complete Scout Section Training Course Table 8

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: Table 8 scout section qualification is an advanced gunnery table similar to Table 7. The scout section qualification is used to evaluate the scout sections tactical and gunnery proficiency in a realistic tactical and live fire scenario.

CONDITION: Given a scout section operating as part of a platoon, LAV-25s with SL-3, vehicle crewmen, full-caliber ammunition, a full-scale range, moving and stationary targets, qualified evaluator, and a mission-type order.

STANDARD: To achieve 70 percent of the tactical tasks, gunnery tasks, and gunnery hit rate.

EVENT COMPONENTS:

1. Prepare for combat
2. Execute tasks
3. React to contact
4. Perform continuing actions
5. Report to higher
6. Displace as directed
7. Conduct after action review

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
3. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	360 rounds per Section
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	400 rounds per Section
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	1200 rounds per Section
A940 Cartridge, 25mm TPDS-T M910 Linked	120 cartridges per Section
A976 Cartridge, 25mm TP-T M793 Linked	150 cartridges per Section
B519 Cartridge, 40mm Target Practice M781	6 cartridges per Section
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per Section
G982 Grenade, Hand Practice Smoke TA M83	4 grenades per Section
HX07 Rocket, 83mm HEAA Practice MK7 Mod 0	2 rockets per Section
L312 Signal, Illumination Ground White St	1 signals per Section
L314 Signal, Illumination Ground Green St	1 signals per Section

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. There is no minimum or maximum number of targets allowed, however, there must be sufficient targets to allow the crews sufficient ammunition to upload the weapons systems.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

SPECIAL PERSONNEL CERTS: Distinguished: Combined score of 900 points or higher. Superior: Combined score between 800-899 points. Qualified: Combined score between 700-799 points. Unqualified: Combined score less than 700 points.

6004. CREW 3000-LEVEL COLLECTIVE EVENTS

0313-WPNS-3001: Conduct AGTS Gate to Live Fire

SUPPORTED MET(S): None

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 1 month

CONDITION: Given an AGTS trainer and Instructor-Operator.

STANDARD: Achieve a rating of qualified, superior, or distinguished.

EVENT COMPONENTS:

1. Complete the Basic pre-live fire exercises (Exercise numbers 22011-22221)
2. Complete the Gunnery exercises (Exercise numbers 31011-35021)
3. Complete one of the 8 Gate-To-Live Fire exercises (Exercise numbers 36011-36081)

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

EQUIPMENT: Light Armored Vehicle Advanced Gunnery Training System.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-WPNS-3002: Conduct LAV Gunnery Table 1: Crew Defense

SUPPORTED MET(S): None

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an operational AGTS or approved training device, an LAV-25 in a stationary position and a suitable engagement area with sensor-equipped thermalized targets, engage and destroy stationary and moving targets. During stadia engagements, the gunner will not use the ELRF.

STANDARD: During day and night firing, the crew must achieve a minimum of a P rating on 7 of the 10 engagements with 1 of the 7 being a CBRN engagement. All engagements will be repeated at night.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 1 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
2. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

OTHER SUPPORT REQUIREMENTS: Precision Gunnery Training SystemAdvanced
Gunnery Training SystemSub-caliber Firing Device/Laser Aiming Device

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. At the commanders discretion, table I can be conducted on either a 1/10-scale, a 1/2-scale, or full-scale range. To ensure that LAV-25 fire control systems are operational before full caliber qualification, the table may be fired using the full caliber ammunition if it is available in the units ammunition allocation. Sustainment can be attained through simulations, qualification must be executed through live fire.
2. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-WPNS-3003: Conduct LAV Gunnery Table 2: Crew Proficiency

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an operational AGTS or approved training device, an LAV-25 in a stationary position and a suitable engagement area with sensor-equipped thermalized targets, engage and destroy stationary and moving targets. During stadia engagements, the gunner will not use the ELRF.

STANDARD: The crew must achieve a minimum of a P rating on 9 out of the 12 engagements with 1 out of the 9 being a CBRN engagement and 3 out of the 9 being night engagements.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 2 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
2. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	600 rounds per weapon

A940 Cartridge, 25mm TPDS-T M910 Linked 60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked 80 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

OTHER SUPPORT REQUIREMENTS: Precision Gunnery Training SystemAdvanced
Gunnery Training SystemSub-caliber Firing Device/Laser Aiming Device

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: At the commanders discretion, table I can be conducted on either a 1/10-scale, a 1/2-scale, or full-scale range. To ensure that LAV-25 fire control systems are operational before full caliber qualification, the table may be fired using the full caliber ammunition if it is available in the units ammunition allocation. Sustainment can be attained through simulations, qualification must be executed through live fire. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-WPNS-3004: Conduct LAV Gunnery Table 3: Crew Practice 1

SUPPORTED MET(S): None

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

CONDITION: Given an LAV-25, an authorized allocation of ammunition, and suitable live fire range with thermalized targets in accordance with TC 25-8. During stadia engagements, the gunner will not use the ELRF.

STANDARD: The crew must achieve a minimum of a P rating on seven out of nine engagements with one out of the seven being a CBRN engagement and two out of the seven being a night engagement.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 3 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	350 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	70 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Sustainment can be attained through simulations, qualification must be executed through live fire.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3005: Conduct LAV Gunnery Table 4: Crew Practice 2

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: The crew is given a LAV-25, authorized allocation of ammunition, and a suitable live fire range with thermalized targets in accordance with TC 25-8. During stadia engagements, the gunner will not use the ELRF.

STANDARD: The crew must achieve a minimum of a P rating on seven out of nine engagements with one out of the seven being a CBRN engagement and two out of the seven being a night engagement.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 4 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	300 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	60 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Sustainment can be attained through simulations, qualification must be executed through live fire.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3006: Conduct LAV Gunnery Table 5: Crew Gunnery Prequalification

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: The crew is given a LAV-25, authorized allocation of ammunition, and a suitable live fire range with thermalized targets in accordance with TC 25-8. During stadia engagements, the gunner will not use the ELRF.

STANDARD: The crew must achieve a minimum of a P rating on seven of nine engagements with one of the seven being a CBRN engagement and two of the seven being night engagements.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 5 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	250 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	70 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Sustainment can be attained through simulations, qualification must be executed through live fire.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3007: Conduct LAV Gunnery Table 6: Crew Gunnery Qualification

SUPPORTED MET(S): None

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 6 months

CONDITION: The crew is given a LAV-25, authorized allocation of ammunition, and a suitable live fire range with thermalized targets in accordance with TC 25-8. During stadia engagements, the gunner will not use the ELRF.

STANDARD: The crew must achieve a qualifying rating of distinguished, superior, or qualified.

EVENT COMPONENTS:

1. Conduct LAV-25 gunnery Table 6 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	300 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	70 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	70 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Sustainment can be attained through simulations, qualification must be executed through live fire.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3008: Conduct LAV Gunnery Table X-1: Crew Proficiency

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Using the M16A2 or the M240 as the sub-caliber device, adjust fire from a first round miss. Tasks are fired from a stationary LAV-25 against both stationary and moving targets using tracer ammunition.

STANDARD: The crewmembers will use the correct adjustment techniques and hit the target with the second round to meet the minimum standards. The crew members must receive a GO on each task in order to receive a GO on sustainment firing table X-I.

EVENT COMPONENTS: Conduct LAV-25 gunnery Table X-1 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A063 Cartridge, 5.56mm Tracer M856 Single	80 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3009: Conduct LAV Gunnery Table X-2: CBRN

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: The crew is given an LAV-25, authorized allocation of ammunition, and suitable live fire range with thermalized targets in accordance with TC 25-8. During stadia engagements, the gunner will not use the ELRF. The exercise is conducted in MOPP-4, with all hatches buttoned, and from both a stationary and a moving vehicle.

STANDARD: The crew must achieve a minimum of a P rating on 7 of 9 engagements and 2 of the 7 being night engagements.

EVENT COMPONENTS: Conduct LAV-25 gunnery Table X-2 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	350 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	70 cartridges per weapon
A976 Cartridge, 25mm TP-T M793 Linked	60 cartridges per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-3010: Conduct LAV Gunnery Mission Role Variant Table 1: Crew Qualification

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given a LAV, mission role variant in a stationary or moving position and a suitable engagement area with sensor-equipped thermalized

targets, engage and destroy stationary and moving targets

STANDARD: During day and night firing, the crew must achieve a minimum of a P rating on 5 of the 7 engagements during day operations and 3 of 7 during night operations with 1 of the 7 being a CBRN engagement.

EVENT COMPONENTS: Conduct LAV-25 gunnery Table 1 IAW MCWP 3-14.1

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	600 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. This task will be conducted by personnel assigned as vehicle commanders of LAV mission role variants.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-3001: Employ an LAV in support of armored reconnaissance operations

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

DESCRIPTION: LAV is employed as part of a larger unit conducting route, zone or area reconnaissance mission.

CONDITION: Given an order, personnel and equipment.

STANDARD: To gather information to complete the reconnaissance reports.

EVENT COMPONENTS:

1. Receive operations order
2. Conducts PCC/PCI
3. Begin reconnaissance
4. Employ scouts as required
5. Collect reconnaissance information
6. Report to higher
7. Continue mission

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MNVR-3002: Occupy a battle position

SUPPORTED MET (S): None

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 3 months

CONDITION: Given an operations order, personnel and equipment

STANDARD: To provide a covered or concealed location oriented on the enemy from which to observe, engage and report.

EVENT COMPONENTS:

1. Reconnoiter tentative battle position
2. Locate primary and alternate positions
3. Establish battle position
4. Establish OP's
5. Identify sectors of fire
6. Establish tactical control measures
7. Create range card
8. Report battle position information to higher
9. Identify threats
10. Execute actions on contact
11. Report to higher
12. Make recommendations for follow on actions

REFERENCES:

1. FM 16-97 Cavalry Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MOBL-3001: Recover an LAV

SUPPORTED MET (S): None

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

CONDITION: Given an immobile LAV, personnel and equipment.

STANDARD: Without causing damage to vehicle or injury to personnel.

EVENT COMPONENTS:

1. Assess the situation
2. Provide security
3. Coordinate recovery efforts
4. Perform recovery operations
5. Account for all personnel and equipment
6. Continue mission

REFERENCES:

1. TM 08594B-10/2B Operator's Manual LAV-25 Hull
-

LAR-MOBL-3002: Conduct a water crossing

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

DESCRIPTION: Operating vehicle to cross a body of water passable in accordance with LAV capabilities.

CONDITION: Given a water obstacle with entry and exit points, personnel and equipment.

STANDARD: To ensure minimal impact to mission and no loss of personnel or equipment.

EVENT COMPONENTS:

1. Conduct pre-swim operations
2. Maintain communications
3. Cross water obstacle
4. Conduct post-swim operations

REFERENCES:

1. FM 16-97 Cavalry Troop
2. FM 3-20.97 Reconnaissance Troop
3. MCWP 3-17.1 River-Crossing Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17413 Field Training Area
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17915 Underwater Fording Site

OTHER SUPPORT REQUIREMENTS: Battle Simulation Center

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-MOBL-3003: Tow an LAV

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

CONDITION: Given an inoperable LAV, equipment and personnel.

STANDARD: Without causing damage to vehicle or injury to personnel.

EVENT COMPONENTS:

1. Assess the situation
2. Provide security
3. Coordinate towing efforts
4. Prepare for tow operations
5. Execute bump plan
6. Conduct towing operations
7. Account for all personnel and equipment
8. Continue mission

REFERENCES:

1. TM 08594B-10/2B Operator's Manual LAV-25 Hull
-

LAR-OPS-3001: Employ an LAV

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

CONDITION: Given an operations order, personnel and equipment.

STANDARD: To accomplish the mission and achieve the commanders intent.

EVENT COMPONENTS:

1. Receive order
2. Conduct PCC/PCI
3. Conduct rehearsals
4. Conduct movement
5. Identify threats
6. Execute actions on contact
7. Report to higher
8. Make recommendations for follow on actions

REFERENCES:

1. FM 16-97 Cavalry Troop
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR-OPS-3002: Employ a scout team

SUPPORTED MET(S): None

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

DESCRIPTION: Scout employment is mission specific and may require special gear and equipment to accomplish their task.

CONDITION: Given a mission requiring the use of the dismounted element.

STANDARD: To conduct a dismounted operation integrated with organic LAV support.

EVENT COMPONENTS:

1. Vehicle commander tasks the scouts
2. Task organize scout team
3. Coordinate scout deployment with higher
4. Maintain communication between scouts and LAV
5. Coordinate fires between LAV and scouts
6. Execute mission
7. Conduct linkup with LAV
8. Conduct debrief with vehicle commander
9. Report accountability

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	30 rounds per Marine
A063 Cartridge, 5.56mm Tracer M856 Single	6 rounds per Marine
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100 rounds per weapon
A075 Cartridge, 5.56mm Blank M200 Linked	100 rounds per weapon
A080 Cartridge, 5.56mm Blank M200 Single	30 rounds per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 rounds per weapon
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A143 Cartridge, 7.62mm Ball M80 Linked	200 rounds per weapon
A358 Cartridge, 9mm TP-T M939 for AT-4 Tr	10 projectiles per weapon
A576 Cartridge, Caliber .50 4 API M8/1 AP	100 rounds per weapon
A606 Cartridge, Caliber .50 API MK211 Mod	10 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	30 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	30 rounds per weapon

AX11 Cartridge, 9mm Spotting Rifle MK212	5 rounds per weapon
B504 Cartridge, 40mm Green Star Parachute	1 cartridges per Team
B505 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B506 Cartridge, 40mm Red Star Parachute M	1 cartridges per Team
B508 Cartridge, 40mm Green Smoke Ground M	1 cartridges per Team
B509 Cartridge, 40mm Yellow Smoke Ground	1 cartridges per Team
B519 Cartridge, 40mm Target Practice M781	5 rounds per weapon
B535 Cartridge, 40mm White Star Parachute	1 cartridges per Team
BA12 Cartridge, 40mm Practice MK 281 Mod	20 cartridges per weapon
C869 Cartridge, 81mm HE M889/M889A1 with	16 mortars per weapon
C870 Cartridge, 81mm Smoke Red Phosphorus	2 mortars per weapon
C871 Cartridge, 81mm Illuminating M853A1	4 mortars per weapon
G826 Grenade, Launcher Smoke Infrared Scr	2 grenades per crew
G940 Grenade, Hand Green Smoke M18	1 grenades per Team
G945 Grenade, Hand Yellow Smoke M18	1 grenades per Team
G955 Grenade, Hand Violet Smoke M18	1 grenades per Team
G982 Grenade, Hand Practice Smoke TA M83	1 grenades per Team
HA34 Rckt 83mm HE, SMAW-NE, MK80-0	2 rockets per weapon
HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW	1 rocket per weapon
L306 Signal, Illumination Ground Red Star	1 signals per Team
L307 Signal, Illumination Ground White St	1 signals per Team
L311 Signal, Illumination Ground Red Star	1 signals per Team
L312 Signal, Illumination Ground White St	1 signals per Team
L314 Signal, Illumination Ground Green St	1 signals per Team
L323 Signal, Smoke Ground Red Parachute M	1 signals per Team
L324 Signal, Smoke Ground Green Parachute	1 signals per Team
WH06- Guided Missile, BTM-71D-3B (TOW-1 Pr	2 missiles per weapon

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17730 Fire And Movement Range
Facility Code 17413 Field Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17641 Automated Antiarmor Tracking And Live-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

LAR T&R MANUAL

CHAPTER 7

2000-LEVEL INDIVIDUAL EVENTS

	<u>PARAGRAPH</u>	<u>PAGE</u>
PURPOSE.	7000	7-2
EVENT CODING	7001	7-2
INDEX OF 2000-LEVEL EVENTS	7002	7-3
2000-LEVEL EVENTS.	7003	7-5

LAR T&R MANUAL

CHAPTER 7

2000-LEVEL INDIVIDUAL EVENTS

7000. PURPOSE. This chapter details the individual events that pertain to the Light Armored Reconnaissance Military Occupational Specialty (MOS). These events are linked to a service-level Mission Essential Tasks (MET). This linkage tailor's individual training for the selected MET. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

7001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology

a. Field one. This field represents the community. This chapter contains the following community codes:

<u>Code</u>	<u>Description</u>
0303	Light Armored Reconnaissance Officer
0311	Rifleman
0313	LAV Crewman
0341	Mortarman
0352	Antitank Missleman

b. Field two. This field represents the functional/duty area. This chapter contains the following functional/duty areas:

<u>Code</u>	<u>Description</u>
DEF	Defense
LOG	Logistics
M240	Medium Machinegun
M242	25mm Automatic Gun
MOBL	Mobile
MNVR	Maneuver
OFF	Offensive
OPS	Operations
PMCS	Preventive Maintenance Checks and Services
RECN	Reconnaissance
SEC	Security
TAC	Tactical
TRNG	Training
WPNS	Weapons

c. Field three. This field provides the level at which the event is accomplished and numerical sequencing of events. This chapter contains the following event levels:

Code Description
2000 Core Plus Skills

7002. INDEX OF 2000-LEVEL EVENTS

EVENT CODE	EVENT	PAGE
2000-LEVEL		
0303		
0303-M240-2006	Engage targets with an M240 variant 7.62mm swing-mounted machinegun	7-5
0303-M242-2004	Supervise boresighting procedures for M242 25mm automatic gun	7-5
0303-MNVR-2000	Lead an LAV during armored reconnaissance operations	7-6
0303-MNVR-2001	Employ an LAV-AT in support of operations	7-7
0303-MNVR-2002	Lead an LAV unit in a route reconnaissance	7-7
0303-MNVR-2003	Lead an LAR unit during armored reconnaissance operations	7-8
0303-MNVR-2026	Employ an LAV-25 in a battle position	7-9
0303-MNVR-2038	Employ an LAV as a stationary unit during a passage of lines	7-10
0303-MNVR-2050	Execute tactical formations and movement techniques	7-11
0303-MNVR-2083	Lead a moving LAR unit in a passage of lines	7-11
0303-MNVR-2129	Supervise Quartering Party duties	7-12
0303-MNVR-2130	Establish LAR unit Battle Positions	7-13
0303-MNVR-2132	Lead a stationary LAR unit during a passage of lines	7-13
0303-OFF-2075	Lead actions on contact	7-14
0303-OFF-2076	Employ an LAV in a movement to contact	7-15
0303-OFF-2077	Employ an LAV-25 during a hasty attack	7-15
0303-OFF-2078	Employ an LAV as a moving unit in a passage of lines	7-16
0303-OFF-2079	Lead an LAR unit during a raid	7-17
0303-OFF-2082	Lead an LAR unit during a movement to contact	7-18
0303-OPS-2025	Develop a range card for an LAV	7-18
0303-OPS-2131	Direct LAV unit fires	7-19
0303-OPS-2150	Supervise employment of a scout team for local security	7-20
0303-PMCS-2001	Maintain an ordnance vehicle logbook	7-20
0303-PMCS-2002	Maintain a weapon record book	7-21
0303-PMCS-2003	Supervise Preventative Maintenance Checks and Services	7-21
0303-SEC-2027	Employ an LAV during screening operations	7-22
0303-WPNS-2007	Direct LAV fires	7-23
0303-WPNS-2028	Engage simultaneous targets	7-23
0311		
0311-MOBL-2001	Conduct LAR scout reconnaissance	7-24
0311-MOBL-2402	Direct dismount of an LAV-25	7-25
0313		
0313-DEF-2000	Employ an LAV-25 in a battle position	7-26

0313-DEF-2001	Develop a range card for an LAV	7-26
0313-DEF-2002	Employ an LAV-25 as part of a security operation	7-27
0313-DEF-2003	Employ an LAV as a stationary unit in a passage of lines	7-28
0313-DEF-2100	Establish LAV unit Battle Positions	7-28
0313-DEF-2101	Direct LAV unit fires	7-29
0313-DEF-2102	Lead a stationary LAV unit in a passage of lines	7-30
0313-DEF-2103	Supervise Quartering Party duties	7-31
0313-LOG-2100	Direct LAV resupply operations	7-31
0313-M240-2006	Engage targets with an M240 variant 7.62mm swing-mounted machinegun	7-32
0313-M242-2004	Supervise boresighting procedures for M242 25mm automatic gun	7-33
0313-M242-2095	Zero the M242 25mm automatic gun	7-33
0313-MNVR-2000	Execute tactical formation and movement techniques	7-34
0313-MOBL-2100	Lead an LAV unit in a tactical road march	7-35
0313-OFF-2000	Employ an LAV-25 in a movement to contact	7-35
0313-OFF-2001	Employ an LAV as part of a raid	7-36
0313-OFF-2002	Employ an LAV-25 as part of a hasty attack	7-37
0313-OFF-2003	Employ an LAV as a moving unit in a passage of lines	7-38
0313-OFF-2100	Conduct actions on contact	7-38
0313-OFF-2101	Lead an LAR unit in a movement to contact	7-39
0313-OFF-2102	Employ an LAV-AT in support of operations	7-40
0313-OFF-2104	Lead an LAR unit in a raid	7-40
0313-OFF-2105	Lead a moving LAR unit in a passage of lines	7-41
0313-PMCS-2001	Maintain an ordnance vehicle logbook	7-42
0313-PMCS-2002	Maintain a weapon record book	7-42
0313-PMCS-2003	Supervise Preventative Maintenance Checks and Services	7-43
0313-RECN-2100	Lead an LAV during armored reconnaissance operations	7-44
0313-RECN-2101	Lead an LAR unit in a route reconnaissance	7-45
0313-RECN-2103	Lead an LAR unit during armored reconnaissance operations	7-46
0313-TAC-2000	Employ a scout team for local security	7-46
0313-TRNG-2200	Supervise LAV turret crew operations	7-47
0313-TRNG-2202	Supervise initial LAV gunnery	7-48
0313-TRNG-2203	Supervise intermediate gunnery	7-49
0313-TRNG-2204	Supervise sustainment gunnery	7-50
0313-TRNG-2500	Manage LAV training systems	7-51
0313-TRNG-2501	Conduct Remedial LAV gunnery training	7-52
0313-TRNG-2502	Supervise initial LAV gunnery	7-52
0313-TRNG-2503	Supervise intermediate gunnery	7-53
0313-TRNG-2504	Supervise sustainment gunnery	7-54
0313-TRNG-2505	Supervise advanced gunnery	7-55
0313-TRNG-2506	Develop LAV gunnery training plan	7-56
0313-TRNG-2507	Conduct LAV crew evaluator training	7-57
0313-WPNS-2007	Direct LAV fires	7-58
0313-WPNS-2028	Engage simultaneous targets	7-58
0341		

0303-M242-2004: Supervise bore sighting procedures for M242 25mm automatic gun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV-25 with an installed M242 25mm automatic gun, bore sight kit, LAV crew, and references.

STANDARD: To achieve point of aim/point of impact within 45 minutes.

PERFORMANCE STEPS:

1. Due to complexity, the performance steps for this task will be completed in accordance with the associated reference.

REFERENCES:

1. TM 08594A-10/1_ Operators Manual, LAV-25 Turret

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

0303-MNVR-2000: Lead an LAV during armored reconnaissance operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operation Order, a specified zone/area, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat.
2. Establish focus of recon.
3. Establish tempo of recon.
4. Provide engagement criteria.
5. Reconnoiter all terrain.
6. Reconnoiter all bridges.
7. Locate fords and crossing sites.

8. Reconnoiter overpasses, underpasses and culverts in zone.
9. Locate all obstacles.
10. Locate bypasses around obstacles.
11. Find threat forces.
12. Report information to higher.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCRP 2-25A Reconnaissance Reports Guide
4. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2001: Employ an LAV-AT in support of operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV-AT section.

STANDARD: In accordance with commander's intent and the scheme of maneuver.

PERFORMANCE STEPS:

1. Prepare for combat.
2. Position to support the unit.
3. Provide fires to support the unit.
4. Displace as required.
5. Consolidate and reorganize.
6. Prepare for follow on actions.

REFERENCES:

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-14 EMPLOYMENT OF THE LIGHT ARMORED RECONNAISSANCE BATTALION
3. MCWP 3-15.5 MAGTF Antiarmor Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2002: Lead an LAV unit in a route reconnaissance

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 12 months

BILLETS: Company Commander, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order, an assigned route, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat.
2. Establish focus of recon.
3. Establish tempo of recon.
4. Provide engagement criteria.
5. Determine traffic ability along the route.
6. Reconnoiter all terrain.
7. Reconnoiter all lateral routes effecting reconnaissance.
8. Reconnoiter all bridges.
9. Locate fords and crossing sites.
10. Reconnoiter overpasses, underpasses and culverts in zone.
11. Reconnoiter all defiles along route.
12. Locate all obstacles.
13. Locate bypasses around obstacles.
14. Find threat forces.
15. Report information to higher.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2003: Lead an LAR unit during armored reconnaissance operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: The unit performs area and zone reconnaissance missions, using surveillance, technical means and human interaction to gain information.

BILLETS: Company Commander, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operation Order, a specified zone/area, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat.
2. Establish focus of recon.
3. Establish tempo of recon.
4. Provide engagement criteria.
5. Reconnoiter all terrain.
6. Reconnoiter all bridges.
7. Locate fords and crossing sites.
8. Reconnoiter overpasses, underpasses and culverts in zone.
9. Locate all obstacles.
10. Locate bypasses around obstacles.
11. Find threat forces.
12. Report information to higher.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCRP 2-25A Reconnaissance Reports Guide
4. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2026: Employ an LAV-25 in a battle position

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an operation order, LAV-25, personnel and equipment.

STANDARD: To provide a covered or concealed location oriented on the enemy from which to observe, engage and report.

PERFORMANCE STEPS:

1. Reconnoiter tentative battle position.
2. Locate primary and alternate positions.
3. Establish battle position.
4. Establish OPs.
5. Identify sectors of fire.
6. Establish tactical control measures.
7. Create range card.
8. Report battle position information to higher.
9. Identify threats.
10. Execute actions on contact.
11. Report to higher.
12. Make recommendations for follow on actions.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2038: Employ an LAV as a stationary unit during a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Ensuring mission is not disrupted, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Establish communications with the passing unit.
2. Man contact points.
3. Coordinate location of passage points and lanes.
4. Direct passing unit from link-up point to the passage point.
5. Exchange appropriate information.
6. Coordinate information on friendly/enemy situation (as required).

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2050: Execute tactical formations and movement techniques

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV unit.

STANDARD: To maintain control and mutual support throughout the movement.

PERFORMANCE STEPS:

1. Maneuver vehicle into a column.
2. Maneuver vehicle into a staggered column.
3. Maneuver vehicle into a vee formation.
4. Maneuver vehicle utilizing successive/alternate bounds.
5. Maneuver vehicle as part of a unit line formation.
6. Maneuver vehicle as part of a bounding overwatch.
7. Maneuver vehicle as part of a traveling overwatch.
8. Maneuver vehicle as part of a herringbone.
9. Maneuver vehicle as part of a coil.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

2. FM 3-20.98 Reconnaissance Platoon
3. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2083: Lead a moving LAR unit in a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Battalion Commander, Company Commander, Platoon Commander, Vehicle Commander

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a moving unit.

STANDARD: Ensuring unit does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Coordinate with stationary unit.
2. Conduct link-up at contact points.
3. Collocate leaders.
4. Coordinate location of passage points and lanes.
5. Conduct passage.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2129: Supervise Quartering Party duties

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Company Commander, Executive Officer, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To prepare an assembly area and receive follow on forces.

PERFORMANCE STEPS:

1. Reconnoiter the area.
2. Determine suitability.
3. Direct the establishment of security.
4. Clear the area.
5. Direct the improvement and the marking of entrances, exits, and internal routes.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2130: Establish LAR unit Battle Positions

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Battalion Commander, Company Commander, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order and an LAV unit.

STANDARD: To accomplish the commander's intent.

PERFORMANCE STEPS:

1. Prepare for combat.
2. Assign primary vehicle positions.
3. Direct the assignment of sectors of fires.

4. Assign alternate/supplemental vehicle positions.
5. Establish route of withdrawal.
6. Coordinate supporting fires.
7. Coordinate with adjacent units.
8. Supervise occupation.
9. Supervise continuing actions.
10. Maintain communications as required.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-MNVR-2132: Lead a stationary LAR unit during a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Battalion Commander, Company Commander, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: Ensuring mission is not disrupted, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Coordinate with the moving unit.
2. Occupy contact points.
3. Collocate leaders.
4. Coordinate location of passage points and lanes.
5. Complete passage.
6. Effect battle handover.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2075: Lead actions on contact

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a LAV engaged by an enemy force during operations.

STANDARD: To take action before the enemy can gain the initiative in order to maintain the tempo of the operation.

PERFORMANCE STEPS:

1. Identify an enemy force.
2. Execute battle drill as required.
3. Report information.
4. Retain freedom of maneuver.
5. Maintain enemy contact.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2076: Employ an LAV in a movement to contact

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

PERFORMANCE STEPS:

1. Complete planning.
2. Issue the order.
3. Supervise PCC/PCI.
4. Maneuver unit as required.
5. Maintain continuous security.
6. Gain and maintain contact with the enemy.
7. Report enemy activity.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2077: Employ an LAV-25 during a hasty attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To destroy or force the enemy to withdraw before they can consolidate or establish a deliberate defense.

PERFORMANCE STEPS:

1. Receive the order.
2. Supervise PCC/PCI.
3. Maneuver vehicle to objective area.
4. Execute actions on the objective.
5. Consolidate forces.

6. Send all applicable reports.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2078: Employ an LAV as a moving unit in a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Ensuring vehicle does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Establish communications with a stationary unit.
2. Coordinate information on friendly/enemy situation (as required).
3. Coordinate location of passage points and lanes.
4. Disseminate appropriate information.
5. Conduct the passage as ordered.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2079: Lead an LAR unit during a raid

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operation Order, a known enemy objective, personnel and equipment.

STANDARD: To accomplish specified tasks assigned to that objective within the given timeframe.

PERFORMANCE STEPS:

1. Complete planning.
2. Establish visual contact on objective area.
3. Establish surveillance on enemy avenues of approach.
4. Initiate actions on objective.
5. Suppress enemy with combined arms as required.
6. Establish support by fire.
7. Maneuver to objective.
8. Attack the objective.
9. Protect withdrawal.
10. Execute withdrawal.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OFF-2082: Lead an LAR unit during a movement to contact

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Battalion Commander, Company Commander, Platoon Commander

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

PERFORMANCE STEPS:

1. Complete planning.
2. Issue the order.
3. Supervise PCC/PCI.
4. Maneuver unit as required.
5. Maintain continuous security.
6. Gain and maintain contact with the enemy.
7. Report enemy activity.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OPS-2025: Develop a range card for an LAV

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, an LAV, personnel and equipment.

STANDARD: To ensure all information is provided to units fire plan sketch.

PERFORMANCE STEPS:

1. Label primary position of the vehicle using military symbols.
2. Indicate primary sectors of fire.
3. Indicate the principal direction of fire (PDF) for the M242.
4. Indicate magnetic north.
5. List marginal information.
6. Indicate positions of LPs/OPs, as required.
7. Indicate dead space and how it is covered, as required.
8. Indicate target reference points (TRPs) and azimuth to each.
9. Indicate minimum/maximum engagement lines.
10. Indicate Primary, alternate and supplementary positions.
11. Indicate Fire support control measures.
12. Complete data sheet.
13. Disseminate completed range card to higher.

REFERENCES:

1. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

0303-OPS-2131: Direct LAV unit fires

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

BILLETS: Battalion Commander, Company Commander, Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To ensure fires are directed accurately and on time according to higher headquarters order.

PERFORMANCE STEPS:

1. Establish target priorities.
2. Establish target reference points (TRPs).
3. Define engagement areas (EAs).
4. Identify phase lines.
5. Assign sectors of fires.
6. Issue appropriate fire commands.

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 6-30 Tactics, Techniques, and Procedures for Observed Fire

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-OPS-2150: Supervise employment of a scout team for local security

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 3 months

DESCRIPTION: Scout employment is mission specific and may require special gear and equipment to accomplish their task.

BILLETS: Battalion Commander, Company Commander, Platoon Commander, Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission requiring the use of the dismounted element.

STANDARD: To conduct a dismounted operation integrated with organic LAV support.

PERFORMANCE STEPS:

1. Identify threat.
2. Task the scouts.
3. Coordinate scout deployment with higher.
4. Maintain communication with scouts.
5. Coordinate fires with scouts.
6. Execute mission.
7. Conduct linkup.
8. Conduct debrief.
9. Report accountability.

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-PMCS-2001: Maintain an ordnance vehicle logbook

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given vehicle usage data.

STANDARD: To provide accurate records.

PERFORMANCE STEPS:

1. Enter the data on the daily page.
2. Enter the data on the monthly page.

REFERENCES:

1. TM 4700-15/1_ Ground Equipment Record Procedures
-

0303-PMCS-2002: Maintain a weapon record book

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a weapon record book, usage data and the reference.

STANDARD: To provide accurate records.

PERFORMANCE STEPS:

1. Enter data into weapons record book.
2. Enter a cumulative total for the number of rounds fired.

REFERENCES:

1. TM 4700-15/1_ Ground Equipment Record Procedures
-

0303-PMCS-2003: Supervise Preventative Maintenance Checks and Services

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Platoon Commander

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: To ensure equipment readiness.

PERFORMANCE STEPS:

1. Supervise maintenance.
2. Conduct vehicle inspection.
3. Determine status of equipment.
4. Ensure inoperable equipment is annotated.
5. Open an equipment repair order.

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-WPNS-2007: Direct LAV fires

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV-25, personnel and equipment.

STANDARD: To suppress, neutralize, or destroy the threat.

PERFORMANCE STEPS:

1. Acquire target(s).
2. Select the method of engagement.
3. Issue the fire command.
4. Make observations.
5. Scan for additional targets.
6. Issue subsequent fire commands.
7. Terminate the engagement.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	18 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	18 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0303-WPNS-2028: Engage simultaneous targets

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander .

GRADES: 2NDLT, 1STLT, CAPT, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV, personnel and equipment.

STANDARD: Without exceeding LAV-25 vehicle exposure time.

PERFORMANCE STEPS:

1. Acquire target(s).
2. Select the method of engagement.
3. Issue a simultaneous fire command.
4. Engage target(s) with the swing-mounted machinegun.
5. Terminate the swing-mounted machinegun engagement.
6. Assume control of the remaining engagements.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	18 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	18 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task that will be performed to standard as part of the gunnery tables.

0311-MOBL-2001: Conduct LAR scout reconnaissance

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: Route classification is a tool that helps an LAR unit determine which vehicles can travel on a particular road network. The results of route reconnaissance are displayed on map overlays. Detailed route classification information is obtained in depth for future operations. This task is also performed by 0313 and 0303 MOS.

GRADES: LCPL, CPL, SGT, SSGT, GYSGT, MSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order, personnel and equipment.

STANDARD: To provide information on obstructions that will impede a supported unit along a route.

PERFORMANCE STEPS:

1. Analyze METT-TSL
2. Review the map of the route to be taken
3. Proceed to assigned objective
4. Calculate route width
5. Determine shoulder condition
6. Determine surface material
7. Plot length of passable route
8. List obstacles
9. Indicate special weather conditions which may affect the route
10. Identify constrictions
11. Determine overhead clearance
12. Classify road (s)
13. Record cover and concealment
14. Identify underpasses
15. Calculate tunnel specifications
16. Classify bridge (s)
17. Determine wet gap fording/bridging/ferrying sites
18. Identify suitable bypasses
19. Classify the route
20. Submit reconnaissance report (s) and overlays

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. FM 5-36 Route Reconnaissance and Classification
3. GTA 5-7-8 Bridge Classification Card
4. MCRP 3-17A/FM 5-34 Engineer Field Data
5. MCRP 3-17B Engineer Forms and Reports

0311-MOBL-2402: Direct dismount of an LAV-25

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order, personnel and equipment.

STANDARD: To provide local security or conduct an assigned mission.

PERFORMANCE STEPS:

1. Vehicle Commander announces alert

2. Vehicle Commander issues tasks and purpose
3. Vehicle Commander gives order to dismount
4. Team Leader ensures accountability
5. Team Leader confirms dismount
6. Orient the team
7. Continue mission

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
-

0313-DEF-2000: Employ an LAV-25 in a battle position

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a operation order, an LAV-25, personnel and equipment.

STANDARD: To provide a covered or concealed location oriented on the enemy from which to observe, engage and report.

PERFORMANCE STEPS:

1. Reconnoiter tentative battle position
2. Locate primary and alternate positions
3. Establish battle position
4. Establish OPs
5. Identify sectors of fire
6. Establish tactical control measures
7. Create range card
8. Report battle position information to higher
9. Identify threats
10. Execute actions on contact
11. Report to higher
12. Make recommendations for follow on actions

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-DEF-2001: Develop a range card for an LAV

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and a LAV.

STANDARD: To ensure all information is provided to units fire plan sketch.

PERFORMANCE STEPS:

1. Label primary position of the vehicle using military symbols
2. Indicate primary sectors of fire
3. Indicate the principal direction of fire (PDF) for the M242
4. Indicate magnetic north
5. List marginal information
6. Indicate positions of LPs/OPs, as required
7. Indicate dead space and how it is covered, as required
8. Indicate target reference points (TRPs) and azimuth to each
9. Indicate minimum/maximum engagement lines
10. Indicate Primary, alternate and supplementary positions
11. Indicate Fire support control measures
12. Complete data sheet
13. Disseminate completed range card to higher

REFERENCES:

1. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

0313-DEF-2002: Employ an LAV-25 as part of a security operation

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV-25, an order, training area, and a crew.

STANDARD: To facilitate surveillance, provide early warning, and to impede or harass the enemy's advance.

PERFORMANCE STEPS:

1. Maintain continuous surveillance
2. Provide early warning
3. Identify/ and destroy enemy reconnaissance units
4. Maintain contact with the enemy
5. Report enemy activity

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

0313-DEF-2003: Employ an LAV as a stationary unit in a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Ensuring mission is not disrupted, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Establish communications with the passing unit
2. Man contact points
3. Coordinate location of passage points and lanes
4. Direct passing unit from link-up point to the passage point
5. Exchange appropriate information
6. Coordinate information on friendly/enemy situation (as required)

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop

2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-DEF-2100: Establish LAV unit Battle Positions

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV unit, mission essential equipment, and an order.

STANDARD: To accomplish the commander's intent.

PERFORMANCE STEPS:

1. Prepare for combat
2. Assign primary vehicle positions
3. Direct the assignment of sectors of fires
4. Assign alternate/supplemental vehicle positions
5. Establish route of withdrawal
6. Coordinate supporting fires
7. Coordinate with adjacent units
8. Supervise occupation
9. Supervise continuing actions
10. Maintain communications as required

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-DEF-2101: Direct LAV unit fires

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To ensure fires are directed accurately and on time according to higher headquarters order.

PERFORMANCE STEPS:

1. Establish target priorities
2. Establish target reference points (TRPs)
3. Define engagement areas (EAs)
4. Identify phase lines
5. Assign sectors of fires
6. Issue appropriate fire commands

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. FM 6-30 Tactics, Techniques, and Procedures for Observed Fire

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-DEF-2102: Lead a stationary LAV unit in a passage of lines

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: Ensuring mission is not disrupted, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Coordinate with the moving unit
2. Occupy contact points
3. Collocate leaders
4. Coordinate location of passage points and lanes
5. Complete passage
6. Effect battle handover

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-DEF-2103: Supervise Quartering Party duties

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To prepare an assembly area and receive follow on forces.

PERFORMANCE STEPS:

1. Reconnoiter the area
2. Determine suitability
3. Direct the establishment of security

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-M240-2006: Engage targets with an M240 variant 7.62mm swing-mounted machinegun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV with an installed M240 variant 7.62mm pintle-mounted machinegun and targets at various ranges.

STANDARD: Achieving timely effective fire on the targets beaten zone.

PERFORMANCE STEPS:

1. Identify threat.
2. Announce "240".
3. Fire using short bursts.
4. Adjust using short bursts.
5. Announce "240 complete".
6. Report engagement as required.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per Marine

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex.

0313-M242-2004: Supervise bore sighting procedures for M242 25mm automatic gun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV-25 with an installed M242 25mm automatic gun, bore sight kit, LAV crew, and references.

STANDARD: To achieve point of aim/point of impact within 45 minutes.

PERFORMANCE STEPS: Due to complexity, the performance steps for this task will be completed in accordance with the associated reference.

REFERENCES:

1. TM 08594A-10/1_ Operators Manual, LAV-25 Turret

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

0313-M242-2095: Zero the M242 25mm automatic gun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLETS: Vehicle Commander

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a LAV and references.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS: Due to complexity, the performance steps for this task will be completed in accordance with the associated reference.

REFERENCES:

1. TM 08594A-10/1_ Operators Manual, LAV-25 Turret

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A940 Cartridge, 25mm TPDS-T M910 Linked	10 rounds per Marine
A976 Cartridge, 25mm TP-T M793 Linked	10 rounds per Marine

RANGE/TRAINING AREA: Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-MNVR-2000: Execute tactical formation and movement techniques

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 1 month

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV.

STANDARD: To maintain control and mutual support throughout the movement.

PERFORMANCE STEPS:

1. Maneuver vehicle into a column
2. Maneuver vehicle into a staggered column
3. Maneuver vehicle into a V formation
4. Maneuver vehicle utilizing successive/alternate bounds
5. Maneuver vehicle as part of a unit line formation
6. Maneuver vehicle as part of a bounding overwatch
7. Maneuver vehicle as part of a traveling overwatch
8. Maneuver vehicle as part of a herringbone
9. Maneuver vehicle as part of a coil

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-MOBL-2100: Lead an LAV unit in a tactical road march

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To ensure that the unit arrives at the objective at the time prescribed in the order.

PERFORMANCE STEPS:

1. Prepare for combat
2. Dispatch reconnaissance and quartering parties (as required)
3. Stage vehicles for movement
4. Conduct movement
5. Maintain security
6. Maintain communication with HHQ
7. Account for personnel and equipment upon arrival

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2000: Employ an LAV-25 in a movement to contact

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

PERFORMANCE STEPS:

1. Receive the order
2. Move in accordance with the scheme of maneuver
3. Maintain security
4. Initiate contact with the enemy element
5. Maintain freedom of maneuver

6. Execute action on contact
7. Maintain contact with the enemy
8. Send all applicable reports

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCWP 3-12 Marine Corps Tank Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2001: Employ an LAV as part of a raid

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

PERFORMANCE STEPS:

1. Supervise PCC/PCI
2. Maneuver vehicle to objective area
3. Execute actions on the objective
4. Consolidate forces
5. Send all applicable reports
6. Maneuver the vehicle as part of a withdrawal along pre-planned egress route

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2002: Employ an LAV-25 as part of a hasty attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, personnel and equipment.

STANDARD: To destroy or force the enemy to withdraw before they can consolidate or establish a deliberate defense.

PERFORMANCE STEPS:

1. Receive the order
2. Supervise PCC/PCI
3. Maneuver vehicle to objective area
4. Execute actions on the objective
5. Consolidate forces
6. Send all applicable reports

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2003: Employ an LAV as a moving unit in a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a stationary unit.

STANDARD: Ensuring vehicle does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Establish communications with a stationary unit
2. Coordinate information on friendly/enemy situation (as required)
3. Coordinate location of passage points and lanes
4. Disseminate appropriate information
5. Conduct the passage as ordered

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2100: Conduct actions on contact

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a LAV engaged by an enemy force during operations.

STANDARD: To take action before the enemy can gain the initiative in order to maintain the tempo of the operation.

PERFORMANCE STEPS:

1. Identify an enemy force
2. Execute battle drill as required
3. Report information
4. Retain freedom of maneuver
5. Maintain enemy contact

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2101: Lead an LAR unit in a movement to contact

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an operations order, a location with suspected enemy forces, personnel and equipment.

STANDARD: To gain or maintain contact with the enemy or reach the limit of advance (LOA) IAW the Operation Order.

PERFORMANCE STEPS:

1. Complete planning
2. Issue the order
3. Supervise PCC/PCI
4. Maneuver unit as required
5. Maintain continuous security
6. Gain and maintain contact with the enemy
7. Report enemy activity

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2102: Employ an LAV-AT in support of operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313, 0352

BILLETS: LAV-AT Section Leader, Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order and an LAV-AT section.

STANDARD: To support the commander's intent and scheme of maneuver.

PERFORMANCE STEPS:

1. Prepare for combat
2. Position to support the unit
3. Provide fires to support the unit
4. Displace as required
5. Consolidate and reorganize
6. Prepare for follow on actions

REFERENCES:

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-14 EMPLOYMENT OF THE LIGHT ARMORED RECONNAISSANCE BATTALION
3. MCWP 3-15.5 MAGTF Antiarmor Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2104: Lead an LAR unit in a raid

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operation Order, a known enemy objective, personnel and equipment.

STANDARD: To accomplish specified tasks assigned to that objective within the given timeframe.

PERFORMANCE STEPS:

1. Complete planning
2. Establish visual contact on objective area
3. Establish surveillance on enemy avenues of approach
4. Initiate actions on objective
5. Suppress enemy with combined arms as required
6. Establish support by fire
7. Maneuver to objective
8. Attack the objective
9. Protect withdrawal
10. Execute withdrawal

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-OFF-2105: Lead a moving LAR unit in a passage of lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order and a moving unit.

STANDARD: Ensuring unit does not disrupt stationery units mission, is not surprised by the enemy, suffers no casualties as result of fratricide, and maintains the ability to conduct follow on missions.

PERFORMANCE STEPS:

1. Coordinate with stationary unit
2. Conduct link-up at contact points
3. Collocate leaders
4. Coordinate location of passage points and lanes
5. Conduct passage

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-PMCS-2001: Maintain an ordnance vehicle logbook

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an ordnance vehicle logbook, vehicle usage data and the reference.

STANDARD: To provide accurate records.

PERFORMANCE STEPS:

1. Enter the data on the daily page
2. Enter the data on the monthly page

REFERENCES:

1. TM 4700-15/1_ Ground Equipment Record Procedures
-

0313-PMCS-2002: Maintain a weapon record book

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a weapon record book, usage data and the reference.

STANDARD: To provide accurate records.

PERFORMANCE STEPS:

1. Enter data into weapons record book
2. Enter a cumulative total for the number of rounds fired

REFERENCES:

1. TM 4700-15/1_ Ground Equipment Record Procedures
-

0313-PMCS-2003: Supervise Preventative Maintenance Checks and Services

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: To ensure equipment readiness.

PERFORMANCE STEPS:

1. Supervise maintenance
2. Conduct vehicle inspection
3. Determine status of equipment
4. Ensure inoperable equipment is annotated
5. Open an equipment repair order
6. Submit equipment repair order shopping lists
7. Reconcile the Daily Process Report (DPR)

REFERENCES:

1. LI 08594C-12-2A LAV-25
2. LI 08594C-12/1B Lubrication Instruction, LAV-25 Turret
3. LI 08652-12A Operator's Manual LAV-AT Hull

4. LI 08652A-12-1 Lubrication Instruction, Turret Light Armored Vehicle Antitank LAV-AT
5. LI 08652A-12-1A Operator's Manual for LAV-AT Turret
6. LI 08652A-12-2 Lubrication Instruction, Light Armored Vehicle Antitank LAV-AT
7. LI 08652A-12A LAV-AT
8. LI 08654A-12A LAV-M
9. LI 08655B-12 Lubrication Instruction Light Armored Vehicle, Mortar, LAV-M
10. TM 08594A-10/1 Operators Manual, LAV-25 Turret
11. TM 08594B-10/2B Operator's Manual LAV-25 Hull
12. TM 08652A-10/1 Operator's Manual, Light Armored Vehicle Antitank LAV-AT Turret
13. TM 08652B-10/2A Operator's Manual, Light Armored Vehicle Antitank LAV-AT Automotive Hull
14. TM 08654B-10A LAV-L
15. TM 08655B-10A Operator's Manual LAV-M

0313-RECN-2100: Lead an LAV during armored reconnaissance operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operation Order, a specified zone/area, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat
2. Establish focus of recon
3. Establish tempo of recon
4. Provide engagement criteria
5. Reconnoiter all terrain
6. Reconnoiter all bridges
7. Locate fords and crossing sites
8. Reconnoiter overpasses, underpasses and culverts in zone
9. Locate all obstacles
10. Locate bypasses around obstacles
11. Find threat forces
12. Report information to higher

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon

3. MCRP 2-25A Reconnaissance Reports Guide
4. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-RECN-2101: Lead an LAR unit in a route reconnaissance

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Operations Order, an assigned route, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat
2. Establish focus of recon
3. Establish tempo of recon
4. Provide engagement criteria
5. Determine traffic ability along the route
6. Reconnoiter all terrain
7. Reconnoiter all lateral routes effecting reconnaissance
8. Reconnoiter all bridges
9. Locate fords and crossing sites
10. Reconnoiter overpasses, underpasses and culverts in zone
11. Reconnoiter all defiles along route
12. Locate all obstacles
13. Locate bypasses around obstacles
14. Find threat forces
15. Report information to higher

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCRP 2-25A Reconnaissance Reports Guide

4. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-RECN-2103: Lead an LAR unit during armored reconnaissance operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

DESCRIPTION: The unit performs area and zone reconnaissance missions, using surveillance, technical means and human interaction to gain information.

MOS PERFORMING: 0313

BILLETS: Platoon Sergeant

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an Operation Order, a specified zone/area, personnel and equipment.

STANDARD: To provide information related to CCIR, targeting, and relevant information requirements to higher.

PERFORMANCE STEPS:

1. Prepare for combat
2. Establish focus of recon
3. Establish tempo of recon
4. Provide engagement criteria
5. Reconnoiter all terrain
6. Reconnoiter all bridges
7. Locate fords and crossing sites
8. Reconnoiter overpasses, underpasses and culverts in zone
9. Locate all obstacles
10. Locate bypasses around obstacles
11. Find threat forces
12. Report information to higher

REFERENCES:

1. FM 3-20.97 Reconnaissance Troop
2. FM 3-20.98 Reconnaissance Platoon
3. MCRP 2-25A Reconnaissance Reports Guide
4. MCWP 3-17.4 Engineer Reconnaissance

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TAC-2000: Employ a scout team for local security

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

DESCRIPTION: This task may also be performed by the 0303 serving as a vehicle commander. Scout employment is mission specific and may require special gear and equipment to accomplish their task.

MOS PERFORMING: 0311, 0313

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission requiring the use of the dismounted element.

STANDARD: To conduct a dismounted operation integrated with organic LAV support.

PERFORMANCE STEPS:

1. Identify threat
2. Task the scouts
3. Coordinate scout deployment with higher
4. Maintain communication with scouts
5. Coordinate fires with scouts
6. Execute mission
7. Conduct linkup
8. Conduct debrief
9. Report accountability

REFERENCES:

1. FM 3-20.98 Reconnaissance Platoon
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2200: Supervise LAV turret crew operations

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV, personnel and equipment, and references.

STANDARD: To ensure the LAV crew is able to acquire and engage targets within vehicle exposure standards.

PERFORMANCE STEPS:

1. Train crew on operation and functions of the LAV-25 fire control sighting system.
2. Train crew on operation and functions of the direct view optic/eye safe laser range finder.
3. Train crew on operation and functions of the cross wind sensor.
4. Train crew on operation and functions of Defense Advanced GPS Receiver (DAGR) PSN-13.
5. Train crew on operation and functions of the DIM36 commander's day sight.
6. Train crew on operation of the LAV-25 turret controls and functions.
7. Integrate target acquisition.
8. Integrate fire commands/engagement techniques.
9. Conduct troubleshooting procedures for the fire control sighting system.
10. Conduct troubleshooting procedures for the electric drive turret system.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
2. TM 08594A-10/1_ Operators Manual, LAV-25 Turret

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2202: Supervise initial LAV gunnery

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

BILLETS: LAV Crew Evaluator

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV unit, personnel and equipment.

STANDARD: To ensure crew(s) is prepared to advance to intermediate gunnery and have met the standards outlined in MCWP 3-14.1.

PERFORMANCE STEPS:

1. Establish initial gunnery training site(s).
2. Assist in the conduct of gunnery theory classroom instruction.
3. Conduct/evaluate weapons manipulation training.
4. Conduct/evaluate target acquisition training.
5. Conduct/evaluate range determination training.
6. Conduct/evaluate M257 smoke grenade launcher training.
7. Conduct/evaluate Swing-mount machine gun training.
8. Conduct/evaluate AGTS special purpose exercises.
9. Conduct/evaluate initial gunnery exercises.
10. Conduct/evaluate AGTS basic pre-live fire gunnery exercises.
11. Conduct/evaluate AGTS gate to live fire exercises.
12. Conduct LAV crew de-briefs.
13. Maintain all individual/crew performance records.

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Target acquisition and range determination training are best conducted on a full scale automated multipurpose range complex. All initial gunnery training events with a few exceptions (M257swing mount training) can be conducted and scored in a simulated environment using the AGTS.
2. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-TRNG-2203: Supervise intermediate gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: LAV Crew Evaluator

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV unit, personnel and equipment.

STANDARD: By ensuring crew(s) have received a minimum (P) rating on tables 1 through 5 and received a qualified rating on table 6.

PERFORMANCE STEPS:

1. Assist the master gunner in the establishment of intermediate gunnery training site(s).
2. Evaluate table one, crew defense.
3. Evaluate table two, crew proficiency.
4. Evaluate table three, full caliber gunnery, crew practice one.
5. Evaluate table four, full caliber gunnery, crew practice two.
6. Evaluate table five, full caliber gunnery, crew gunnery pre-qualification.
7. Evaluate table six, full caliber gunnery, crew gunnery qualification.
8. Conduct LAV crew de-briefs.
9. Maintain all crew performance records.

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. The intent of table one and two is to be conducted using simulation devices. There are two AGTS exercises designed for each gunnery table one through six.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2204: Supervise sustainment gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: LAV Crew Evaluator

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV unit, personnel and equipment.

STANDARD: By ensuring crew(s) have received a go on table X-1 and a minimum (P) rating on table X-2.

PERFORMANCE STEPS:

1. Assist in establishing sustainment gunnery training site(s)
2. Receive a brief on sustainment training from the Master Gunner
3. Evaluate table X-1, crew proficiency (scaled range).
4. Evaluate table X-2, CBRN
5. Evaluate individual and collective tasks
6. Conduct LAV crew de-briefs
7. Maintain all section/crew performance records

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. The AGTS is recommended for the sustainment of gunnery skills.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2500: Manage LAV training systems

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given unit personnel and equipment.

STANDARD: To ensure training systems are planned for and integrated into the unit gunnery training plan.

PERFORMANCE STEPS:

1. Supervise AGTS Power up/down.
2. Conduct operator maintenance.
3. Evaluate crew progression using AGTS instructional Sub-system.
4. Supervise an AGTS training session.
5. Supervise an AGTS training session pre-brief.
6. Supervise AGTS (Pre-brief After Action Review) PAAR Power up/down and conduct operator maintenance.
7. Supervise AGTS PAAR operation.
8. Supervise crew debriefs using AGTS PAAR.
9. Monitor Instructor/Operator (IO) duties.
10. Train AGTS Instructor/Operators.
11. Conduct a unit after action review (AAR).
12. Manage AGTS crew records.
13. Develop, record, and maintain crew performance records.
14. Supervise scaled ranges.
15. Supervise the use of LAV-25 training devices.

REFERENCES:

1. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
2. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
3. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-TRNG-2501: Conduct Remedial LAV gunnery training

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: LAV Crew Evaluator, Master Gunner

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: To ensure crew qualification and sustainment of gunnery skills.

PERFORMANCE STEPS:

1. Analyze overall crew proficiency.
2. Develop remedial training plan.
3. Establish remedial training sites.
4. Conduct remedial training.

5. Analyze crew performance.
6. Conduct an after action review (AAR) with the crewmen.
7. Record crew performance.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2502: Supervise initial LAV gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: To ensure crew(s) is prepared to advance to intermediate gunnery and have met the standards outlined in MCWP 3-14.1.

PERFORMANCE STEPS:

1. Develop initial gunnery training site(s).
2. Conduct gunnery theory classroom instruction.
3. Supervise weapons manipulation training.
4. Supervise target acquisition training.
5. Supervise range determination training.
6. Supervise M257 smoke grenade launcher training.
7. Supervise Swing-mount machine gun training.
8. Supervise AGTS special purpose exercises.
9. Supervise initial gunnery exercises.
10. Supervise AGTS basic pre-live fire gunnery exercises.
11. Supervise AGTS gate to live fire exercises.
12. Conduct AAR.
13. Maintain all individual/crew performance records.

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Target acquisition and range determination training are best conducted on a full scale automated multipurpose range complex. All initial gunnery training events with a few exceptions (M257 swing mount training) can be conducted and scored in a simulated environment using the AGTS.
 2. Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)
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0313-TRNG-2503: Supervise intermediate gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: By ensuring crew(s) have received a minimum (P) rating on tables 1 through 5 and received a qualified rating on table 6.

PERFORMANCE STEPS:

1. Establish intermediate gunnery training site(s).
2. Develop of table one, crew defense.
3. Develop table two, crew proficiency.
4. Develop table three, full caliber gunnery, crew practice one.
5. Develop table four, full caliber gunnery, crew practice two.
6. Develop table five, full caliber gunnery, crew gunnery pre-qualification.
7. Develop table six, full caliber gunnery, crew gunnery qualification.
8. Conduct LAV crew de-briefs.
9. Maintain all crew performance records.

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	1280 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	310 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	290 rounds per weapon

RANGE/TRAINING AREA:

Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. The intent of table one and two is to be conducted using simulation devices. There are two AGTS exercises designed for each gunnery table one through six.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2504: Supervise sustainment gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAR unit, personnel and equipment.

STANDARD: By ensuring crew(s) have received a go on table X-1 and a minimum (P) rating on table X-2.

PERFORMANCE STEPS:

1. Establish sustainment gunnery training site(s)
2. Develop table X-1, crew proficiency (scaled range)
3. Develop table X-2, CBRN
4. Develop individual and collective tasks
5. Conduct AAR
6. Maintain all section/crew performance records

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. The AGTS is recommended for the sustainment of gunnery skills.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2505: Supervise advanced gunnery

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0313

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a section of LAV(s), personnel and equipment.

STANDARD: To ensure section achieves 70 percent of the tactical tasks, gunnery tasks, and gunnery hit rate.

PERFORMANCE STEPS:

1. Supervise the establishment of advanced gunnery training site(s)
2. Brief and task the exercise observer controllers on the conduct of advanced gunnery training
3. Identify individual and collective (gunnery) tasks
4. Identify collective (tactical) tasks
5. Supervise table 7, scout section training course
6. Supervise table 8, scout section qualification
7. Supervise LAV observer controller de-briefs and conduct an end of training AAR
8. Supervise/maintain all section/crew performance records

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment
5. TC 25-8 Training Ranges

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Advanced gunnery tasks may be trained using the AGTS. There are four basic, four intermediate, four advanced, and ten combat advanced exercises for the scout section. The AGTS also contains 20 combat MOUT advanced gunnery exercises.
2. Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-TRNG-2506: Develop LAV gunnery training plan

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0313

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given commander's guidance, a timeline, manuals, and unit training records.

STANDARD: To achieve 100 percent crew qualification on table 6 and section qualification on table 8.

PERFORMANCE STEPS:

1. Conduct an analysis of previous gunnery training
2. Make recommendations to sustain strengths/correct weaknesses
3. Establish a clear purpose of the gunnery-training plan
4. Develop recommended gunnery training courses of action
5. Forecast and allocate resources
6. Forecast and allocate ammunition
7. De-conflict unit training schedules with gunnery training events
8. Conduct LAV Crew Evaluator (LCE) training
9. Ensure gunnery training pre-requisites are accomplished
10. Conduct LAV Gunnery Skills Tests
11. Plan for initial gunnery training
12. Plan for intermediate gunnery training
13. Plan for advanced gunnery training
14. Plan for sustainment gunnery training
15. Ensure gunnery training pre-requisites are accomplished

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

0313-TRNG-2507: Conduct LAV crew evaluator training

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Master Gunner

GRADES: SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given LAV gunnery training materials, Advanced Gunnery Training System (AGTS), and an LAV.

STANDARD: By ensuring the evaluator is capable of evaluating LAV crew proficiency.

PERFORMANCE STEPS:

1. Screen potential crew evaluators to ensure they have the communication skills.
2. Screen for knowledge of the LAV-25 weapon systems operation and employment.
3. Conduct training on the operation of LAV-25 training devices.
4. Conduct training on LAV-25 gunnery evaluation standards.
5. Conduct training on LAV-25 target acquisition techniques.
6. Conduct training on LAV-25 fire commands and engagement techniques.
7. Conduct training on LAV-25 fire control and distribution.
8. Conduct training on the LAV-25 phases of gunnery.
9. Conduct training on the LAV-25 gunnery skills test.
10. Conduct training on how to prepare for and lead a de-brief.
11. Conduct re-certification as necessary to support the unit gunnery training plan

REFERENCES:

1. MCRP 3-0B How to Conduct Training
2. MCTM04-060-1 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 1
3. MCTM04-060-2 USMC LAV-25 Advanced Gunnery Training System (AGTS) Volume 2
4. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation must be used, whenever possible, in lieu of live training (Particularly when the physical actions of accomplishing the event are constrained). (A)

0313-WPNS-2007: Direct LAV fires

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an LAV-25, personnel and equipment.

STANDARD: To suppress, neutralize, or destroy the threat.

PERFORMANCE STEPS:

1. Acquire target(s).
2. Select the method of engagement.
3. Issue the fire command.
4. Make observations.
5. Scan for additional targets.
6. Issue subsequent fire commands.
7. Terminate the engagement.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	18 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	18 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0313-WPNS-2028: Engage simultaneous targets

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Commander

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV, personnel and equipment.

STANDARD: Without exceeding LAV-25 vehicle exposure time.

PERFORMANCE STEPS:

1. Acquire target(s).
2. Select the method of engagement.
3. Issue a simultaneous fire command.
4. Engage target(s) with the swing-mounted machinegun.
5. Terminate the swing-mounted machinegun engagement.

6. Assume control of the remaining engagements.

REFERENCES:

1. MCWP 3-14.1 Light Armored Vehicle-25 Gunnery and Employment

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	200 rounds per weapon
A940 Cartridge, 25mm TPDS-T M910 Linked	18 rounds per weapon
A976 Cartridge, 25mm TP-T M793 Linked	18 rounds per weapon

RANGE/TRAINING AREA: Facility Code 17721 Tank/Fighting Vehicle
Multipurpose Range Complex

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task that will be performed to standard as part of the gunnery tables.

0341-WPNS-2801: Mount mortar in the LAV-M

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0341

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a LAV-M, personnel and equipment.

STANDARD: To ready the mortar to fire.

PERFORMANCE STEPS:

1. Place mortar in fire position
2. Lay mortar on directional stake
3. Place sight extension on vehicle bipods
4. Place sight on sight extension
5. Align and level mortar on direction stake
6. Announce gun up

REFERENCES:

1. TM 08655B-10A Operator's Manual LAV-M
 2. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
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0341-WPNS-2802: Prepare mortar for displacement

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

MOS PERFORMING: 0341

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a LAV-M, personnel and equipment.

STANDARD: To enable continued operations.

PERFORMANCE STEPS:

1. Stow all equipment
2. Place the mortar in travel position

REFERENCES:

1. TM 08655B-10A Operator's Manual LAV-M
 2. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
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0352-WPNS-2801: Install TOW components on an LAV-AT

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a LAV-AT, personnel and equipment.

STANDARD: To ready the weapon system to fire.

PERFORMANCE STEPS:

1. Stow AN/TAS-4 batteries with case
2. Stow tripod
3. Install MGS into the LAV
4. Connect cable connector to join MGS
5. Install emergency power battery in LAV
6. Stow encased missiles
7. Stow launch tube
8. Install optical sight tracker
9. Install AN/TAS-4 thermal sight
10. Stow traversing unit
11. Stow collimator
12. Stow spare batteries

REFERENCES:

1. TM 08652A-10/1A Operator's Manual LAV-AT Turret
 2. TM 08652B-10/2A LAV-AT
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0352-WPNS-2802: Operate LAV-AT turret

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a LAV-AT, personnel and equipment.

STANDARD: To ready the weapon system to fire.

PERFORMANCE STEPS:

1. Power up turret
2. Operate turret
3. Stow turret
4. Power down turret
5. Conduct emergency power procedures, if required
6. Conduct "low stow" procedures

REFERENCES:

1. TM 08652A-10/1 Operator's Manual, Light Armored Vehicle Antitank LAV-AT Turret
2. TM 08652A-10/1A Operator's Manual LAV-AT Turret
3. TM 08652B-10/2A LAV-AT
4. TM 08652B-10/2A Operator's Manual, Light Armored Vehicle Antitank LAV-AT Automotive Hull

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0352-WPNS-2803: Load a dual launcher

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a LAV-AT, personnel and equipment.

STANDARD: To ready the weapon system to fire.

PERFORMANCE STEPS:

1. Place launcher in load position
2. Open cargo hatch
3. Load missiles
4. Close cargo hatch

REFERENCES:

1. MCWP 3-15.5 MAGTF Antiarmor Operations
2. TC 23-23 TOW Heavy Antitank Weapon System
3. TM 08652A-10/1 Operator's Manual, Light Armored Vehicle Antitank LAV-AT Turret

0352-WPNS-2804: Engage targets with LAV-AT TOW

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a combat loaded LAV-AT, personnel and equipment.

STANDARD: To destroy designated target.

PERFORMANCE STEPS:

1. Prepare LAV-AT launcher for firing
2. Acquire targets
3. Determine range to targets
4. Engage targets
5. Perform immediate action for misfire
6. Load LAV-AT dual launcher

REFERENCES:

1. FM 3-22.34 TOW Weapon System
2. MCWP 3-15.5 MAGTF Antiarmor Operations
3. TM 08652A-10/1A Operator's Manual LAV-AT Turret
4. TM 08652B-10/2A LAV-AT

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used as a precursor to live training in order to help maximize and enhance the live training event. (B)

0352-WPNS-2805: Clear a misfire on the LAV-AT

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an LAV-AT, personnel and equipment.

STANDARD: To return weapon to fire capable.

PERFORMANCE STEPS:

1. Press both triggers twice
2. Announce "misfire"
3. Continue tracking
4. Select and arm additional missile
5. Manually disarm RAD (if missile will not deselect)
6. Attempt to fire
7. Check Select and Armed Indicator lights
8. Check Fire Interrupt and Hatch Open lights
9. Continue tracking
10. Attempt to fire twice
11. Disarm and deselect missile (If missile fails to launch)
12. Continue to track
13. Keep launcher aimed at target area
14. Remove the misfired missile
15. Notify RSO then EOD

REFERENCES:

1. FM 3-22.34 TOW Weapon System
 2. TM 08652A-10/1 Operator's Manual, Light Armored Vehicle Antitank LAV-AT Turret
 3. TM 9-1425-450-12 TOW Weapon System Guided Missile System
 4. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
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